



AUSTRALIAN CLAY TARGET ASSOCIATION INC.

SHOOTING RULES

SKEET ONLY

Revised January 2020

PREFACE

These Australian Clay Target Association Shooting Rules have been compiled for the guidance of officials and the regulation of clay target shooting to ensure fair, equitable and ethical competition. They are the result of many years of experience at all levels of our sport and are reviewed at biannual intervals to ensure continual relevance.

An important point often missed by club officials is that membership of the ACTA is a contractual relationship which obliges members to abide by the requirements of the ACTA constitution, by-laws, rules and policies.

Therefore these rules must be interpreted within the context of applicable ACTA by-laws and policies which are listed on the ACTA website <https://www.claytarget.com.au> .

Officials are urged to familiarise themselves with the relevant ACTA by-laws and policies particularly the:

Member Protection Policy

Social Media/Cyber Bullying Policy.

Awards defined in the ACTA Rule book:

These ACTA rules are the property of the Australian Clay Target Association and only apply to ACTA events conducted by the ACTA or authorised events in accordance with the Rules and Constitution.

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SKEET

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MANDATORY REQUIREMENTS FOR OFFICIALS, SKEET

Any reference in these rules pertaining to “him” will also mean “her”.

1. Read shooters' names from squad sheets. Ensure competitors are lined up in the correct order beside station one. For safety reasons ask all shooters to check for obstructions in barrels.
2. The Referee must stand where he has a clear view of targets and competitors. The Referee should stand in the position indicated in the field diagram.
3. Describe the event and procedure for conduct of the event, eg “25 Target Skeet Championship.”
4. The Referee should ask his Scorer to stand close enough to him so that the Referee can see the score sheet, and the Scorer can observe the target as a check Referee.
5. Target to be shown by Referees,
 - (a) At the beginning of each round the SQUAD shall be entitled to observe one (1) high house, one (1) low house and one (1) pair of double targets and shall have the option of observing one regular target after each illegal target.
 - (b)
 - (i) After any breakdown or delay
 - (ii) At the commencement of all shoot-offs
 - (iii) On each trap used for a shoot-off
 - (iv) After any break for shells etc during a shoot-off
 - (v) If a competitor receives two broken targets in a row.
 - (c) There will be no sighter (eye-opener) targets to be shot at by any shooter.
6. The Referee must at all times ensure that the target is released immediately on the competitor's call.
7. The Referee must clearly call the result thus: one, lost, no target, as appropriate.
8. Lost targets must be called immediately, and the Referee must change his decision if the target breaks before it hits the ground.
9. At all times ensure that no competitor leaves a cartridge(s) in his gun after a red signal from the traphouse (breakdown etc).
10. The Referee must speak to a shooter immediately on any breach of the safety rules. If the rules of etiquette are broken the Referee should speak

to the shooter concerned after the squad has finished, depending on the circumstances.

11. Where applicable the Referee must ensure that one cartridge only is placed in the gun.
12. The Referee must not restore a target if the competitor opens his gun after a malfunction. In the case of a malfunction the Referee shall visually check the safety catch is not in the on position and that the action is closed. He will request the shooter to test fire the gun once only. Under no circumstances will the Referee attempt to test fire the gun.
13. The Referee should be mindful of the rule regarding squad members disturbing the competitor shooting.
14. A Referee will not call no target to deny a shooter the opportunity to shoot at a whole target unless a safety hazard exists. The shooter is the only person to decide if the target is acceptable to him.
15. Interpretation of refusal rule:
 - (a) A shooter may refuse to shoot at any target which he considers to be illegal.
 - (b) There is no limit to the number of targets the shooter may refuse as long as the Referee agrees with the reasons. Obviously, if too many targets are refused for illegality, the Referee must find the cause, then correct it. If the Referee does not consider that the target refused is illegal, he will ask the shooter why he refused the target. If the Referee is not satisfied with the reason he will tell the shooter. He will also state that any further targets which are refused, and are considered by the Referee to be legal will be scored "Lost Target". If the above situation seems likely to arise, it is preferable that a third party, qualified if possible, adjudicates subsequent refusals. The foregoing procedure in no way discriminates against Referees. It is meant to assist in equity of competition. A major point missed by Referees is that although a shooter may refuse to shoot at an illegal target, he is equally entitled to accept an illegal target. However, if he shoots at and misses an illegal target, the only decision open to the Referee is "Lost Target". Similarly, if he hits it, abide by result.
 - (c) A Referee should not call "No Target" for a fast or slow released target, nor if the target seems to him to be too high, too low or too wide. "No Target" should only be called in the case of a broken target or where a safety hazard exists if a shooter elects to shoot at the target.
 - (d) Referees are to ensure that "R" for refusal is entered on Score

Sheets. Every refusal must be called either “No Target” or “Lost Target” by the Referee.

16. The Referee is to see that all competitors remain as a squad until the last shooter has finished.
17. At the completion of each visit to a field the Referee must request competitors ensure that their guns are safe and their scores are correct.

SHOOTING RULES

SECTION 5

5.01 SAFETY

- (a) All guns must be immediately opened upon removal from a gun rack or car to determine that they are indeed empty.
- (b) All guns carried on or about the shooting ground must be held in a position of safety, with the breech open and unloaded at all times.
- (c) Shooting on the grounds at any place other than the firing point at legitimate targets only is prohibited except where a pattern plate is installed, and then only with permission of Club Management.
- (d) Firing the gun in any position other than orthodox, ie to the shoulder, is prohibited (with the exception of a physical disability). Any shooter firing a gun from any position other than orthodox will be immediately suspended by the Club Management and reported in writing to the Executive Committee – a minimum penalty of three months suspension shall apply.
- (e) All guns must remain fully open until the shooter is in the shooting station
- (f) Shooters experiencing a misfire or malfunction must remain with their gun pointed in a safe direction until the Referee adjudicates.
- (g) Release trigger guns shall not be left in gun racks or in positions where they can be handled, but shall be constantly under the control and supervision of the user and shall be labelled as per Rule 8.08(b)iii.
- (h) Powder loads for re-loads must not exceed the manufacturer's recommended specification. Shooters exceeding the recommended load shall be deemed to be in breach of the safety regulations.
- (i) Any shooter knowingly breaching any safety rule other than 5.01(d), will be immediately suspended by the Club Management for one (1) calendar month pending an investigation into their actions by the relevant State Association and the ACTA must be notified of all breaches and responses.
- (j) Any shooter committing an unsportsmanlike or unsafe act on the shooting ground shall be liable to suspension or disqualification.
- (k) When it is his turn to shoot, the competitor shall stand on the shooting station, load and close his gun. He must open his gun and remove the cartridges before turning or leaving the shooting station.
- (l) The shooter will not insert a cartridge in his gun until he is on the shooting station, at his turn. All cartridges must be removed from a gun upon the red signal at the skeet house, or if any official approaches the skeet houses on that layout.
- (m) Any shooter deliberately firing at any fauna on any shooting ground shall be immediately suspended by the Club Management and

shall remain suspended until the incident is dealt with by his State Association.

- (n) Mobile Phones or like devices must not be audible during competition.
- (o) Hearing and eye protection is strongly recommended for all ACTA disciplines whilst present at the firing point or trap area.
- (p) Gun sleeves and slings are not permitted to be used in any ACTA discipline.
- (q) A gun must not be used that will accept more than one gauge of cartridge at the same time and a gun must not be loaded with different gauge ammunition.
- (r) A release trigger is not to be set until the gun is mounted to the shoulder. Failure to comply will incur a warning in the first instance and disqualification from the event for a second offence.

5.02 PROCEDURE

- (a) A competitor must be at the firing point within two minutes of being called. Failing this he may be disqualified, penalised with loss of targets, or be re-squadded at the discretion of the club.
- (b) A target must be thrown for the first shooter on his call at his first and subsequent visit to each trap, or after a break in shooting.
- (c) When at the firing point ready for competition, the competitor shall distinctly give the command "pull" or a similar command to the Referee and thereafter the competitor is in the competition.
- (d) It shall be considered a time infringement if a shooter deliberately delays more than 10 seconds for each shot on a station and the Referee shall warn him/her once each round without penalty. Subsequent occurrences per round will be penalised one target each. This rule should be interpreted in conjunction with rule 8.12(c) which indicates that a squad should complete a round of Skeet in 20 minutes.
- (e) For Skeet, the shooter must stand with any part of both feet within the boundaries of the designated shooting station.
- (f) Provided he is standing on the shooting station and it is his turn to shoot, a competitor may place cartridges into the breech.
- (g) Shooters must not close or attempt to mount the gun to the shoulder until he is standing on the shooting station
- (h) Empty shells on the ground must not be collected whilst shooters are on the field. Only those people directly associated with the competition will be on the field whilst the shoot is in progress.
- (i) No competitor shall make, negotiate or discuss any bet (either on his own shooting or that of any competitor) whilst he is on the shooting station. If any competitor infringes this rule, he may be disqualified by the Referee.
- (j) All members in a squad must remain as a squad until the last competitor has shot.

- (k) The officiating Referee or the Management must have the traps adjusted immediately if they are not throwing legal targets. Immediately following such alteration a target must be thrown and the competition continued.
- (l) All competitors are required to dress in an appropriate manner. The wearing of camouflage clothing (any version), singlets or singlet style sleeveless tops is prohibited. The wearing of thongs, scuffs or bare feet is prohibited. Any shoes worn must have a restraining strap or support at the heel. The wearing of high cut shorts is prohibited.

5.03 SQUADS

- (a) A normal skeet squad is composed of five shooters. Any five shooters may designate themselves as a squad. All shooters shall be formed into squads of five shooters each, as nearly as possible. Less than five shooters is permitted for expedience, but more than six should not be squadded for safety reasons, except in shoot-offs, see rule 7.14(a).
- (b) The officiating Referee **MUST** have the trap adjusted immediately if it is not throwing legal targets. Immediately following such alteration, a target must be thrown and the competition continued. Unauthorised shooters must not interfere with or attempt to interfere with the setting of the traps. Violation of this rule may be grounds for disqualification from the event.
- (c) The competitor whose turn it is to shoot may observe a legal target from a traphouse where the trap has been adjusted or repaired, or where an illegal target has been released.
- (d) No competitor shall unduly delay a squad without good and sufficient reason in the judgement of the Referee in charge of the squad. A shooter who persists in deliberately causing inexcusable delays after receiving a first warning from the Referee shall be subject to disqualification from the event.
- (e) At the beginning of each round the SQUAD shall be entitled to observe one (1) high house, one (1) low house and one (1) pair of double targets.
- (f) No member of a squad having shot from one station shall proceed toward the next station in such a way as to interfere with another shooter. The penalty for wilful interference in this manner shall be disqualification from the event. However, when in the opinion of the Referee it is done unobtrusively, the first competitor in a squad should be allowed to move across and stand at least three metres behind the next station from Station 2 to 6 inclusive.
- (g) The Referee shall ensure that the target is released “instantly” (see Rule 8.04(a)) in response to the competitor’s acceptable call. If a shooter fires at what is considered to be an illegal target, due to the timing of the release, he must abide by the result. The Referee shall have an uninterrupted view of the competitors at the firing points.
- (h) While shooters may request to be squadded in the same wave as

other shooters, under no circumstances will a shooter be allowed to nominate a particular squad number or skeet layout. Shooters may be squadded in order of nomination.

5.04 BROKEN TARGETS

A broken target is one which has a visible piece broken from it, whilst in the air, by the shot from the competitor's gun.

5.05 DUSTED TARGETS

A "dusted target" is one from which dust is detached by the competitor's shot, but which shows no visible piece broken from it. A dusted target is not a broken target and is a "lost target".

5.06 NO TARGETS

After "no target" has been called by the Referee under any of the following conditions it thereafter plays no part in the competition and is irrelevant to it.

- (a) No target shall be called when a target is refused for the following reasons:
 - (i) A target is released without the competitor's call and the target has not been fired at.
 - (ii) A time interval occurs before or after the competitor's call unless the target is fired at.
 - (iii) A target does not conform to the definition of a legal target and the target has not been fired at.

Note: If in the opinion of the Management, an excess of refusals is recorded, the Management has the right to check the shooter, Referee and equipment. If in the opinion of the Referee, legal targets are being refused, the Referee may call "lost target". All refusals must be recorded on the score sheet as "R".

- (b) "No target" shall be called when:
 - (i) A broken target is released.
 - (ii) In singles, if by error or for mechanical reasons doubles are thrown and the shooter shoots and breaks or misses the correct target, it shall be scored as in singles. It shall be the shooter's prerogative to elect to shoot or withhold his shot when doubles are thrown in the calling of singles.
 - (iii) The Referee may grant a shooter permission to shoot out of turn where it is justified in the interest of saving time.
 - (iv) A malfunction occurs in either barrel caused by the competitor's gun or misfire of a cartridge due to no neglect on the competitor's part.
 - (v) A simultaneous or near simultaneous discharge occurs, ie, from any cause both barrels are discharged together or nearly together. Simultaneous discharges shall be recorded as a malfunction.

- (vi) A different coloured target than being used for the event is thrown and not fired at. Firing at the target shall cause it to be considered a legal target with the result to stand.
- (vii) No target shall be allowed for the first target of any visit to a trap if a safety catch is engaged.
- (c) The following are considered malfunctions of ammunition:
 - (i) Failure to fire when firing pin indentation is clearly visible;
 - (ii) When only the primer fires – or is missing;
 - (iii) When the powder charge has been omitted;
 - (iv) When the powder charge is not ignited;
 - (v) Components of the load remain in the barrel.
 - (vi) All misfires and malfunctions must be marked on the score sheet as “M”.

5.07 NO TARGET – DOUBLES / PROOF DOUBLES

- (a) If the first target emerges broken, the doubles shall, in all cases, be declared no targets (both) and a proof double shall be thrown to determine the result of both shots.
- (b) If a double is thrown but the targets collide, before the result of the first target is determined, they shall be declared no targets (both) and the result of a proof double shall determine the score of both shots.
- (c) If the first target of a double is thrown irregular as to deviate from the prescribed line of flight and is not shot at, a proof double shall determine the score for both shots, whether the second target is fired upon or not. The Referee shall be the sole judge of irregularity.
- (d) If the first target of a double is thrown irregular as to deviate from the prescribed line of flight, and is shot at, the result shall be scored for the first shot, and if the shooter is deprived of a normal second shot for any of the reasons in Rule 5.07(e), the second target only shall be declared no target and a proof double shall be thrown to determine the result of the second shot.
- (e) If the shooter is deprived of a normal second shot for any of the following reasons, the result of the first shot shall be scored, and the second target only shall be declared no target and a proof double shall be fired to determine the result of the second shot.
 - (i) The second target is thrown broken.
 - (ii) The second target is thrown irregular as to deviation from the prescribed line of flight and is not shot at.
 - (iii) The second target is not thrown at all.
 - (iv) The second target is not thrown simultaneously.
 - (v) Both targets are broken with the first shot.
 - (vi) The wrong target is broken with the first shot.
 - (vii) The first shot is lost and a collision occurs before the result of the second shot is determined.

- (viii) The second target collides with fragments of the first target properly broken, before the result of the second shot is determined.
- (ix) The result of the first shot is determined, and interference occurs before the second shot is fired.
- (f) There shall be no penalty for withholding the first shot when either target of a double is irregular. A proof double shall determine the score of both shots thereafter.
- (g) If a double is thrown and an allowable malfunction occurs on the first shot, it shall be declared no target, and the result of a proof double shall determine the score of both shots. If such malfunction is excessive (not allowable) the proof double shall be thrown to determine the result of the second shot only.
- (h) In shooting a proof double after the first target (of a double) is lost, if the shooter fires at or breaks the wrong target first, said proof double shall be scored as both targets lost. If in such a proof double after the first target (of a double) is broken, the shooter fires at, or breaks, the wrong target first, it shall be scored as first target broken and second target lost.

5.08 LOST TARGET

Lost target shall be called when:

- (a) A competitor fails to break a legal target.
- (b) The competitor fails to shoot because his gun is unloaded, or because the safety was incorrectly set or jarred back, whether from his oversight or not, or because of any other cause chargeable to his oversight or neglect (no target shall be allowed for the first target of any visit to a trap if a safety catch is engaged). Should this happen in doubles, the first target only should be declared lost and a proof pair shall be thrown to determine the result of the second shot only. However, a shot shall be fired at each target in the proof pair.
- (c) The competitor has an apparent malfunction and attempts to open the gun before the Referee examines it. The competitor must not turn around and must keep his gun pointed in a safe direction until the Referee has given his decision. If a competitor's gun breaks down and it is necessary to seek a replacement the competitor is allowed five (5) minutes to do so. If this is not possible the competitor may leave the squad and finish the remaining targets of the round at a time decided by the Management. Should a gun malfunction occur during a shoot-off, the competitor has 10 minutes to repair or replace the gun. Failure to comply "Lost target".
- (d) A foot position violation occurs. The shooter must stand with any part of both feet within the boundaries of the designated shooting station.

- (e) The fourth and subsequent malfunction in any one event occurs. However, at the end of each 100 targets in any one event, the malfunctions that have occurred shall be cancelled, and the count shall re-commence from zero.
- (f) A target is dusted.
- (g) A whole target was fired upon and missed.
- (h) An illegal target was fired upon and missed.
- (i) When the competitor breaks a target outside the skeet range shooting bounds.
- (j) Targets shot at are broken after they pass the centre from No.8 Station are lost targets.
- (k) Doubles shot in reverse order shall result in the loss of the first target and a proof double required to determine the result of the second target.
- (l) One shot only shall be allowed at each target. Intentionally firing twice at the same target, whether hit or missed by either shot is a lost target. Furthermore, the shooter is warned that the second time the shooter intentionally fires at the same target in any event, the penalty shall be automatic disqualification from the event. Firing at chips is not allowed.

5.09 BAULK

- (a) Any extraneous occurrence, which in the opinion of the Referee materially interferes with the equity of the competitor after he calls for his target constitutes a baulk.
- (b) If a shooter fires a shot and the appearance of a target or piece of target from an adjoining field appears, it shall not be ruled as a BAULK unless the target or piece of target strikes or threatens to strike the shooter or the shooters gun. The referee is the sole judge as to whether a baulk has occurred or not.
- (c) The sun shall not be considered as interference. It must be considered as a normal hazard.
- (d) Under no circumstances will a baulk be granted unless claimed by the competitor immediately it occurs, and/or in the opinion of the Referee, a baulk has occurred, he may restore the competitor's target.
- (e) The Referee has power to alter his decision. This must be done before the shooter in question shoots his next target or the shooter leaves the tracks should this be his last target.

5.10 ABIDE BY RESULT

Should there be a faulty cartridge, misfire or malfunction in the first barrel, in singles, and the competitor fires the second barrel where possible, the competitor shall abide by the result. In doubles if there be a faulty cartridge, misfire or malfunction in the first barrel and the competitor fires the second barrel where

possible, the competitor shall abide by the result, with the first target to count and a proof pair thrown to determine the result of the second target. If a shooter does not fire at the first legal target of a double but shoots at the second target, the result of the first target will be declared lost and a proof pair thrown to determine the result of the second target.

5.11 ROUND PROCEDURE

- (a) A squad shall start shooting at Station 1 in the order in which the names appear on the score sheet. The first shot scored lost in the round shall be repeated immediately as the optional shot and recorded in the 25th column on the score sheet. If the first target of a double is the first lost target, and a proof double is required for any reason to determine the result of the second target, then the proof double procedure shall be completed and then the first target shall be repeated as a single and scored as the 25th shot.
- (b) The first shooter shall start shooting singles at Station 1, shooting the high house target first and the low house target second. Then, loading two shells, he/she shall proceed to shoot doubles, shooting the first shot at the target from the high house and the second shot at the target from the low house, before leaving the station. The second shooter shall then proceed likewise, followed by the other members of the squad in their turn.
- (c) Then the squad shall proceed to Station 2 and repeat the same sequence as on Station 1.
- (d) The squad shall then proceed to Station 3 where each shooter will shoot at a high house single target first and a low house single target second before leaving the shooting station.
- (e) The same procedure shall be followed at Station 4 and 5.
- (f) Upon advancing to Station 6 the leadoff shooter will shoot singles in the same sequence as at the previous stations. Then, loading two shells, he shall shoot doubles by shooting the low house target first and the high house target second before leaving the station. The other shooters will follow in their turn.
- (g) The same procedure will be followed at Station 7.
- (h) The squad will advance to Station 8 where each shooter shall shoot at a target from the high house before any member of the squad shoots at a target from the low house.
- (i) The squad shall then turn to Station 8 low house and the leadoff shooter will shoot at the low house target.
- (j) The shooter shall repeat the low house target for his optional shot before leaving the station, provided he is still straight (no lost targets in the round). The other shooters will follow in turn.
- (k) At this time the shooter should verify his own score.
- (l) During the shooting of single targets a shooter may load 2 shells except at Station 8 high house, or for the last single target on any station, or unless prohibited by club rules.

5.12 RULES AND PROCEDURE FOR DOUBLES EVENTS

- (a) Open Double Championships shall be shot at 25 pairs or multiples of 25 pairs.
- (b) Uneven numbered rounds ie Rounds 1 and 3: Commencing on Station 1 and proceeding through Station 4, a double is to be shot from each station, taking the high house first. On Stations 5, 6 and 7 a double is to be shot taking the low house first. Reversing back through Stations 6, 5 and 4 a double is to be shot taking the low house first. On Stations 3 and 2, a double is to be shot taking the high house first. Total number of targets = 24. Even numbered rounds ie Rounds 2 and 4: To be shot as in uneven numbered rounds but finishing on Station 1. Total number of targets = 26.
- (c) The rules for double in a Doubles event are the same as the rules for doubles in a regular round of Skeet.
- (d) Clubs have the option of conducting a 25 target event. This event will be the same as an uneven numbered round with the addition of a single high house target immediately following the concluding double from Station 2.

5.13 HANDICAP EVENTS

Each competitor will commence the shoot-off with a handicap allowance equivalent to the surplus of his ACTA handicap remaining after qualifying for the shoot-off and will continue in the shoot-off until he has lost one target in excess of the handicap allowance irrespective of the length of the shoot-off.

Examples:

- (a) 25 target event. A competitor whose ACTA handicap is 5 shoots 22-25. He will commence the shoot-off with a handicap allowance of 2 and will be eliminated immediately he loses one target in excess of the allowance. Should he shoot 23-25 in the first round of the shoot-off he will commence the second round with an allowance of 0 targets.
- (b) 50 target event. A competitor whose ACTA handicap is 5 shoots 42-50. He will commence the shoot-off with a handicap allowance of 2 and will continue in the shoot-off as in (a) above.

5.14 SWEEPSTAKES ON HANDICAP EVENTS

The normal method in a Skeet Handicap is to divide the sweepstakes amongst those shooters attaining twenty-five broken targets, with handicaps included:

Example:

Smith 25-25, handicap 3 total = 25-25

Jones 22-25, handicap 3 total = 25-25

Brown 20-25, handicap 5 total = 25-25

5.15 SWEEPSTAKES DEDUCTION AND CASH DISTRIBUTION

- (a) Clubs have the option of taking 60% in cash divide events.

- (b) No deduction is permitted by clubs in optional sweepstakes.
- (c) In all sweepstakes, distribution shall be on the basis of 60% (1st), 30% (2nd), 10% (3rd). A competitor scoring the only possible in the event wins only 60% (1st place). All optional sweeps shall be compulsory division as in the above formula. The Management shall clearly indicate on the official score sheet or scoreboard those who have entered for the optional sweep. When running Graded Sweeps/ Cash divide each grade monies to be divided between that grade.
- (d) Sweepstakes at State Carnivals or Championships may be decided by the State concerned. State Associations have the option of conducting either compulsory or optional sweepstakes at State Carnivals.

Note: In all events, including handicap events, for cash prizes or trophies excluding sweepstakes, trophies and placing's shall be decided by shoot-off. The grading and handicap formula will apply.

- (e) The inclusion of either compulsory or optional sweepstakes at National Championships and their method of division to be at the discretion of the Executive Committee. Sweepstakes at any competition shall be determined by scores off the gun and shootoffs shall not apply.
- (f) Jackpots must be determined in the manner for when and which they are introduced.

HANDICAPPING/GRADING

SECTION 6

- 6.01** (a) All appropriate scores shot in a 12 gauge event shall be recorded in the skeet column for percentage performance classification irrespective of how the event is run. All other gauges and Doubles scores must be entered into the designated doubles column to be transposed for all inferior scores in the skeet column once the shooter has shot 200 12 gauge competition skeet targets.
- (b) A graded event is a competition event in which all the competitors shoot and prizes are allocated for various grades of competitor.
- (c) Shooters shall be graded into four grades by their percentage performance over **all targets fired upon in competition day or night, including shoot-off targets.**
- (d) Clubs shall have the option of running all Championships other than State or Commonwealth Championships either as graded events or as one class events.
- (e) Grades shall be: AA 97% and over; A 94% and under 97%; B 87% and under 94%; C under 87%.

Note: Club Managements have the option of shooting D Grade under 80%.

- (f) Shooters failing to produce their ACTA Record Card at competition shoots shall pay a \$20.00 penalty fee to the club.
- (g) Club Managements have the option of running common mark events OA,AA,A,B,C; AA,A,B,C; First, Second, Third; or by combining, AA & A.or A & B or B & C grades.
- (h) It shall be the responsibility of a designated club official to enter individual event scores and progressively mark the shooter's ACTA Record Card with results. If the 200 targets fall during an event or shoot-off, regrading will not take place until the completion of that event. **All targets to the end of that event and shoot-off targets are to be used in calculation of percentage.**
- (i) A shooter must shoot a minimum of three (3) consecutive groups of 200 targets, ie 600 targets, at a lower grade percentage to be down graded, other than in the authority vested in Rule 6.03(g). Once attaining A grade a shooter cannot be regraded to C grade and once attaining AA grade a shooter cannot be regraded to B grade, other than in the authority vested in Rule 6.03(g). A shooter can only be downgraded one grade at a time. All scores after the last grading must be carried forward onto a new ACTA Record Card.
- (j) Shooters awaiting the issue of a ACTA Record Card after registering for the first time shall be allowed to enter in any competition. Scores shot during this period must be kept and entered on his ACTA Record Card when received.
- (k) If a shooter has misplaced or lost his ACTA Record Card he shall be allowed to compete providing he is registered with the ACTA.

He shall be allowed to compete in his grade and in handicap events as claimed. Should he win prize money or trophies they must be retained by the club until such time as the shooter presents his ACTA Record Card to the club for marking.

- (l) Should it be found that the shooter has claimed the wrong handicap or grade, the Club shall advise the State Association so that the matter may be investigated. If it is determined that the shooter deliberately misled the Club Management regarding his grade and/or his handicap, the shooter will be suspended for three (3) months.
- (m) A shooter must not shoot in a grade higher than his best performance. Once having attained a grade he may elect to remain in that higher grade when due for regrading. If he so elects he must remain in that grade for the next three groups of 200 targets. If the shooter so elects his ACTA Record Card must be marked to indicate such. Eg: Prefer A grade.
- (n) All wins shall be recorded with a OW (overall) or GW (grade) beside scores on ACTA Record Cards.
- (o) Managements conducting graded events shall provide a minimum of one prize or trophy for each grade.
- (p)
 - (i) New shooters without prior competitive shotgun experience will be placed in C grade by the Club for the first 50 competition targets. At the completion of these first 50 targets they will be given a provisional grade and the targets shot will become part of the first 200 targets for grading purposes.
 - (ii) Shooters re-registering after an absence will be placed in the grade and on the handicap in which they left the ACTA for the first 50 competition targets. At the completion of these first 50 targets they will be given a provisional grade and the targets shot will become part of the first 200 targets for grading purposes.
 - (iii) Shooters registering with experience in another shotgun code (eg Field & Game) will be placed in the same grade as their current grade in that code for the first 50 competition targets. At the completion of these first 50 targets they will be given a provisional grade and the targets shot will become part of the first 200 targets for grading purposes.
 - (iv) Shooters re-registering after an absence who have subsequently been shooting competition in other shotgun codes will be placed in the same grade as their current grade in that code for the first 50 competition targets. At the completion of these first 50 targets they will be given a provisional grade and the targets shot will become part of the first 200 targets for grading purposes.
 - (v) Shooters when first competing in any ACTA discipline who already have any existing ACTA grade will be placed

in the highest grade and handicap achieved at any other ACTA discipline for the first 50 competition targets. At the completion of these first 50 targets they will be given a provisional grade and the targets shot will become part of the first 200 targets for grading purposes.

- (vi) In each of the above 4 circumstances where an event/events progress past the first 50 targets the shooter will be graded on these event targets, they will be given a provisional grade and the targets shot will become part of the first 200 targets for grading purposes.
- (q) Upgrading of shooters after the initial 200 targets is limited to one grade at a time.
- (r) A competitor may apply through the State Handicapper for downgrading due to proven physical disability.
- (s) No re-grading or re-handicapping will apply until the end of the club's programme of that day. Should a shooter shoot at another Club later on that day the new grade/handicap will take effect.

6.02 HANDICAPPING FORMULA

- (a) Until such time as a shooter has completed 200 targets their provisional handicap will be aligned to their grade as established under Rule 6.01(p) and the percentages under 6.02(b)
- (b) After shooting the next 200 targets and each successive 200 targets the shooter's handicap and grading shall then be adjusted according to the handicap and grading formula. A shooter must shoot a minimum of three (3) consecutive groups of 200 targets at a lower grade percentage, to be downgraded, but handicaps will be adjusted every 200 targets. All scores after the last grading must be carried forward onto the new ACTA Record Card.
AA Grade 97% and over – Handicap 0; A Grade 94% and under 97% – Handicap 1; B Grade 90% and under 94% – Handicap 2, 87% and under 90% – Handicap 3; C Grade 82% and under 87% – Handicap 4 under 82% – Handicap 5.

Note: Club Managements have the option of shooting D Grade under 80% – Handicap 6.

- (c) All wins shall be recorded with a OW (overall) or GW (grade) beside scores on ACTA Record Cards.
- (d) No shooter shall have a handicap greater than 5 except when Club Management programs D Grade (handicap 6) and then for that event only.
- (e) All targets are to be recorded and used for handicapping/grading (championship events, handicap events and any shoot-off). It shall be the responsibility of the designated club official to progressively mark the shooter's ACTA Record Card and after each 200 targets to calculate his new handicap/grade. If the 200 targets fall during an event or shoot-off, regrading will not take place until the completion

of that event. All targets to the end of that event and shoot-off targets are to be used in calculation of percentage, except the last target missed in any shoot-off, which will not be recorded. Re-grading and re-handicapping shall not take effect until the end of a day's shooting.

6.03 ADJUSTMENTS

- (a) Club Management and Secretaries are instructed that at the end of a day the Management must immediately re-grade and re-handicap each and every shooter who for any of the reasons prescribed in the Handicapping Formula qualified for any movement of his grade and handicap. Such adjustments are to strictly conform with the handicapping formula. No shooter is to be permitted to compete in another event should he refuse to accept his new grade and handicap.
- (b) If some clerical error appears on a shooters ACTA Record Card, it is the shooter's responsibility to have the mistake corrected and to shoot off the correct handicap mark.
- (c) Errors and/or amendments may be corrected by the Club Secretary, a member of the Executive Committee of the ACTA, Rule Supervisors or the State Handicapper.
- (d) Correction to errors and amendments must be ruled out and signed with the correction or amendment clearly visible. Correction fluid or the likes of are not permitted to be used.
- (e) It is the shooters responsibility to ensure that all scores have been entered correctly, and progressively totalled.
- (f) Any change to a shooters grade or handicap must be entered into the ACTA database by a designated club official. All changes to a shooters grade or handicap must be entered into the database within five (5) working days.
- (g) Club Management, Rule Supervisors, State or Zone Handicappers or a member of the ACTA Executive Committee have the right to re-handicap or re-grade any obviously under-handicapped or over-handicapped, under-graded or over-graded shooter immediately. The Association is to be notified within 14 days with the reason given on a handicap return form.
- (h) In determining a shooters grade an official may disregard any scores obviously not indicative of the shooters ability.
- (i) ACTA Record Cards may carry a signed directive by a State or Zone Handicapper, Rules Supervisor or ACTA Executive member.
- (j) Should a shooter's ACTA Record Card carry any signed directive, then no person can vary the directive without the prior consent of the State Handicapper through which the shooter is registered, or a member of the ACTA Executive Committee. Any alteration to the directive must be accompanied by the signature of the respective State Handicapper or ACTA Executive member. It shall be the shooter's responsibility to ensure that any directive is carried over to any new or replacement ACTA Record Card.

COMPETITION CONDITIONS

SECTION 7

7.01 ENTRANCE FEES

Entrance fees and trophies for all National Championships to be determined each year by the full Executive Committee.

7.02 AUSTRALIAN 12 GAUGE SKEET CHAMPIONSHIP

To be an event which for the time being shall be shot under conditions as determined by the Executive Committee.

7.03 AUSTRALIAN SKEET DOUBLES CHAMPIONSHIP

To be an event which for the time being shall be shot under conditions as determined by the Executive Committee.

7.04 AUSTRALIAN SKEET HANDICAP

To be an event which for the time being shall be shot under conditions as determined by the Executive Committee.

7.05 AUSTRALIAN SUB GAUGE SKEET CHAMPIONSHIPS

(a) AUSTRALIAN 20 GAUGE

(b) AUSTRALIAN 28 GAUGE

(c) AUSTRALIAN 410 GAUGE

To be an event which for the time being shall be shot under conditions as determined by the Executive Committee.

7.06 AUSTRALIAN SKEET CHAMPION OF CHAMPIONS

To be an event which for the time being shall be shot under conditions as determined by the Executive Committee.

7.07 AUSTRALIAN/NEW ZEALAND SKEET TEAMS MATCH (GLENN TROPHY)

- (a) Selection of the Australian team to compete in New Zealand or Australia will comprise the top 5 scores of the combined Handicap, Commonwealth and National Skeet events comprising 250 targets.
- (b) Both teams will shoot at two rounds of 25 targets per shooter. In the event of tied scores all members of each team shall shoot doubles on each of stations 3, 4, 5, 4, 3, 4, 5 (recurring), with the scores being compared after each station. The team with the fewest "LOST" targets after any station shall be declared the winner.
- (c) Cartridges shall be the prescribed maximum 28-gram shot load as for all Championship series.

7.08 COMMONWEALTH EVENTS (Day or Night)

The Skeet Championships shall be shot as graded events at 100 targets.

7.09 STATE EVENTS (Day or Night)

The Skeet Championships shall be shot as graded events at 50 or 100 targets.

7.10 ZONE EVENTS (Day or Night)

The Skeet Championships shall be shot as **graded events** at 50 or 100 targets.

7.11 DISTRICT EVENTS (Day or Night)

- (a) The Skeet Championships shall be shot at 25 or 50 targets.
- (b) The Skeet Doubles Championship shall be shot at 25 pairs.

7.12 SASHES/DONATED TROPHIES

- (a) Sash colours for clubs to be any colour other than those designated for National, Commonwealth – both royal blue, State – red or alternatively Official State colours.
- (b) In all Championships the Management shall provide a sash or badge for the overall winner.
- (c) In all National, State and Zone Handicap events the Management shall provide a sash or badge for the overall winner.
- (d) Any person/s or organisations may donate a trophy or trophies for competition but must comply with ACTA regulations.

7.13 INTERSTATE POSTAL TEAM MATCHES – SKEET

- (a) Team 15 members. Best 10 scores to count, 50 targets per member, to be shot in two rounds of 25 targets as a separate event. In the event of tie for High Gun, to be shot off squad system, first miss out. Standard load shells not to exceed 28 grams of shot, No. 7 size or smaller. Women, Junior & Veteran teams to be 6 members with 5 best scores to count, 25 targets per member.
- (b) Qualifications: each team member shall have registered in the State which he represents and may only represent one State in any one calendar year. In the event of a tie, to be shoot off squad system, first miss and out.
- (c) State Associations shall select their team on the results of an elimination shoot or series.
- (d) Shooters who qualify to represent more than one team, eg open and juniors, may compete in each match at the discretion of their State Associations. Scores may not be transposed.
- (e) An appropriate High Gun trophy shall be provided and a souvenir badge shall be given to each of the 15 State Team Members. The program and venue of the Interstate Skeet Teams' Match shall be advertised in the ACTA Shooting News prior to the event. The competition to be completed in each State not later than December 31st of each year.
- (f) Only official ACTA Referees to officiate, Scorer and check Scorer to be provided. Score sheets to be signed by Scorers and Referees.

- (g) No other major shoot is permitted in the particular State on the day or days when elimination and State Teams' Shoot is held.
- (h) Results of the competition, which must be completed by December 31, must not be publicised until all teams have contested. These result, including the score sheets signed by both the Referee and Principal Scorer, must be sealed and lodged with the ACTA Executive Director by December 31. A check Scorer should be used at each field. Final details of the Interstate Teams' Matches to be published in the first available ACTA Shooting News.
- (i) Should a tie occur between any of the respective State Skeet Team scores, then the count back system is to be applied to achieve a decision.
- (j) In the event of the competition being suspended, for whatever reason, all targets shot shall count and competition completed as soon as possible, commencing from where the competition was suspended. (Refer Rule 8.15)

7.14 EVENT TIES

- (a) All ties shot in championships must be shot off to determine placings. Shoot-offs by regular skeet rounds as per round procedure (re: Rule 5.11) shall be miss and out by target. After a miss the shooter shall unload and retire from the station and allow following competitors the opportunity to shoot and break the tie. The hierarchy for advancement to the next station is: 1-1, then 1-0, then 0-1, and last 0-0. If all following shooters miss the same target then the first shooter is recalled to shoot the option shot and complete the station if necessary. Doubles shoot-offs shall be miss and out by station. The hierarchy for advancement is: 1-1, then 1-0 or 0-1 (these are equal), and last 0-0. Any number of shooters that Management deems practical may be squadded together for a shoot-off. However when more than one squad participates in a shoot-off, they may commence shooting together on different fields providing Management deems that situation equitable. Pacer for lone participant on a field in a shoot-off shall not be permitted.
- (b) At the discretion of Club Management, shoot-offs may be conducted in conjunction with following events or as doubles from Stations 1 to 7, or as doubles from Stations 3, 4 and 5, or any other format that is mutually agreed between shoot Management and all shooters involved.
- (c) Shoot-off competitors shall carry enough shells for a complete run over a layout. Failure to comply may be grounds for disqualification.
- (d) Competitors are allowed five (5) minutes to replenish ammunition between rounds of shoot-off. Failure to comply "lost target".
- (e) Doubles shoot-offs shall be conducted from doubles stations 3-4-5, miss and out by station. This means that a shooter must break both

targets on a station in order to beat a shooter who only broke one target (ie, if one shooter breaks the first target and another shooter breaks the second target, they are still tied).

- (f) Should a gun malfunction occur during a shoot-off, the competitor has ten (10) minutes to repair or replace the gun. Failure to comply means “lost target”.
- (g) If shooters involved in a shoot-off offer Management a mutually agreed upon method of determining the places, Management may accept. If Management does not accept, shoot-offs must continue and any shooter who refuses to continue forfeits.

7.15 HIGH GUN

- (a) High Gun Shoot-offs at Nationals will be shot off with the smallest gauge in program and shall comprise of targets from 2, 4 & 6 (normal skeet, consisting of 10 targets in all), and one pair of doubles from stations 3 & 5, totalling 14 targets in all. The targets shall be shot on the stations in normal numerical sequence and the result shall be determined by total score to count, continuing until a result is achieved.
- (b) When Skeet or ISSF Skeet is included in a high gun over a trap shooting program, the High Gun Shoot-Off shall include a high and low target from station four. When Skeet Doubles are included over a program, the High Gun Shoot-off shall include a double from station four with shooting continuing in brackets of two targets from each type of event until a result is achieved.
- (c) At National and State Events, Section High Guns will be awarded to the highest scoring shooter in that section
- (d) When graded High Guns are awarded over a program, each competitor will remain in the grade first nominated in, even if his grade or handicap changes during the program
- (e) When multi-disciplines high guns are shot, they will be that of the discipline of the highest grade. For example, B grade Trap, AA grade Skeet, C grade ISSF Trap – High Gun grade AA as in Skeet

7.16 STATE SHOULDER TO SHOULDER TEAM MATCHES – SKEET

- (a) Teams shall comprise – Open 5 persons, Ladies 3, Juniors 3 and Veterans 3.
- (b) Open teams will shoot at 2 rounds (50 targets), Women, Junior and Veteran teams will shoot 1 round (25 targets).
- (c) Qualifications: each team member shall have registered in the State the member represents and may only represent one State in any one calendar year.
- (d) State Associations shall select their team on the results of an elimination shoot or series (State Carnivals).

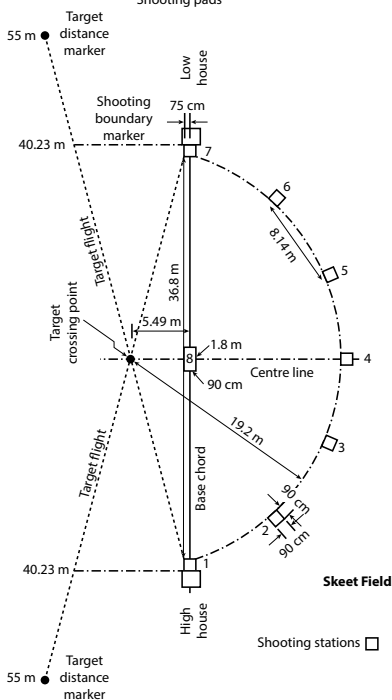
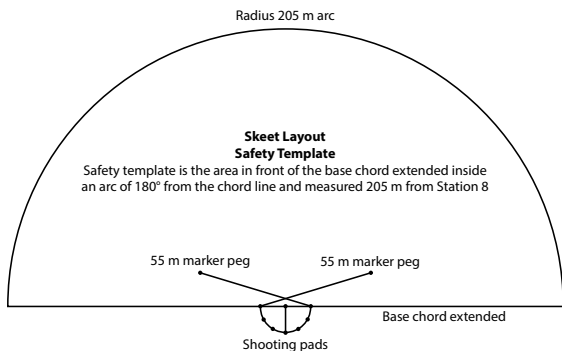
- (e) Shooters who qualify to represent more than one team, eg Open and Juniors, may compete in more than one team, if compliant with ACTA competition conditions.

ADMINISTRATION

SECTION 8

8.01 FIELD LAYOUT

- (a) A skeet field shall consist of eight shooting stations arranged on a segment of a circle of 19.2 metres radius, with a base chord 36.8 metres long, drawn 5.49 metres from the centre of the circle. The centre of the circle is known as the target crossing point and is indicated by a marker.
- (b) Station 1 is located at the left end of the base chord, and station 7 at the right end when facing the centre while standing on the periphery of the segment. Stations 2 to 6 inclusive, are located on the periphery at points equal distant from each other (the exact distance between stations 1 and 2, 2 and 3, etc is 8.14 metres). Station 8 is located at the centre of the base chord.
- (c) Shooting stations one and seven are a square area 900 mm on a side with two sides parallel to the base chord. Shooting stations two to six inclusive, are a square area 900 mm on a side, with two sides parallel to a radius of the circle drawn through the station marker. Shooting station eight is a rectangular area 900 mm wide by 1800 mm long, with the long sides parallel to the base chord. The location of each shooting station shall be accurately designated. For shooting stations one to seven it is in the centre of the nearest side to the target crossing point, of a suitable pad 900 mm square with the front edge on the periphery of the circle. However, the pad for shooting station eight is placed lengthwise on the centre point of the base chord and is 900 mm by 1800 mm. The centre of station eight is on a line drawn between the centres of stations one and seven. The designated shooting station for each house, is the half of the rectangular pad, most distant from the respective house.



- (d) A shield must be installed at the target opening of each traphouse, so that the trap operator is not visible to the shooter when he is firing from any station. This precaution is required as a safety factor for the protection of the trap operator from possible injury from direct or ricocheting shot. **Targets chutes on new skeet layouts as of 1 January 2020 must comply to ACTA dimensions. Refer ACTA for diagrams schematics.**
- (e) One target should emerge from a traphouse (called high house) at a point 90 centimetres beyond the front of pad one (measured along the base chord extended) and 3.05 metres above ground level. The other should emerge from a traphouse (called low house) at a point 90 centimetres beyond the front of pad seven (measured along the base chord extended) and 75 centimetres from the base chord extended (measured on side of target crossing point) and 1.07 metres above the ground.
- (f) Suitable markers shall be placed at points 40.23 metres and 55 metres from both the high and low house measured along the flight of a regular target. The first marker shall indicate the shooting boundary limit and the second marker shall indicated the minimum distance a target shall travel in still air.
- (g) The target crossing point must be marked in a visible manner where geographically possible.
- (h) It is recommended and desirable that the side of the trap house, from the bottom of the chute to the top of the house, be a very light colour or painted white where feasible.
- (i) As a safety precaution, safety fences should be erected running at right angles to the base chord from both the high and low trap houses to at least level with No. 4 Station. (Grounds should meet State safety requirements.)

8.02 SHOOTING BOUNDS

For Stations 1 to 7 inclusive, to be an area 40.23 metres in front of the traphouse from which the target is released. These bounds must be clearly marked on the skeet field with a suitable marker (see field layout). For No. 8 Station, to be from the traphouse from whence the target is released to a point defined on the field layout as the centre line.

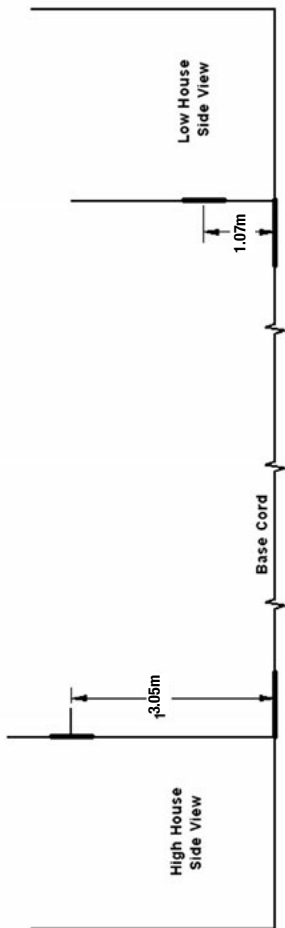
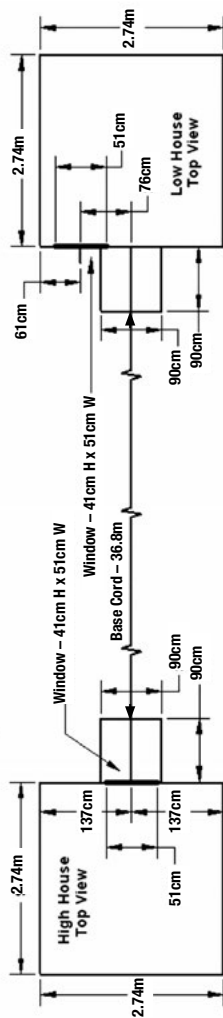
8.03 TRAP HOUSES

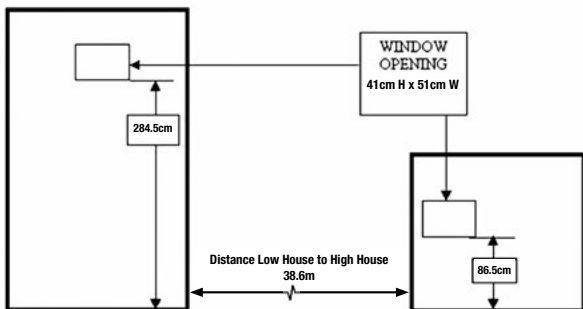
Trap houses shall be used to give full protection to the trappers.

8.04 LEGAL TARGET

- (a) Is released “instantly” in response to the competitor’s acceptable call. It may be released by the puller, who must be either the Referee or an authorised target release operator appointed by shoot Management. Or it may be released by voice activated electronic equipment, provided that equipment incorporates a delay mechanism that is

High and Low House Window Placements





timed to imitate the biological reaction time of a human puller. This delay time is necessary to allow equitable integration between events using pullers, and events using phono-pulls.

- (b) Passes within 45 centimetres horizontally or vertically of a point 4.57 metres above the target crossing point. For this purpose a target setting hoop should be used. Such hoop is 90 cm in diameter and mounted on a 4.12 metre long pole.
- (c) In still air, when passing through the centre of the target setting hoop, must carry to a distance equivalent on level ground to 55 metres with an allowable tolerance of plus or minus two metres.

8.05 REGULAR DOUBLE

Two legal targets released simultaneously (one from each traphouse). Proof double, two legal targets released simultaneously (one from each traphouse) to establish a result not yet determined.

8.06 TARGETS

Targets shall measure not more than 11 centimetres in diameter not more than 2.85 centimetres in height nor more than 110 grams in weight.

8.07 TRAPS

In all open events any trap which throws a legal target may be used, provided the target is released from a position in the field by mechanical or electrical device (NOT released from within the traphouse).

Automatic traps are strongly recommended for all disciplines.

8.08 FIREARMS

- (a) The term “Magazine gun” applies alike to self loading or pump action firearms and other firearms not directly dependent on hand loading and are permissible for clay target shooting.

- (b) Release trigger firearms shall only be used on registered ACTA ground, subject to the following conditions:
 - (i) ACTA shooters wishing to use a release trigger shall make application to a Rules Supervisor for approval. The Rules Supervisor shall, by whatever means he determines, have the applicant examined on his understanding of the use of a release trigger device. Where a Rule Supervisor has satisfied himself that the applicant understands the use of a Release Trigger device the shooter shall be included on the master register of release trigger users and his ACTA Record Card shall be marked accordingly by the ACTA.
 - (ii) No ACTA shooter other than those authorised by these rules shall use a release trigger firearm.
 - (iii) All release trigger firearms used by ACTA shooters and overseas visitors shall be clearly labelled in a conspicuous place near the breech.
 - (iv) Release trigger firearms shall not be left in gun racks or in positions where they can be handled but shall be constantly under the control and supervision of the user.
- (c) No firearm which has a gauge larger than 12 gauge is permitted nor shall any barrel(s) length be shorter than 63 centimetres overall.
- (d) The use and carriage of military style shotguns is prohibited on ACTA grounds at all times. Military style firearms are those which could include: forward pistol grips, collapsible or folding stocks, detachable magazines, barrel shrouds or flash suppressors. On application to a Rules Supervisor an exception can be made to a standard competition gun fitted with a pistol grip for a person with a handicap requiring such a grip.
- (e) A maximum of two cartridges are allowed in any gun at any one time
- (f) No sighting devices other than conventional sights shall be permitted. Any device fitted to a gun that has magnifying, light emitting, forward lead displacement properties, or that give visual enhancement of the target are prohibited.

8.09 CARTRIDGES

- (a) For all 12 gauge events (Commonwealth, State, Zone, District, Club) The load is limited to 28 gram struck measure or equivalent shot size not larger than no. 7. Reloads are permitted in all events including National Championships.
- (b) Twenty gauge events shall be open to all guns of 20 gauge or smaller using shot loads limited to 24 gram struck measure of shot size not larger than no 7.
- (c) Twenty eight gauge events shall be open to all guns of 28 gauge or smaller using shot loads limited to 21 gram struck measure of shot size not larger than no 7.

- (d) 410 bore events shall be open to all guns of 410 bore or smaller using shot loads limited to 14 gram struck measure of shot size not larger than no 7.
- (e) A gun of larger gauge, which has been converted to take a smaller gauge shell, may be used in an event for which it has been converted provided that the shell itself complies with the rule requirements for that event.

8.10 COMPETITOR AND COMPETITION

Wheresoever the word “Competition” may be used in the following rules, it is to be understood to refer to each particular event, and must at all times be construed by the Management in whose charge the carrying out of such “Competition” has been entrusted.

- (a) Open Shoots, that is Commonwealth, State and District Championships and open competitions must have the approval of the State Association before being advertised or conducted. (This rule applies to the actual event and the proposed date of holding.)
- (b) Clubs allocated Commonwealth Championships and Interstate Teams’ Matches must advertise the event in ACTA Shooting News prior to the actual shooting date.
- (c) Clubs allocated State Championships must advertise these events in the ACTA Shooting News.
- (d) A competitor is one who has nominated for a particular event and whose name appears on the official score sheets or scoreboard. A competitor can participate only once in each event. Each competitor shall carry and present his current ACTA Record Card at all shoots.
- (e) Every competitor entering competitions agrees to accept all official decisions, and to abide by the rules controlling the competition.
- (f) All competitors must be registered through an affiliated club with the ACTA before taking part in competition. Non ACTA shooters are not permitted to compete at any time.
- (g) Competitors must at all times use their correct names when entering a competition. Shooting nom-de-plumes are not permitted.
- (h) Any competitor who commences an event and withdraws, or is disqualified from the competition, forfeits the right to resume and to any refund from the event.
- (i) Non resident shooters shall be granted reciprocal rights if able to produce evidence of their membership of a similar international clay target shooting organisation. Their grade shall be determined by their current percentage.

8.11 AGE ELIGIBILITY FOR COMPETITION

- (a) Junior category to be under the age of 18 years on the date of competition.

- (b) Sub-Junior category be under the age of 15 years on the date of competition
(Minimum participation age shall be subject to State Law.)
- (c) Veteran category to be a minimum of 65 years of age on the date of competition.

8.12 CATCHING UP

- (a) Practice is permissible on all occasions that an official practice field is operating.
- (b) Where a shooter has registered in a event, but does not show up to start the event with his squad, he will not be permitted to shoot up after the first man in the squad has fired a shot at Station 2. He may join the squad for all later rounds, but the round missed because of lateness must be shot on the proper field in the first vacancy, or after all other contestants have finished. In the interest of conserving time the shoot Management may modify this rule to meet special conditions, if it so desires.
- (c) Under normal conditions, a squad should complete a round of skeet in 20 minutes. Unusually slow shooting squads who are disrupting the normal sequence cannot object to being transferred to a substitute or practice field.
- (d) Any shooter who, after completing his event, shoots for targets only is deemed ineligible for any recognition in the event or High Gun program.

8.13 TARGETS ONLY

Shooting for targets only, is a term which shall be held to define the status of a competitor in any given event, or events, or in an entire tournament program, and shall signify that a competitor is "shooting for targets only" and has no interest in any trophy or trophies, nor any interest in money or monies in any specific event or events or in the entire program. The competitor's name shall be placed on the squad board, signifying that he is shooting for targets only. "Shooting for targets only" shall be allowed in any event at the discretion of the Club Management.

8.14 CHALLENGE

- (a) At all major competitions a jury shall be appointed. Any appointed jury shall have the authority to supervise the setting of traps and their decision shall be binding.
- (b) A competitor may challenge the load of any other competitor. On receipt of a written challenge, with \$20 forfeit, the Management shall obtain a cartridge from the challengee, and if after examination the Management finds the challengee has violated requirements he may be disqualified providing the offence was wilfully committed. If the challengee is wholly innocent, the forfeit shall be paid to him,

otherwise it shall be returned to the challenger. The Management of any club, or of any tournament has the power to examine any competitor's cartridges at their discretion, without involving themselves in any penalty.

- (c) A competitor may appeal against the decision of a Referee in regard to interpretation and application of these rules. The competitor shall advise the Referee before he leaves the field that he intends to appeal, and immediately upon completing his run over the fields the competitor shall lodge a written appeal and \$20 forfeit with the Management.

8.15 MANAGEMENT

- (a) The Management of any club holding a tournament or competition under these rules, has the authority to reject any entry in the said tournament or competition with good reason, and to disqualify any competitor who acts in an unsportsmanlike or disorderly manner, or who violates safety requirements.
- (b) The Association shall keep a register of shooters. No person may enter or compete at any Association competition or event conducted by a member or members or sub-committee appointed for that purpose, unless such person is registered with the Association as a registered shooter and is not in arrears with his registration fees. The Association shall have the right of refusing to register any person as a registered shooter without giving any reason for such refusal. The registration fee payable by a registered shooter shall be such as the Executive Committee shall from time to time prescribe. The Association shall have the right to de-register any registered shooter for conduct which the Executive Committee decides is unsportsmanlike, or for any breach of the Rules or by-laws of the Association, or for failing to observe the decisions of the Association.
- (c) Should darkness, bad weather, or other cause interfere with the competition, the Management shall have the right to decide when and how the competition shall be completed. If postponed the event must be completed within one calendar month. Any competitor who defaults in respect of such postponed competition forfeits all his rights and standing therein.
- (d) All clay targets broken or otherwise shall remain the property of the club.
- (e) ACTA Record Cards must be produced upon request by either Club Management, Zone or State Handicappers, Rules Supervisors, State Associations and National Executive members of the ACTA. In the event of an investigation by any listed parties they have the right to retain the ACTA Record Card for the period of time necessary to undertake the investigation.

8.16 JURY

- (a) The Management shall appoint a jury of three. The jury shall be appointed from (in order) members of the Executive Rules Sub Committee, Executive Committee, Rules Supervisors, Referee Examiners, Qualified Referees on the grounds, to examine the matter.
- (b) Should the competitor's appeal be upheld, his deposit shall be returned and the correct ruling shall be applied to the target appealed against. Should the appeal be disallowed the deposit shall be forfeited and paid to the club concerned. There shall be no appeal against a Referee's decision in regard to whether a target is legal or whether it has been missed.

8.17 REFEREE

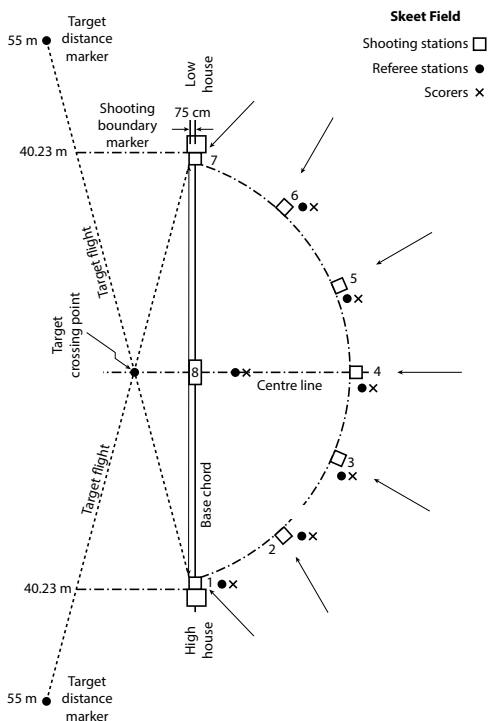
- (a) To become a Registered Referee, a candidate shall approach his Club Secretary and President, who (when they consider that the candidate has achieved a satisfactory standard) shall recommend in writing to the nearest registered Referee Examiner on the prescribed form that the candidate be given a practical and oral examination. When the candidate has passed this examination to the Examiner's entire satisfaction, the Examiner will then submit his recommendation plus the form to the ACTA Executive Director, who will issue a Referee badge to the candidate. Any candidate who has failed and wishes to be re-examined must be re-examined by the same Examiner.
- (b) The Rules Supervisors will keep a record of all Referees in their State.
- (c) The Club Management complaint of any Referee or Referee Examiner shall be referred to the nearest Rules Supervisor within the State for investigation. The Rules Supervisor has the power to suspend the person concerned until the State Association Meeting. If justified, the State Association has the power to further suspend and recall the Referee or Referee Examiner's badge and shall advise the ACTA Executive Director of the action taken.
- (d) Referees shall be appointed for a period of five (5) years and are eligible for re-examination. Any Referee or Referee Examiner who fails to register in any year will have his name automatically removed from the Association Referee and Referee Examiner list.
- (e) The Referee's decision in all cases coming under his jurisdiction as set forth in the rules shall be final. Referees are requested to wear their official badge at all shoots.

8.18 DUTIES OF REFEREES

- (a) The Referee, besides attending to special duties set forth in these rules, shall adjudicate the competition, he shall distinctly and loudly announce the result of each shot by calling out "one" when

the target is broken. He shall decide all other issues which arise in relation to the direct competition.

- (b) A check Referee may be employed, with the Chief Referee to give the decision.
- (c) If the Referee is negligent, or inefficient, impairing thereby the equity of the competition, the Management may forthwith remove him. This rule applies also to Scorers, target release operators, trappers and any other of the staff.
- (d) The Referee is empowered to challenge the ammunition used by any competitor.
- (e) The Referee has power to alter his decision. If altering his decision on “lost target” or “baulk” etc, during the competition, this must



be done before the shooter in question shoots his next target or the shooter leaves the tracks should this be his last target.

- (f) The officiating Referee MUST have a trap checked and if required adjusted immediately, if in the opinion of the majority of the competitors in the squad, it is not throwing legal targets. Immediately following such alteration, a target must be thrown and the competition continued. Unauthorised shooters are not to interfere with or attempt to interfere with the setting of the trap. Violation of this rule may be grounds for disqualification from the event.
- (g) He must have complete knowledge of the rules of the ACTA and shall adjudicate the competition at all times as set by the Management.
- (h) It is his responsibility to announce the conditions as set out in the rules for each event before the competition commences, also to deploy shooters in their correct shooting order.
- (i) As shooting proceeds he must observe that shooters do not shoot out of turn, are handling their guns with safety, and using the correct cartridges as laid down for each individual event.
- (j) The Referee must be efficient and alert at all times and it is most important that he should gain the confidence and respect of each and every competitor.

8.19 DUTIES OF A SHOOT MARSHAL

- (a) He must observe all the duties of the Official Referee.
- (b) He must be present at all shoot-offs.
- (c) He must see that all traps are checked for correct height and angles during competition and prior to shoot-off.
- (d) The Shoot Marshal shall be in charge of all operations and personnel relating to the shoot, and shall be responsible only to the Management. A Shoot Marshall cannot over-rule the Referee's decision (See Rule 8.17)
- (e) He must instruct and roster the duties of all personnel prior to the commencement of each day's shooting.

8.20 DUTIES OF REFEREE EXAMINER

- (a) To examine applicants for Referee in skeet who have been recommended as required in the ACTA Shooting Rules.
- (b) To assess the applicant's temperament, fairness, his ability to control a situation and his personal behaviour on the shooting grounds as a shooter before considering an examination.
- (c) To observe the actions of existing Referees on the shooting ground and to discuss any problems or make any recommendations considered appropriate.
- (d) To make himself available when convenient to attend rules discussions when required by clubs.

8.21 DUTIES OF RULES SUPERVISOR

- (a) A maximum of two suitable qualified persons appointed by the relevant State Association until such time as they may elect to resign or alternatively are replaced by their State Association. Rules Supervisors must be selected from experienced Referee Examiners who have held that position for a minimum of three years.
- (b) To examine applicants theoretically and practically for the position of ACTA Trap, Skeet and Sporting Referee Examiner and to advise the ACTA when the applicant is successful. Also to examine, or arrange for applicants to be theoretically and practically tested for the position of ACTA ISSF Referee Examiner and to advise the ACTA when the applicant is successful. Maximum of one ISSF Referee Examiner per State to be appointed.
- (c) Prior to the applicant attaining the status of Referee Examiner, an applicant must have completed a three year term as an official ACTA Referee.
- (d) To observe the actions of existing Referee Examiners and Referees and to discuss any problems concerning their duties.
- (e) To investigate the written complaint of any Club Management or Referee Examiner concerning the ability of existing Referees and to report to the appropriate State Association when action is considered necessary, with full facts so that the State Association concerned may recommend the action to be taken.
- (f) To investigate the written complaint of any Club Management concerning the ability of any Referee Examiner and to report the facts to the appropriate State Association concerned, so that the State Association concerned may recommend the action to be taken.
- (g) To arrange or require the re-examination of any Referee Examiner or Referee when considered necessary.
- (h) A Rules Supervisor should not generally carry out Referee examinations but may do so if requested or if there is no Referee Examiner in the area.
- (i) To make themselves available when convenient to attend rules discussions when requested by clubs. To make themselves available to attend the Bi-Annual Rules Supervisors meeting.
- (j) To keep an up to date list of current Referees within their State and to arrange for their re-examination prior to the expiry date.
- (k) To investigate any serious breaches of these Shooting Rules when requested in writing by Club Management or individual members, and to provide a written report of the findings (if considered necessary) to the relevant State Association for action.
- (l) To adjudicate on the interpretation of these Shooting Rules within their State when requested by Club Management or individual members.
- (m) To have applicants examined (by any means the Rules Supervisor

determines) on their understanding and safe use of a Release Trigger device before the applicant can use a Release Trigger device at any ACTA affiliated Shooting Ground.

8.22 REFEREE AND SCORER

- (a) The Scorer shall keep an accurate record of each shot, according to the Referee's call. He shall mark the figure 1, or 0 relative to the Referees call. If the Scorer is incompetent at scoring, the Referee has the right to change the Scorer before commencement or during the event.
- (b) All malfunctions, faulty cartridges or misfires must be recorded on the score sheet as "M" for malfunction, "R" for all refusals.
- (c) The official score must be kept on a score sheet and be available for inspection by the competitor.
- (d) It shall be the responsibility of the competitor to check his score with the score sheets before leaving the field. Any protest on his score must be lodged with the Referee immediately, ie before leaving the shooting field. Such protest can only be made against incorrect score.
- (e) The positioning of Referees and Scorers be mandatory in keeping with the positions in the illustrated Skeet Field.
Note: Scorers to be positioned in immediate proximity of the Referee using the position illustrated in the rulebook for Referees.

8.23 BREAK RECOGNITION

- (a) Break Badges will be recognised in sequences of 50, 75, 100, 150, 200, 250 and so on, provided these are shot in regular competition on one day only, excepting over a program of two or more successive days.
- (b) Clubs must submit form number 17, duly completed, to the ACTA, with the prescribed fee for each requested badge, before recognition can be considered or granted. Break badges, once they have been obtained, will not be repeated.
- (c) Break badges are available for all breaks up to and including the break, in the recognised sequence, as a result of any one break.
- (d) Break recognition and badges shall conform to the break rules above, except that separate breaks will be recognised for regular Skeet in all four gauges, and for Skeet Doubles. Any deviation from a break in progress, such as shooting a different event or changing the format of a shoot-off to make it different from the normal shoot-off format for that event, will neither add to nor terminate a break in progress. Shoot-off targets will only be recognised if they conform to the format of the event except in Doubles Shoot-offs, where doubles at 3, 4 & 5 is the normal shoot-off format, and thus shall be counted in the Doubles break.

8.24 LONG BREAK RECORDS

- (a) By an Australian – may be established either in Australia or overseas providing all criteria are met. These long break records may only be established by an Australian citizen.
- (b) In Australia – may be established by any shooter competing in Australia under ACTA rules. These long break records may only be established in Australia.
- (c) Long break records will only be recognised if shot over an advertised program and the shooter has finished his event.
- (d) Any tournament from club level upwards can be used for the purpose of establishment of long break records.
- (e) Long break records are recognised in the following Disciplines.
 - (i) Skeet
 - (ii) Skeet Doubles
- (f) All applications for recognition of a long break record established in Australia must be accompanied by proper verification and submitted on the official ACTA form (available upon request). All applications for recognition of an Australian record established outside of Australia, besides the verification, must also have proof that all other conditions such as trapsetting were identical to the ACTA regulation standards.
- (g) Once a long break record is established the competitor's name shall be recorded in the appropriate category together with the long break record score. Any competitor who subsequently equals this score shall have his name recorded alongside the current record holder(s). Any competitor who subsequently betters this score shall have his name entered as the record holder together with the new long break record score and the previous holder(s) name(s) and score(s) shall be deleted.
- (h) The National Office shall keep a complete list, both past and present, of record holders and their scores, together with the dates established.
- (i) Any dispute over the recognition of any long break record shall be referred to the Executive Committee, whose decision shall be final.

8.25 RULES – OTHER

Any rules not specifically covered in these rules should be determined by reference to the current NSSA rulebook.