



# **INTERNATIONAL REGULATIONS FOR COMPAK<sup>®</sup> SPORTING**

- I. THE DEFINITION OF COMPAK<sup>®</sup> SPORTING
- II. THE ORGANISATION OF COMPETITIONS
- III. THE RUNNING OF COMPETITIONS
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## I. THE DEFINITION OF COMPAK® SPORTING

## Chapter 1. General Information

Compak<sup>®</sup> Sporting is a clay target sports shooting discipline.

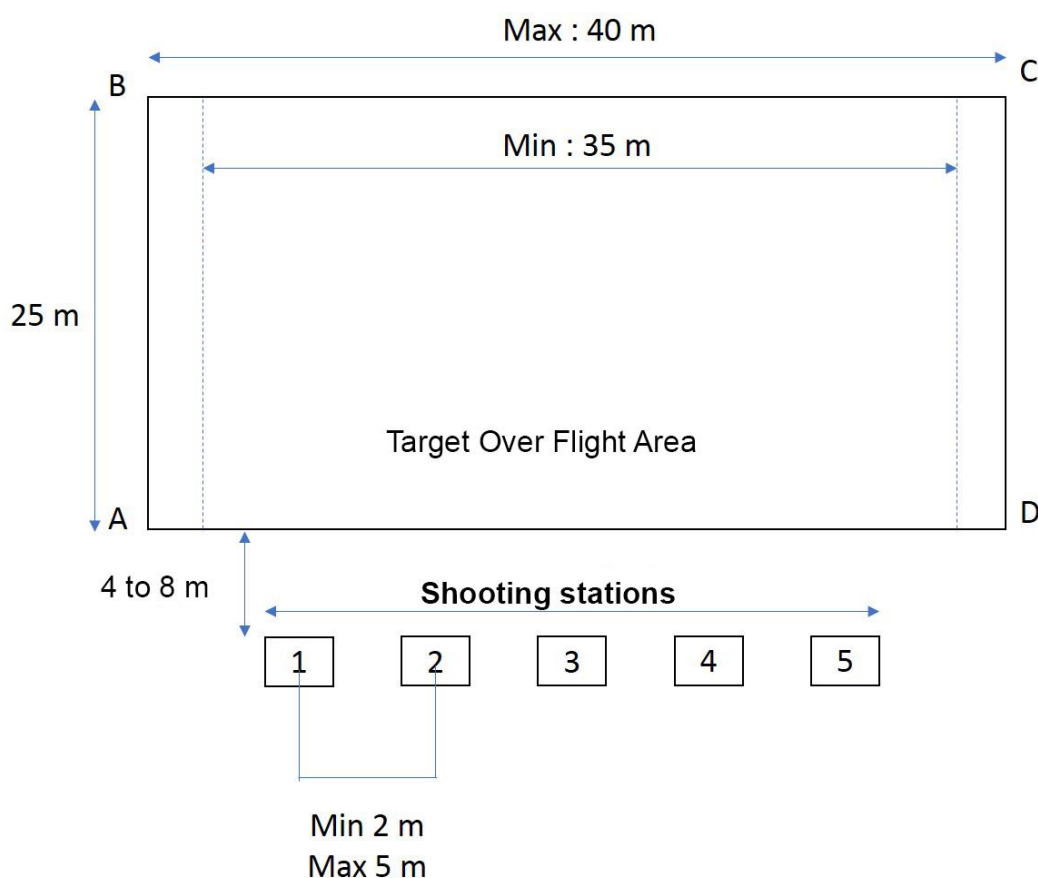
“Compak<sup>®</sup> Sporting” is a trade mark and sports regulations that are protected and registered by FITASC

## Chapter 2. Shooting Installations

### 2.1 Terrain

The terrain is delimited by an obligatory rectangular fly over zone for the targets, of 35m minimum and 40m maximum in width, and 25m depth (see diagram below).

This zone is identified on the ground by four stakes roughly 50cm high, holding a flag or any other type of visible marker, in order to facilitate the work of laying out the trajectories and the shooters' control. The sides, starting from the left and moving in a clockwise direction are: AB-BC-CD-DA.



## 2.2 Shooting positions

The five shooting positions are made as 1m squares, aligned with a distance of 2 to 5 meters between their centres.

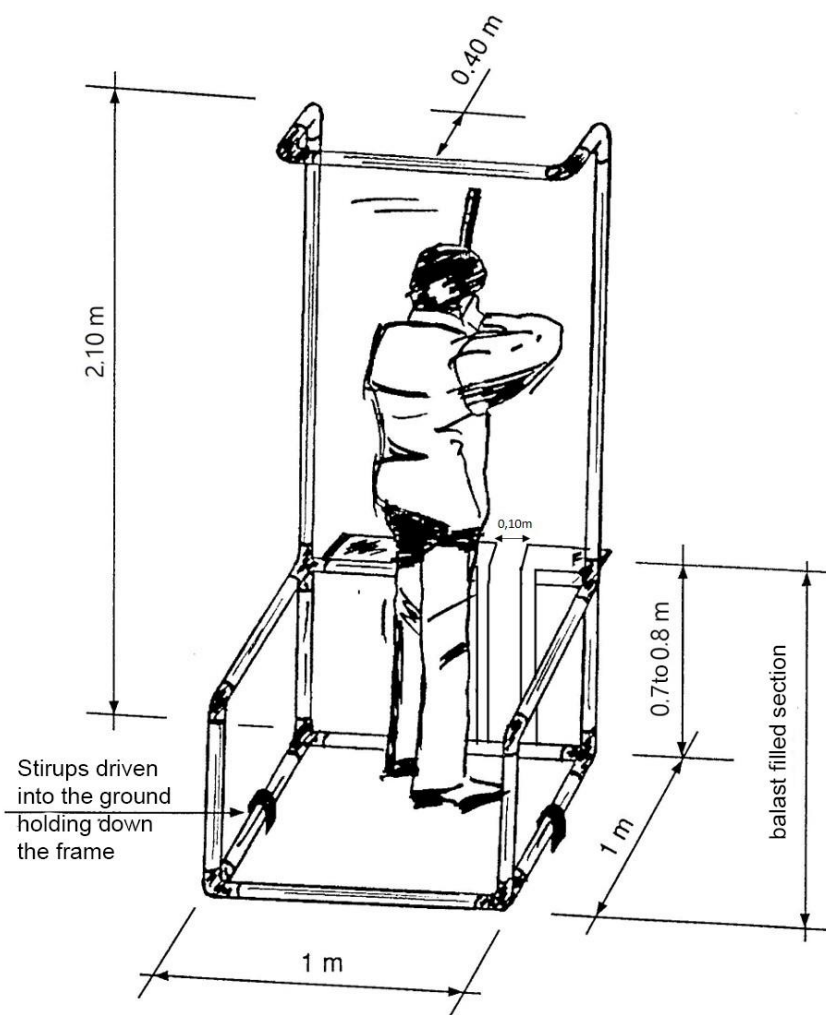
The line joining the front of the five shooting positions must be situated between 4 and 8 meters back from and parallel to the line AD of the rectangle.

Station N°3 must be centred on the base of the AD rectangle.

Firing Angle Limiters (F.A.L.) must be erected at each shooting position, to guarantee general safety.

These F.A.L. are of this advised model (see below), they must:

- Efficiently limit the shooting angle to the sides,
- Efficiently limit the vertical shooting angle,
- Prevent shooters from advancing their body ahead of the shooting position.



Shooting position in coloured 50mm diameter PVC tubes  
Straight tubes + interlocking elbows.  
All of the lower part to be filled with water  
or sand or fixed to the ground.

## 2.3 Triggering systems

The traps can be operated either manually, by remote control, or with a sonopull type system.

In the case of a manual operation, the target must be thrown immediately after the shooter's call within a maximum time lapse of 0 to 3 seconds.

When operating with sonopull, the electronic box must automatically regulate the delay of throwing the targets in 0.5 seconds, with no possibility for modification.

On the same Compak it is recommended to only use machines with the same time delay.

For Compak in line, the international competitions will only use sonopull systems, electronic refereeing and score management approved by FITASC

## 2.4 Traps

A Compak<sup>®</sup> Sporting uses six traps.

These traps can be manual, semi-automatic or automatic.

They will be called. A, B, C, D, E, F from left to right and a panel with its corresponding number clearly indicating its position.

The placing of the traps is free provided that the thrown targets are of no danger to the shooters, referee, personnel or spectators, even in the case of a NO BIRD.

In the situation where the trap is placed behind the shooting positions, it must be raised up by a minimum of 4m in relation to the height of the shooting positions (tower).

It is mandatory that all the targets must, in a calm wind, fly over the ABCD rectangle as part of their trajectory.

There are 5 shooting stations (see art.2.2).

# Chapter 3. Targets and Trajectories

## 3.1 Trajectories (see the installation plan)

They should be the most varied possible:

Rising, falling, receding, approaching, lofted, rabbit...

Each single target must be able to have two shots at each of the five shooting positions, and with safety for the shooters, the referees, the personnel and the spectators.

Two types of trajectories make up a Compak<sup>®</sup> Sporting

### 3.1.1 Compulsory trajectories:

1. A trajectory from left to right crossing the AB and the CD sides.
2. A trajectory from right to left crossing the CD and the AB sides.
3. A receding trajectory crossing side BC. The trap installations can be of two types:
  - Either a trench installation in front of the shooting stands,
  - Or a raised installation behind the shooting stands. (Tower)

### **3.1.2 Free trajectories:**

These are determined by the preference of the organiser, and the functioning of the site. The trajectories of a Compak® Sporting are short, so as not to impinge on the adjacent Compak.

## **3.2 Targets**

All types of targets can be used, whether standards or specials (battue, 60mm, 90mm, rabbit, rocket, etc.).

The colour of the targets must be selected to ensure that they are as clearly visible as possible, depending on the environmental context.

It is advised not to use the “battue” target on very short trajectories.

## **3.3 Definition of doubles**

### **3.3.1 Double on report:**

Two targets thrown from one or two different traps, the first is triggered by the shooter, and the second is triggered by the shot fired at the first target and is thrown within a time-lapse conform with article 2.3.

### **3.3.2 Simultaneous double:**

Two targets thrown at the same time triggered by the shooter's call, and thrown from two different traps.

### **3.3.3 In the doubles, only one cartridge must be fired per target. It is prohibited to double the first target.**

In a double on report, if the 2 targets are broken with only one cartridge, the result of the shot on the first target is recorded, and that of the second target is NO BIRD. The double is repeated.

In a simultaneous double, the target shooting order is free. If the 2 targets are broken with only one cartridge, the double is declared NO BIRD, no score is obtained and the double is to be reshot.

## II – THE ORGANISATION OF COMPETITIONS

## **Chapter 4. Jury**

### **4.1 Constitution of the Jury**

International events are run by a jury composed of:

1. The members present from the technical commission.
2. The representative of each country presenting a man national team.
3. The members present at the FITASC executive committee, with the exception of those who are members of the appeal Jury.

It is chaired by the President or the representative of the organising federation.

Each member of the jury wears a badge so that they can be recognised by everyone.

There must always be at least two members of the Jury present at the event.

Jury members who have observed an irregularity, cannot intervene directly with the referee, but they must make a report on what they have observed to the jury who will rule on which decision to take.

### **4.2 Role of the jury**

1. The jury in conjunction with the competition secretariat, sets the shooting times and supervises the drawing of lots for the shooting order of the participants.
2. The jury must oversee that the regulations are observed during the shooting, to check the guns, the ammunition and the targets by means of technical tests.
3. The jury processes complaints.

Under no circumstances can a complaint be concerning whether or not a target has been hit or missed, nor whether the target thrown was defective or off the planned trajectory. In these cases, no appeals can be made against the referee's decision.

The shooters can contest all other decisions of a referee.

The complaint is to be made in writing to the jury, adjoined by a deposit of the amount in effect on the day of the competition.

To be accepted, a complaint must only concern an incident that happened on the same day. It can in no way be concerning events of the previous days. If the jury judges that the complaint is acceptable then the deposit will be refunded.

If the jury finds that the complaint is justified, they can give instruction to a referee towards future judgements, or name a new referee.

4. The jury take the necessary decisions regarding technical failures, if they haven't been taken by the referee responsible.
5. The jury decides on sanctions that need to be made when it concerns a shooter who hasn't observed the regulations or who has behaved in a non-sporting manner.
6. In the case of an emergency (e.g.: a risk of the shoot stopping), two members of the jury appointed by the President, can take an exceptional decision with the agreement of the Head Referee but with the reserve that the jury ratifies this decision.
7. The jury can only validly deliberate in the presence of their President or the President's representative, and when accompanied by a quarter of the jury members.
8. If a member of the jury observes something that is not conform with the regulations, they must warn the jury who must immediately take appropriate measures.

The decisions are taken with a majority of members present. In the case of a tied vote, the President's vote prevails.

### **4.3 Jury of appeal**

An appeal jury is set up.

The appeal jury is created at the same time as the jury at each international competition.

The appeal will consist of:

1. The President of the FITASC or their representative,
2. The Chairman of the Technical Committee or their representative,
3. The Chairman of the organizing federation or their representative.

A member of the jury cannot, by any means, be a member of the jury of appeal.

In the event that a decision of the jury is contested by the shooters or by FITASC, the jury of appeal can be called on.

Everything concerning disciplinary problems is brought before the FITASC disciplinary committee.

## **Chapter 5. Layouts**

An international competition will be shot on:

- a. 3 Compak with 3 single targets and a double on report,
- b. 1 Compak with 3 single targets and a simultaneous double,
- c. 3 Compak with 1 single target and two doubles on report,
- d. 1 Compak with 1 single target and two simultaneous doubles.

Before the start of the competition and in the presence of the person in charge of the grounds, the layouts are established:

- Either by the choice of the jury or the person marking the pre-established trajectory setting tables (see annex 3), checked and if necessary modified (for safety, variety, balance of trajectories) by the members of the FITASC technical committee present.
- Or else by the person in charge of the layouts, checked and if necessary modified (for safety, variety, balance of trajectories) by the members of the FITASC technical committee present.

In both cases, if there is no member of the Technical Committee present, it is the jury who take on the responsibility of this task.

The trajectories and/or the traps and/or the menus and/or the distance between shooting positions and/or between shooting positions and the theoretic line, can be changed after each complete round (50 targets if there are 2 installations, 100 targets if there are 4 installations) Once all the shooters have shot the same round of targets.

## **Chapter 6. Practice**

Practice can take place on the trajectories used during the competition. However, these trajectories could have some modifications during the tour of the members of the Commission or during the implementation of the trajectory setting tables.

The trajectory setting tables used during practice must be different from those of the competition.

## **Chapter 7. Dress code**

### **7.1 Dress code**

The shooter is obliged to show up at the shooting position dressed in an appropriate and practical manner for a public event.

Short shorts are prohibited, only long shorts (such as Bermuda shorts arriving no higher than 5cm above the knee) are allowed.

Shirts must at least have short sleeves, with or without a collar, but at least up to the neck (tee-shirt).

It is prohibited to be bare chested under the shooting jacket.

Wearing sandals is forbidden in training and during the competition for safety reasons.

At the opening ceremony, during the parade of the national teams, their members must wear either their national team's outfit, or smart trousers with a blazer type jacket.

At the closing ceremony, all the winning shooters must show up to the prize giving, wearing either their national team's outfit, or with smart trousers and a blazer type jacket.

### **7.2 Competition numbers**

A shooter's competition number must be fixed on their back between the shoulders and the waist, and must be visible in its entirety.

Any breach of this rule will first be sanctioned by a "WARNING" from the referee. Failure to rectify their outfit will result in supplementary sanctions that can go as far as exclusion from the competition by decision of the jury.

## **Chapter 8. Shooting Times**

The shooters are informed of the shooting times by notices and/or by the distribution of a leaflet with the times.

The shooters are responsible for respecting this schedule.

They must arrive sufficiently early behind the Compak that they must shoot, so as to:

- Compulsory: Present themselves to the referee and to confirm their presence.
- Be certain not to be late.
- Be prepared to shoot their round without delay.
- Look at the layouts.

During the competition, the shooters must stay informed of delays or advances of shooting times in the competition, so as to be able to take measures to be available to shoot their round.

## **Chapter 9. Lateness of a Shooter**

At their round/turn, the competitor must be ready to shoot immediately and to have with them the equipment and ammunition for a full round.

For a squad: if a shooter is late and the first shooter of their squad has already called for their first target, then the score for the late shooter is 25 zeros.

For in line shooting, if the competition number of the late shooter had already been cancelled in the computer system, and the following shooter is at station 1, then the score of the late shooter will be 25 zeros.

In both these situations it is not the referee's responsibility to search for or call the missing shooter.

If the shooter feels that they have a valid reason for their lateness, they **MUST**:

1. Appeal to the jury in writing, the same day, with the accompanying sum designated for an appeal.
2. Comply with the decision of the jury.
3. If the jury considers that the reason given is valid it can authorise them to shoot a round with another group, without penalty (the sum given will be reimbursed).
4. If the jury judged that the reason given isn't valid, the shooter will have 25 zeros corresponding with the 25 targets not shot, (the sum given will not be reimbursed).

## **Chapter 10. Compak in line / Absence of a shooter**

A shooter who is absent on the first day of the competition is removed from the list of shooters from the second day of the competition and on the following days.

If they show up on the second day or on subsequent days to shoot, they must, appeal to the jury according to the terms laid out in chapter 9.

## **Chapter 11. Testing Guns**

Before taking part in a Compak® Sporting event, if they wish the shooter can test the functioning of their shotgun, on a stand specially designed and set up for that purpose, not far from the gun room.

Under no circumstances may guns be tested on the shooting stand before the start of the round.

## **Chapter 12. Borrowing a Shotgun**

It is exceptionally allowed, but only when a gun is malfunctioning, that a shooter can borrow the shotgun of another shooter who isn't part of their group/squad, to finish their round, with the agreement of the other shooter and the referee.

## **Chapter 13. The Use of a Shotgun by Several Shooters**

The use of the same shotgun by several shooters in the same group is forbidden.

## **Chapter 14. Shoot-offs**

The Compak® Sporting stands where there are shoot-offs, and also the Layouts, are chosen by the members of the FITASC Technical Commission present.

If no members of the Technical Commission are present, it is the Jury who are given this responsibility.

The shoot-offs are shot on a Compak comprising one single and two simultaneous doubles.

The shoot-offs for the first three places of the open ranking and for the different categories are done in a round of 25 targets. In case of a draw after this round, the shoot-off is done on a 2<sup>nd</sup> round by "FIRST ELIMINATING ZERO" following sudden death (see ANNEX 5), the same number of targets for each of the play-off shooters at the same stand.

In the case where the competitors in the shoot-off for the open ranking are in the same category the results of the shoot-off also count towards their open ranking.

Shoot-offs are held according to the current regulations, the empty places in the squad however are not filled.

When the shoot-off doesn't take place at a time established in advance, the competitors involved must remain in contact with the jury, so as to be ready to shoot in "LESS THAN 15 MINUTES AFTER THE CALL".

Shooters absent at the moment of the shoot-off are considered to have withdrawn.

The jury can decide that the shoot-off is put off till the next day for exceptional reasons. Absent shooters, in this situation will be considered withdrawn.

Below the third place in the ranking and regarding tied shooters that are to be awarded, the tie will be broken by taking the score on the 8<sup>th</sup> Compak, then if they are still tied, by going back to the 7<sup>th</sup>, 6<sup>th</sup>, 5<sup>th</sup>, 4<sup>th</sup>, 3<sup>rd</sup>, 2<sup>nd</sup>, 1<sup>st</sup> Compak.

Tied shooters without awards will be ranked as equals.

The tiebreaking of national teams that have drawn, is resolved by the accumulative score of the members of the teams on the 8<sup>th</sup> Compak, and if they are still tied going back to the 7<sup>th</sup>, 6<sup>th</sup>, 5<sup>th</sup>, 4<sup>th</sup>, 3<sup>rd</sup>, 2<sup>nd</sup>, 1<sup>st</sup> Compak

## **Chapter 15. Score Sheet**

For shooting by squad, the score sheet, (an example is included in ANNEX 1), is kept by the referee.

For in line shooting, when it is marked manually, the score sheet, (an example included in ANNEX 2), is kept by the referee.

For in line managed by an electronic system, the results are displayed on a screen.

The ZEROS will be announced by the referee in a loud and clear voice or with a sound signal audible to the shooters allowing them to protest immediately when they disagree with the referee's decision.

The “MISSED” targets will be marked with an “O” and the “ONE” targets by an “X” on the marking sheets.

In all cases the shooter is required to sign the score sheet at the end of shooting a round. If this is refused no complaints will be admissible.

## **Chapter 16. Glossary**

RANGE:	All of the sporting installations.
COMPAK® SPORTING :	The shooting installation for this discipline.
SQUAD : (Compak by squad).	Group of maximum 6 shooters shooting the same round at the same time on the same installations.
GROUP (In line)	A group is made up of the total number of shooters in the competition divided by the number of Compak. All the shooters start at the shooting station N°1 and finish the round with the shooting station n°5.
ROUND :	A round consists of 25 targets shot on the same Compak® Sporting.
TRAP :	Machine or equipment used to throw the target.
SONOPULL :	Acoustic equipment that triggers the tap at the sound of the shooters voice.
SHOT :	Corresponds to the firing of one cartridge
TARGET :	Clay pigeon.
TRAJECTORIES :	The path followed through the air by a target.

### III – THE RUNNING OF COMPETITIONS

## Chapter 17. Execution of a Round

### 17.1 Shooting rounds

A shooting round is made up of 25 targets, that is 5 different targets per shooting position in the following combinations:

- Five (5) Single targets,
- Three (3) Single targets and one (1) Double (either simultaneous, or on report),
- One (1) Single targets and two (2) Double (either simultaneous, or on report),

It is recommended to use different trajectory setting tables from one Compak® Sporting to another. But on the same Compak, the type of double must be the same on all 5 stands. (either simultaneous, or on report)

### 17.2 Menu or order of shooting targets

The firing menus are posted at each station, written in a way that is legible to the shooter.

The single targets from the menu can be chosen in a random order of machines.

The first target of each double must be the last target shot at the previous stand.

If the squad has less than six shooters, the last target of the empty stand must be presented to the next shooter in the competition.

Pre-established trajectory settings are available in annex 3, It is advised that they are used during competitions.

Menu example : settings n°10 (3 singles and 1 double) :

Station1	Station2	Station 3	Station 4	Station 5	
B	D	A	F	C	Single
E	B	D	A	F	Single
C	E	B	D	A	Single
A-F	F-C	C-E	E-B	B-D	Double

This is just an example but any combination is possible, as long as it respects the previously stated rules.

### 17.3 Squads and groups of shooters

Squad Compak® Sporting: a squad is made up of maximum 6 shooters.

In line Compak® Sporting: the number in a group is established by dividing the total number of shooters by the number of Compaks used.

### 17.4 Shooting sequence for a round

Shooters Positions (see annex 4):

The shooters in the squad go to the shooting positions in the order established by the score sheet.

The waiting shooter behind the N°1 shooting position, is ready to take the place of the current shooter, as soon as the shooter on Station N°5 has finished shooting the targets on his menu.

The position of the gun at the moment of calling is free (gun shouldered or not).

All targets must be shot gun shouldered.

In turn, the shooters shoot each single and double target in the order on their menu.

A maximum time lapse of 10 seconds is given to the shooter to call their targets after the target of the previous stand has been shot.

The referee must indicate to the shooter on Station N°1 when it is their turn to shoot.

When the shooter at station N°5 has finished shooting the targets from his menu:

- They position themselves waiting behind station N°1
- The other shooters move to the station directly to their right.
- The shooter who was previously waiting takes their place on station n°1.

After having shot their position, the competitor waits until the following shooter has finished shooting theirs, before taking their place, while taking care not to disturb the shooter in action.

It is always the shooter at Station N°1 who starts the series of five targets.

The station change over must be done with the gun “OPEN AND UNLOADED”.

For in line shooting, only the first shooter of the day will be preceded by a referee or a non-competing shooter, who will shoot or simulate all the 5 stations of the round. However, in case of an interruption of shooting of more than 10 minutes, the referee will show the 6 single targets again.

Also, the last shooter of the day will be followed by a referee or a non-competing shooter who will show them the 1<sup>st</sup> target of their double(s) at each stand.

For Compak by squad, only the single targets and the simultaneous doubles are shown once in the morning to the first squad, except in the case of a lengthy interruption of shooting. When the interruption lasts longer than 10 minutes the referee will demonstrate 6 single targets.

## **Chapter 18. Shooting Equipment.**

### **18.1 Gun**

All smooth barrelled hunting guns with a calibre that is no greater than calibre 12 and whose length is not less than 66cm (26 inches), are admissible, except pump action shotguns which are prohibited.

Shooters using semi-automatic shotguns must equip them with a device that prevents their spent cartridges from disturbing the shooter beside them.

They must be charged with the maximum of two cartridges.

Straps and slings are prohibited on all guns.

The use of micro cameras mounted on shotguns or any artificial aiming device is forbidden.

Changing a gun, fully or partially, “mobile choke” or barrel is prohibited within the same round. It is authorised between rounds.

## **18.2 Ammunition**

The cartridge shot load is limited to 28 grams of lead, with a +2% tolerance.

The lead must be spherical and of a regular diameter between 2 and 2.5 mm, with a +/-0.1 mm tolerance.

The use of reloaded ammunition is prohibited:

- The use of dispersers or all other loading devices is strictly prohibited, as is the use of reloaded cartridges.
- The mixing of dimensions and/or different qualities of lead is strictly prohibited.
- The use of black powder, as well as tracer cartridges is prohibited.

When a shooting position is provided with a waste bin or a container for empty cartridges, the shooter is obliged to use it to dispose of theirs. The shooters using a semi-automatic shotgun are obliged, on leaving the stand, to gather their empty cartridges, and to dispose of them in the waste bin.

Not observing this rule will result in the usual penalties (yellow card / red card).

## **18.3 Hearing protection**

The competitors, the referees, the personnel, and the public who find themselves in the proximity of a Compak® Sporting event are required to wear obligatory hearing protection.

Competitors present without hearing protection at the shooting position are considered absent and don't have the right to shoot.

## **18.4 Protective eyewear**

The competitors, referees and the personnel must wear protective eyewear.

The competitors who come to the shooting position without protective eyewear are considered absent and don't have the right to shot.

## IV - REFEREEING

## Chapter 19. Referees

The referees taking part in an international competition pledge on their honour:

1. To respect and enforce the regulations.
2. To show proof integrity and independence in their judgements.
3. To not take into consideration their own nationality and home federation, during international competitions.
4. To stay in a position, which allows them to judge in the best possible conditions and respect the regulations.
5. To announce their decisions in a clear and loud enough manner for the shooter to hear.
6. To receive appeals from shooters in a respectful manner, without allowing themselves to be influenced.
7. To have with them the up-to-date sports regulations of Compak Sporting, at least in the FITASC official languages.

The referees must be approved by the jury before the competition.

Each referee must hold a valid refereeing card issued by their own national federation.

In the situation where a referee doesn't have sufficient international references, they must be checked by the international referees.

The Head Referee must hold an international refereeing card and qualify as a Head Referee with the FITASC.

The referee must ensure order and propriety at the shooting position.

The referee must judge the results of a shot.

They must declare all zeros with a sound signal.

They take their decisions alone.

If the shooter disagrees with the referee's decision, the objection must be made immediately and before the next shooter calls their target or targets, on the shooting position by raising their arm and saying "PROTEST" or "APPEAL".

The shooter must express the reason for their objection.

The referee must then interrupt the shooting and announce their final decision immediately.

If the referee, in good consciousness, is certain of their judgement, they immediately confirm their decision, which must be binding, with no option for appeal.

If the referee has any doubt on their decision, they can consult with the following (to be informed) before making it conclusive:

1. Another referee present at the scene,
2. The trapper,
3. The shooters belonging to the squad,
4. The shooters holding the score sheet.

The referee is not obliged to follow the opinions that they have been given.

Following this consultation, the referee lets their definitive decision be known. This cannot be contested and it is therefore imposed on the shooter (see the article "refusal to comply")

Under no circumstances will the shooter be authorised to pick up the target to verify if it has been hit or not.

Only a referee can judge whether a target has been hit or missed, if it is defective or off the trajectory. Their decision is final.

The Head Referee can exceptionally interrupt the shoot if there is a sudden heavy down pour of rain or a violent storm which seems brief, however they must inform the jury if there is a risk of this interruption lasting.

## **Chapter 20. Judging targets**

### **20.1 The target is declared “ONE”**

When it has been thrown and the shooter has shot according to the rules, and at least one visible piece comes away or it is pulverised totally or in part.

This is also valid for flash targets.

### **20.2 The target is declared “ZERO”**

If it isn't hit, and when no visible piece comes away or if only particles of dust are visible. (smoking or dusty targets)

### **20.3 Case of “NO BIRD”**

#### **20.3.1 Due to guns or ammunition**

The table below applies when it is a first incident during a given round of 25 targets of a Compak® Sporting event. The first incident gets a first warning (yellow card).

For a second incident of the same type, all targets NOT shot at will be scored as “ZERO” (red card).

<b>1<sup>st</sup> incident</b>	<b>Default</b>	<b>Action</b>
Both shots fired at the same time	On a single target	<b>NO BIRD another target thrown</b>
	On the first target of a double on report	<b>NO BIRD Another double thrown</b>
	On a simultaneous double	<b>NO BIRD Another double thrown</b>
Failure of the first cartridge	On a single target	<b>NO BIRD another target thrown</b>
	On the first target of a double on report	<b>NO BIRD Another double thrown</b>
	On a simultaneous double	<b>NO BIRD Another double thrown</b>
Failure of the second cartridge	On a single target	<b>NO BIRD another target thrown. It can only be broken by the second shot.</b>

	On a double on report	<b>NO BIRD Another double thrown Result of the first target acquired</b>
	On a simultaneous double	<b>NO BIRD Another double thrown</b>

### 20.3.2 Due to targets

The table below is applied in the following situations:

1. A target is broken leaving the machine,
2. A target is thrown by another machine.
3. A target is a different colour,
4. A target is judged off the course of its trajectory by the referee,
5. The target is thrown more than 3 seconds after the call of the shooter.
6. The shooter didn't call the target.
7. The referee judges that the shooter is visibly disturbed or distracted.
8. The referee is unable to judge the target.
9. When a target is thrown by error from a machine of the same Compak, during the shoot of a single or a double.

<b>Problem</b>	<b>Action</b>
The case of a single target	<b>NO BIRD another target thrown</b>
When a rabbit breaks after being missed by the first shot and before the second shot	<b>NO BIRD rabbit thrown again It can only be broken by the second shot</b>
The first target of a double on report	<b>NO BIRD another double thrown</b>
The case in which the first target (or pieces of it) break the second in a double, before the shooter fires his second shot	<b>NO BIRD Another double thrown Result du first plateau acquired</b>
The second target of a double on report	<b>NO BIRD Another double thrown Result du first plateau acquired</b>
A target of the simultaneous double	<b>NO BIRD Another double thrown</b>

\* There is no "no bird" when the target or pieces of a target from another compak are visible to the shooter.

### 20.3.3 Bad weather

There are no "no bird" calls due to bad weather.

Otherwise all targets broken count as "ONE" and all missed targets count as "ZERO".

## Chapter 21. Refereeing, rules of conduct and penalties

### 21.1 Firing time

A time lapse of maximum 10 seconds is given to a shooter to call their target after the shot of the target at the previous stand.

If shooter doesn't observe this rule, after having received a warning (noted by the referee on the score sheet), on the same round, the targets will be counted as defined in article 21.5.

## 21.2 Refusal of a target

The shooter doesn't have the right to refuse a target, except when they didn't call for it.

If the shooter refuses to shoot a target judged regular by the referee, the shooter will be penalised as defined in the article 21.5.

## 21.3 Shooting a target declared "NO BIRD"

Under no pretext, following a referee's clearly announced "NO BIRD", can this target be shot at. Warning, the shooter will be penalised, as defined in article 21.5.

## 21.4 Malfunctioning gun or cartridge

When a gun or ammunition malfunctions, after the first incident or if the shooter opens the shotgun or touches the safety catch before the referee had inspected the gun the shooter shall be penalised as defined in article 21.5

The shooter then had two minutes to repair or replace the shotgun.

On the decision of the referee, the shooter has the right to continue with their group, on the condition of getting hold of another shotgun. Otherwise the targets not shot will be counted as "zero".

## 21.5 Penalties

After the first warning, for all other breaches on the same compak, the referee will show a red card and the following targets will be counted:

Article		Single target	Double Report	Simultaneous double
<b>21.1</b>	Firing time	<b>ZERO</b>	<b>ZERO / NO BIRD</b>	<b>ZERO / ZERO</b>
<b>21.2</b>	Refusal of a target			
<b>21.3</b>	Shooting a No bird			
<b>21.4</b>	Malfunction	<b>ZERO</b>		
	Malfunction on the first target of a double		<b>ZERO / NO BIRD</b>	<b>ZERO/ZERO</b>
	Malfunction on the second target of a double		<b>1<sup>ST</sup> ACQUIRED &amp; 2<sup>ND</sup> ZERO</b>	<b>1<sup>ST</sup> ACQUIRED &amp; 2<sup>ND</sup> ZERO</b>

## 21.6 Rules of conduct, safety

If a shooter, by their attitude or behaviour, shows that they are losing control of themselves (if they throw their shotgun, if they are violent towards a referee or other competitors, etc.) the referee is obliged to alert the jury as soon as possible.

A shooter only has the right to shoot when it is their round and only once a target has been thrown.

It is forbidden to aim at other's targets.

Equally it is forbidden to deliberately aim or shoot at living animals.

The shooter must only load their shotgun at the shooting position where they are set up, the shotgun oriented in the direction of the firing range and only once the referee has given them the authorisation to start shooting.

Semi-automatic shotguns must not be charged with any more than the maximum of two cartridges.

The shooter must not turn around on the shooting range before having opened their shotgun and removed the cartridges from their chambers, if they have been shot or not.

During the presentation of the targets or in an interruption of the shooting, the shooter is obliged to have the shotgun open and not charged. They must not close it again until the referee gives the authorisation.

In the event of failure or malfunction of the shotgun or the cartridge, the shooter must stay in place, the shotgun aimed in the direction of the firing range, without opening or touching the safety catch before the referee has controlled the shotgun.

## **21.7 Refusal to comply**

On the referee pronouncing the definitive decision, the shooter must start the shoot again in a maximum delay of 10 seconds.

Failing this their attitude will be considered a refusal to comply and by that, possibly be subject to sanctions targeted in chapter 23.

If a referee realises that the competitor intentionally is delaying the shoot, or that they are behaving in an obviously unfair manner, their attitude could be regarded as a refusal to comply.

## **Chapter 22. Attempts to influence**

There is an attempt to influence when:

1. A shooter, despite the resumption of shooting, continues to challenge the definitive decision of the referee, either in words or actions.
2. A shooter ostensibly argues the referee's decision.
3. The shooters or the public in attendance ostensibly show their opinion or criticism of a decision, without having been authorised by the referee.

## **Chapter 23. Sanctions**

All shooters participating in a competition accept the FITASC regulations in their totality and declare knowledge of the current Compak® Sporting regulations. In taking part in competitions, they accept to submit to sanctions and other consequences resultant from the violation of regulations or the refusal of orders or decisions of the referee.

The violation of an article in the regulations first gives rise to a warning signalled by the referee by means of a yellow card.

In the event of reoffending or attempting to influence, the jury can condemn the shooter to

1. The loss of a target
2. The loss of a round of 25 targets
3. The exclusion from the competition

On the referral of the referee, the jury can immediately exclude the from the competition a shooter or shooters, who lost their self-control, or who are guilty of attempting to influence or of shooting at live animals.

All exclusions will be signalled to the home federation of the shooter and to the FITASC headquarters who will keep it on record for five years.

A second exclusion, in a lapse of time of three years can result in the exclusive decision of the FITASC executive committee, of a definitive exclusion of the offender from all competitions organised under the aegis of FITASC.

The exclusion of a shooter from a competition can in no-way result in a reimbursement or financial compensation.

If the shooter uses guns or ammunition which do not comply with current regulations, all shots fired with such guns or ammunition before the inspection will be considered as zero.

If the jury judge that the shooter didn't have the possibility of knowing that they had transgressed the regulations, and that this didn't give them an advantage, they can decide to accept the result, on the condition that the fault is rectified as soon as it is recognised.

## **Chapter 24. Safety rules**

All shotguns, even unloaded, must be manipulated with the greatest precaution.

The shotguns must be carried open (un-cocked and not loaded)

The breech of semi-automatic shotguns must be open and the shotgun carried with the muzzle directed straight up or down.

When a shooter is not using their shotgun, they must place them vertically in a shotgun rack or in a storage space planned for that purpose.

It is forbidden to touch another competitor's shotgun without their authorisation.

It is forbidden to aim at or deliberately shoot living animals.

No simulated shooting is authorised outside the shooting positions.

No simulated shooting is authorised while a shooter in the squad shoots their targets.

The shooter must not in any circumstances enter the shooting position, before the preceding shooter has left.

Once they are in place on their shooting position the shooter can charge/load their gun, on the condition of keeping it open (or the breech open for semi-automatics), with the release off, and the barrel directed toward the shooting range and inside the firing angle limiter. The shooter can close their shotgun (or breech) only when it is their turn to shoot.

When there is failure or malfunction of a shotgun or a cartridge, the shooter must stay in place until the referee has inspected the shotgun.

If the shooter, in the case of failure or malfunction of a shotgun or a cartridge, opens their shotgun or touches the safety catch before the referee has inspected the shotgun, they target(s) will be counted ZERO.

The shooter must not leave the shooting position, before having opened their shotgun and removed the cartridges from the chamber(s)/magazine, whether they are spent or not.

During the presentation of the target, or during an interruption in the shoot, the shooter must have their shotgun open and not charged.

# ANNEX 1: SCORE SHEET – BY SQUAD



FEDERATION INTERNATIONALE DE TIR

## AUX ARMES SPORTIVES DE CHASSE

World Championship

SQUAD N°: 1

ROUND N°: 1

REFEREE: \_\_\_\_\_

Numb.	Surname/Name	Cat.	Targets																							Total	Signature							
			<u>Station1</u> 1 2 3 4 5					<u>Station2</u> 6 7 9 9 10					<u>Station 3</u> 11 12 13 14 15					<u>Station 4</u> 16 17 19 19 20					<u>Station 5</u> 21 22 23 24 25					Wait						
			<u>Station2</u> 1 2 3 4 5					<u>Station 3</u> 6 7 9 9 10					<u>Station 4</u> 11 12 13 14 15					<u>Station 5</u> 16 17 19 19 20					Wait	<u>Station1</u> 21 22 23 24 25										
			<u>Station 3</u> 1 2 3 4 5					<u>Station 4</u> 6 7 9 9 10					<u>Station 5</u> 11 12 13 14 15					Wait	<u>Station1</u> 16 17 19 19 20					<u>Station2</u> 21 22 23 24 25										
			<u>Station 4</u> 1 2 3 4 5					<u>Station 5</u> 6 7 9 9 10					Wait	<u>Station1</u> 11 12 13 14 15					<u>Station2</u> 16 17 19 19 20					<u>Station 3</u> 21 22 23 24 25										
			<u>Station 5</u> 1 2 3 4 5					Wait	<u>Station1</u> 6 7 9 9 10					<u>Station2</u> 11 12 13 14 15					<u>Station 3</u> 16 17 19 19 20					<u>Station 4</u> 21 22 23 24 25										
			<u>Wait</u>					<u>Station1</u> 1 2 3 4 5					<u>Station2</u> 6 7 9 9 10					<u>Station 3</u> 11 12 13 14 15					<u>Station 4</u> 16 17 19 19 20					<u>Station 5</u> 21 22 23 24 25						

## ANNEX 2: SCORE SHEET – ON LINE - REFEREEING MANUAL

<b>FEDERATION INTERNATIONALE DE TIR AUX ARMES SPORTIVES DE CHASSE</b> World Compak Sporting Championship XX/XX – XX/XX 200X A XXXXXXXXXXXXX Du shooter N°: XX                      Round N°: 1                      Referee: 1 _____ 2 _____ 3 _____ 4 Au shooter N : XX																															
Numb.	Surname/Name	Cat.	Targets																									Total			

# ANNEX 2 : TRAJECTORY SETTINGS – ON LINE - ELECTRONIC REFEREEING



## FEDERATION INTERNATIONALE DE TIR AUX ARMES SPORTIVES DE CHASSE

### EUROPEAN / WORLD CHAMPIONSHIP COMPAK SPORTING

Range: 1 - CAMPO 1 - 18/09/2014

Page 1 of 1

<i>Bib</i>	<i>NOC</i>	<i>Cat</i>		<i>1° Penalty</i>	<i>2° Penalty</i>	<i>Results</i>	<i>Name</i>	<i>Signature</i>
1	AUT	VET					FELIX, Tobias	
2	EST	JUN					ANDRIS, Janis	
3	ZAF	SVT					MASI, Robert	
4	ESP	LAD					ALONSO MARTINEZ, Catalina	
5	USA	JUN					BROW, Robert	
6	CYP	SEN					ANTONISIS, Antoniades	
7	FRA	LAD					CHEVALIER, Pauline	
8	GBR	SEN					TIFFANY, Robert	
9	ITA	SEN					MORI, Marco	
10	POR	SVT					ROSSAO, Franco	
11	BEL	VET					VAN MARTEN, Frank	
12	RUS	LAD					ANTONIN, Ioanna	

# ANNEX 3 : COMPAK SPORTING – SHOOTING POSITIONS FOR A ROUND

## 5 singles per shooting position

TRAJECTORY SETTING TABLE N°1.

A	B	C	D	E
E	F	A	B	C
C	D	E	F	A
F	A	B	C	D
D	E	F	A	B

TRAJECTORY SETTING TABLE N°5.

E	F	A	B	C
C	D	E	F	A
A	B	C	D	E
D	E	F	A	B
B	C	D	E	F

TRAJECTORY SETTING TABLE N°2.

B	C	D	E	F
F	A	B	C	D
D	E	F	A	B
A	B	C	D	E
E	F	A	B	C

TRAJECTORY SETTING TABLE N°6.

F	A	B	C	D
D	E	F	A	B
B	C	D	E	F
E	F	A	B	C
C	D	E	F	A

TRAJECTORY SETTING TABLE N°3.

C	D	E	F	A
A	B	C	D	E
E	F	A	B	C
B	C	D	E	F
F	A	B	C	D

TRAJECTORY SETTING TABLE N°7.

A	C	E	B	D
F	A	C	D	E
B	D	F	A	C
E	B	D	F	A
C	E	B	C	F

TRAJECTORY SETTING TABLE N°4.

D	E	F	A	B
B	C	D	E	F
F	A	B	C	D
C	D	E	F	A
A	B	C	D	E

TRAJECTORY SETTING TABLE N°8.

D	B	E	C	F
F	A	D	B	E
C	F	A	D	B
E	C	F	A	D
B	E	C	F	A

## Par Stand : 3 Singles and 1 Double on Report

TRAJECTORY SETTING TABLE N°9.

<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>
<b>F</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>
<b>E</b>	<b>F</b>	<b>A</b>	<b>B</b>	<b>C</b>
Double CF <b>C-D</b>	Double CF <b>D-E</b>	Double CF <b>E-F</b>	Double CF <b>F-A</b>	Double CF <b>A-B</b>

TRAJECTORY SETTING TABLE N°13.

<b>E</b>	<b>B</b>	<b>F</b>	<b>C</b>	<b>A</b>
<b>D</b>	<b>E</b>	<b>B</b>	<b>F</b>	<b>C</b>
<b>A</b>	<b>D</b>	<b>E</b>	<b>B</b>	<b>F</b>
Double CF <b>F-C</b>	Double CF <b>C-A</b>	Double CF <b>A-D</b>	Double CF <b>D-E</b>	Double CF <b>E-B</b>

TRAJECTORY SETTING TABLE N°10.

<b>B</b>	<b>D</b>	<b>A</b>	<b>F</b>	<b>C</b>
<b>E</b>	<b>B</b>	<b>D</b>	<b>A</b>	<b>F</b>
<b>C</b>	<b>E</b>	<b>B</b>	<b>D</b>	<b>A</b>
Double CF <b>A-F</b>	Double CF <b>F-C</b>	Double CF <b>C-E</b>	Double CF <b>E-B</b>	Double CF <b>B-D</b>

TRAJECTORY SETTING TABLE N°14.

<b>F</b>	<b>C</b>	<b>E</b>	<b>B</b>	<b>D</b>
<b>A</b>	<b>F</b>	<b>B</b>	<b>E</b>	<b>C</b>
<b>C</b>	<b>B</b>	<b>D</b>	<b>A</b>	<b>E</b>
Double CF <b>E-D</b>	Double CF <b>D-A</b>	Double CF <b>A-C</b>	Double CF <b>C-F</b>	Double CF <b>F-B</b>

TRAJECTORY SETTING TABLE N°11.

<b>C</b>	<b>E</b>	<b>D</b>	<b>A</b>	<b>F</b>
<b>B</b>	<b>C</b>	<b>E</b>	<b>D</b>	<b>A</b>
<b>F</b>	<b>B</b>	<b>C</b>	<b>E</b>	<b>D</b>
Double CF <b>D-A</b>	Double CF <b>A-F</b>	Double CF <b>F-B</b>	Double CF <b>B-C</b>	Double CF <b>C-E</b>

TRAJECTORY SETTING TABLE N°15.

<b>A</b>	<b>F</b>	<b>B</b>	<b>E</b>	<b>D</b>
<b>B</b>	<b>E</b>	<b>C</b>	<b>F</b>	<b>A</b>
<b>C</b>	<b>B</b>	<b>F</b>	<b>B</b>	<b>E</b>
Double CF <b>E-D</b>	Double CF <b>D-A</b>	Double CF <b>A-D</b>	Double CF <b>D-C</b>	Double CF <b>C-F</b>

TRAJECTORY SETTING TABLE N°12.

<b>D</b>	<b>A</b>	<b>F</b>	<b>C</b>	<b>E</b>
<b>B</b>	<b>D</b>	<b>C</b>	<b>F</b>	<b>C</b>
<b>E</b>	<b>F</b>	<b>B</b>	<b>D</b>	<b>A</b>
Double CF <b>A-C</b>	Double CF <b>C-E</b>	Double CF <b>E-A</b>	Double CF <b>A-B</b>	Double CF <b>B-F</b>

TRAJECTORY SETTING TABLE N°16.

<b>B</b>	<b>E</b>	<b>C</b>	<b>A</b>	<b>F</b>
<b>D</b>	<b>A</b>	<b>B</b>	<b>E</b>	<b>C</b>
<b>F</b>	<b>D</b>	<b>A</b>	<b>C</b>	<b>E</b>
Double CF <b>E-C</b>	Double CF <b>C-F</b>	Double CF <b>F-D</b>	Double CF <b>D-B</b>	Double CF <b>B-A</b>

## Per Stand : 3 Singles and 1 Simultaneous Double

**TRAJECTORY SETTING TABLE N°17.**

<b>F</b>	<b>E</b>	<b>C</b>	<b>B</b>	<b>A</b>
<b>D</b>	<b>B</b>	<b>F</b>	<b>E</b>	<b>C</b>
<b>A</b>	<b>D</b>	<b>E</b>	<b>A</b>	<b>B</b>
Double simultaneous <b>B-C</b>	Double simultaneous <b>C-A</b>	Double simultaneous <b>A-D</b>	Double simultaneous <b>D-F</b>	Double simultaneous <b>F-E</b>

**TRAJECTORY SETTING TABLE N°21.**

<b>B</b>	<b>F</b>	<b>A</b>	<b>B</b>	<b>E</b>
<b>A</b>	<b>B</b>	<b>F</b>	<b>C</b>	<b>D</b>
<b>C</b>	<b>D</b>	<b>B</b>	<b>E</b>	<b>F</b>
Double simultaneous <b>F-E</b>	Double simultaneous <b>E-C</b>	Double simultaneous <b>C-D</b>	Double simultaneous <b>D-A</b>	Double simultaneous <b>A-C</b>

**TRAJECTORY SETTING TABLE N°18.**

<b>E</b>	<b>C</b>	<b>D</b>	<b>A</b>	<b>D</b>		<b>C</b>	<b>E</b>	<b>B</b>	<b>F</b>	<b>A</b>
<b>F</b>	<b>E</b>	<b>C</b>	<b>D</b>	<b>B</b>		<b>D</b>	<b>F</b>	<b>A</b>	<b>C</b>	<b>B</b>
<b>D</b>	<b>F</b>	<b>B</b>	<b>E</b>	<b>A</b>		<b>F</b>	<b>B</b>	<b>D</b>	<b>B</b>	<b>E</b>
Double simultaneous <b>A-B</b>	Double simultaneous <b>B-A</b>	Double simultaneous <b>A-F</b>	Double simultaneous <b>F-C</b>	Double simultaneous <b>C-E</b>		Double simultaneous <b>E-A</b>	Double simultaneous <b>A-C</b>	Double simultaneous <b>C-E</b>	Double simultaneous <b>E-D</b>	Double simultaneous <b>D-F</b>

**TRAJECTORY SETTING TABLE N°22.**

**TRAJECTORY SETTING TABLE N°19.**

<b>A</b>	<b>E</b>	<b>D</b>	<b>B</b>	<b>F</b>
<b>C</b>	<b>D</b>	<b>A</b>	<b>E</b>	<b>B</b>
<b>F</b>	<b>A</b>	<b>E</b>	<b>C</b>	<b>D</b>
Double simultaneous <b>D-B</b>	Double simultaneous <b>B-C</b>	Double simultaneous <b>C-F</b>	Double simultaneous <b>F-A</b>	Double simultaneous <b>A-E</b>

**TRAJECTORY SETTING TABLE N°23.**

<b>C</b>	<b>A</b>	<b>F</b>	<b>D</b>	<b>B</b>
<b>E</b>	<b>F</b>	<b>C</b>	<b>A</b>	<b>D</b>
<b>B</b>	<b>E</b>	<b>D</b>	<b>F</b>	<b>A</b>
Double simultaneous <b>A-D</b>	Double simultaneous <b>D-B</b>	Double simultaneous <b>B-E</b>	Double simultaneous <b>E-C</b>	Double simultaneous <b>C-F</b>

**TRAJECTORY SETTING TABLE N°20.**

<b>D</b>	<b>B</b>	<b>A</b>	<b>F</b>	<b>C</b>
<b>E</b>	<b>F</b>	<b>C</b>	<b>B</b>	<b>D</b>
<b>A</b>	<b>E</b>	<b>B</b>	<b>C</b>	<b>F</b>
Double simultaneous <b>F-C</b>	Double simultaneous <b>C-D</b>	Double simultaneous <b>D-E</b>	Double simultaneous <b>E-A</b>	Double simultaneous <b>A-B</b>

**TRAJECTORY SETTING TABLE N°24.**

<b>D</b>	<b>F</b>	<b>A</b>	<b>C</b>	<b>E</b>
<b>B</b>	<b>A</b>	<b>D</b>	<b>F</b>	<b>C</b>
<b>F</b>	<b>B</b>	<b>C</b>	<b>E</b>	<b>A</b>
Double simultaneous <b>A-C</b>	Double simultaneous <b>C-E</b>	Double simultaneous <b>E-B</b>	Double simultaneous <b>B-D</b>	Double simultaneous <b>D-F</b>

## Per Stand : 1 Single and 2 Doubles on Report

**TRAJECTORY SETTING TABLE N°25.**

<b>C</b>	<b>E</b>	<b>A</b>	<b>F</b>	<b>D</b>
Double CF <b>D-B</b>	Double CF <b>B-F</b>	Double CF <b>F-C</b>	Double CF <b>C-A</b>	Double CF <b>A-F</b>
Double CF <b>F-A</b>	Double CF <b>A-D</b>	Double CF <b>D-E</b>	Double CF <b>E-B</b>	Double CF <b>B-C</b>

**TRAJECTORY SETTING TABLE N°29.**

<b>E</b>	<b>A</b>	<b>D</b>	<b>B</b>	<b>C</b>
Double CF <b>C-D</b>	Double CF <b>D-F</b>	Double CF <b>F-A</b>	Double CF <b>A-D</b>	Double CF <b>D-A</b>
Double CF <b>A-B</b>	Double CF <b>B-C</b>	Double CF <b>C-E</b>	Double CF <b>E-F</b>	Double CF <b>F-B</b>

**TRAJECTORY SETTING TABLE N°26.**

<b>D</b>	<b>F</b>	<b>B</b>	<b>C</b>	<b>E</b>
Double CF <b>E-A</b>	Double CF <b>A-D</b>	Double CF <b>D-F</b>	Double CF <b>F-B</b>	Double CF <b>B-C</b>
Double CF <b>C-B</b>	Double CF <b>B-E</b>	Double CF <b>E-A</b>	Double CF <b>A-D</b>	Double CF <b>D-F</b>

**TRAJECTORY SETTING TABLE N°30.**

<b>F</b>	<b>C</b>	<b>E</b>	<b>B</b>	<b>D</b>
Double CF <b>D-A</b>	Double CF <b>A-F</b>	Double CF <b>F-D</b>	Double CF <b>D-C</b>	Double CF <b>C-B</b>
Double CF <b>B-E</b>	Double CF <b>E-B</b>	Double CF <b>B-A</b>	Double CF <b>A-E</b>	Double CF <b>E-F</b>

**TRAJECTORY SETTING TABLE N°27.**

<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>
Double CF <b>E-F</b>	Double CF <b>F-D</b>	Double CF <b>D-E</b>	Double CF <b>E-A</b>	Double CF <b>A-B</b>
Double CF <b>B-C</b>	Double CF <b>C-A</b>	Double CF <b>A-F</b>	Double CF <b>F-C</b>	Double CF <b>C-D</b>

**TRAJECTORY SETTING TABLE N°31.**

<b>A</b>	<b>F</b>	<b>D</b>	<b>B</b>	<b>C</b>
Double CF <b>C-D</b>	Double CF <b>D-E</b>	Double CF <b>E-C</b>	Double CF <b>C-A</b>	Double CF <b>A-E</b>
Double CF <b>E-B</b>	Double CF <b>B-A</b>	Double CF <b>A-F</b>	Double CF <b>F-D</b>	Double CF <b>D-B</b>

**TRAJECTORY SETTING TABLE N°28.**

<b>B</b>	<b>D</b>	<b>F</b>	<b>A</b>	<b>C</b>
Double CF <b>C-E</b>	Double CF <b>E-A</b>	Double CF <b>A-C</b>	Double CF <b>C-D</b>	Double CF <b>D-A</b>
Double CF <b>A-F</b>	Double CF <b>F-B</b>	Double CF <b>B-E</b>	Double CF <b>E-F</b>	Double CF <b>F-B</b>

**TRAJECTORY SETTING TABLE N°32.**

<b>F</b>	<b>A</b>	<b>C</b>	<b>D</b>	<b>B</b>
Double CF <b>B-D</b>	Double CF <b>D-F</b>	Double CF <b>F-A</b>	Double CF <b>A-C</b>	Double CF <b>C-E</b>
Double CF <b>E-C</b>	Double CF <b>C-B</b>	Double CF <b>B-E</b>	Double CF <b>E-F</b>	Double CF <b>F-D</b>

## Per Stand : 1 Single and 2 simultaneous doubles

**TRAJECTORY SETTING TABLE N°33.**

<b>D</b>	<b>C</b>	<b>F</b>	<b>A</b>	<b>B</b>
Double simultaneous <b>B-F</b>	Double simultaneous <b>F-A</b>	Double simultaneous <b>A-B</b>	Double simultaneous <b>B-E</b>	Double simultaneous <b>E-C</b>
Double simultaneous <b>C-E</b>	Double simultaneous <b>E-D</b>	Double simultaneous <b>D-C</b>	Double simultaneous <b>C-F</b>	Double simultaneous <b>F-D</b>

**TRAJECTORY SETTING TABLE N°37.**

<b>A</b>	<b>D</b>	<b>B</b>	<b>C</b>	<b>E</b>
Double simultaneous <b>E-B</b>	Double simultaneous <b>B-C</b>	Double simultaneous <b>C-E</b>	Double simultaneous <b>E-F</b>	Double simultaneous <b>F-D</b>
Double simultaneous <b>D-F</b>	Double simultaneous <b>F-A</b>	Double simultaneous <b>A-D</b>	Double simultaneous <b>D-B</b>	Double simultaneous <b>B-A</b>

**TRAJECTORY SETTING TABLE N°34.**

<b>E</b>	<b>D</b>	<b>C</b>	<b>F</b>	<b>A</b>
Double simultaneous <b>A-C</b>	Double simultaneous <b>C-F</b>	Double simultaneous <b>F-A</b>	Double simultaneous <b>A-B</b>	Double simultaneous <b>B-F</b>
Double simultaneous <b>F-B</b>	Double simultaneous <b>B-E</b>	Double simultaneous <b>E-D</b>	Double simultaneous <b>D-C</b>	Double simultaneous <b>C-E</b>

**TRAJECTORY SETTING TABLE N°38.**

<b>B</b>	<b>E</b>	<b>D</b>	<b>F</b>	<b>C</b>
Double simultaneous <b>C-D</b>	Double simultaneous <b>D-F</b>	Double simultaneous <b>F-C</b>	Double simultaneous <b>C-A</b>	Double simultaneous <b>A-F</b>
Double simultaneous <b>F-A</b>	Double simultaneous <b>A-B</b>	Double simultaneous <b>B-E</b>	Double simultaneous <b>E-D</b>	Double simultaneous <b>D-B</b>

**TRAJECTORY SETTING TABLE N°35.**

<b>B</b>	<b>F</b>	<b>A</b>	<b>E</b>	<b>D</b>
Double simultaneous <b>D-C</b>	Double simultaneous <b>C-E</b>	Double simultaneous <b>E-D</b>	Double simultaneous <b>D-A</b>	Double simultaneous <b>A-F</b>
Double simultaneous <b>F-A</b>	Double simultaneous <b>A-B</b>	Double simultaneous <b>B-F</b>	Double simultaneous <b>F-C</b>	Double simultaneous <b>C-E</b>

**TRAJECTORY SETTING TABLE N°39.**

<b>C</b>	<b>B</b>	<b>E</b>	<b>A</b>	<b>D</b>
Double simultaneous <b>D-E</b>	Double simultaneous <b>E-A</b>	Double simultaneous <b>A-D</b>	Double simultaneous <b>D-F</b>	Double simultaneous <b>F-B</b>
Double simultaneous <b>B-F</b>	Double simultaneous <b>F-C</b>	Double simultaneous <b>C-B</b>	Double simultaneous <b>B-E</b>	Double simultaneous <b>E-C</b>

**TRAJECTORY SETTING TABLE N°36.**

<b>C</b>	<b>A</b>	<b>E</b>	<b>B</b>	<b>F</b>
Double simultaneous <b>F-E</b>	Double simultaneous <b>E-B</b>	Double simultaneous <b>B-F</b>	Double simultaneous <b>F-D</b>	Double simultaneous <b>D-B</b>
Double simultaneous <b>B-D</b>	Double simultaneous <b>D-C</b>	Double simultaneous <b>C-A</b>	Double simultaneous <b>A-E</b>	Double simultaneous <b>E-C</b>

**TRAJECTORY SETTING TABLE N°40.**

<b>F</b>	<b>D</b>	<b>B</b>	<b>E</b>	<b>C</b>
Double simultaneous <b>C-A</b>	Double simultaneous <b>A-E</b>	Double simultaneous <b>E-C</b>	Double simultaneous <b>C-F</b>	Double simultaneous <b>F-D</b>
Double simultaneous <b>D-B</b>	Double simultaneous <b>B-F</b>	Double simultaneous <b>F-D</b>	Double simultaneous <b>D-A</b>	Double simultaneous <b>A-B</b>

## ANNEX 4: OLD SYSTEM POSITION THE SHOOTER FOR THE PROGRESSION OF A ROUND

<b>6 Shooters</b>	<b>1<sup>st</sup> round</b>	Station1 <b>Shooter N° 1</b>	Station2 <b>Shooter N° 2</b>	Station 3 <b>Shooter N° 3</b>	Station 4 <b>Shooter N° 4</b>	Station 5 <b>Shooter N° 5</b>
		WAIT <b>Shooter N° 6</b>				
	<b>2<sup>nd</sup> round</b>	Station1 <b>Shooter N° 6</b>	Station2 <b>Shooter N° 1</b>	Station 3 <b>Shooter N° 2</b>	Station 4 <b>Shooter N° 3</b>	Station 5 <b>Shooter N° 4</b>
		WAIT <b>Shooter N° 5</b>				
	<b>3<sup>eme</sup> round</b>	Station1 <b>Shooter N° 5</b>	Station2 <b>Shooter N° 6</b>	Station 3 <b>Shooter N° 1</b>	Station 4 <b>Shooter N° 2</b>	Station 5 <b>Shooter N° 3</b>
		WAIT <b>Shooter N° 4</b>				
	<b>4<sup>th</sup> round</b>	Station1 <b>Shooter N° 4</b>	Station2 <b>Shooter N° 5</b>	Station 3 <b>Shooter N° 6</b>	Station 4 <b>Shooter N° 1</b>	Station 5 <b>Shooter N° 2</b>
		WAIT <b>Shooter N° 3</b>				
	<b>5<sup>th</sup> round</b>	Station1 <b>Shooter N° 3</b>	Station2 <b>Shooter N° 4</b>	Station 3 <b>Shooter N° 5</b>	Station 4 <b>Shooter N° 6</b>	Station 5 <b>Shooter N° 1</b>
		WAIT <b>Shooter N° 2</b>				
	<b>6<sup>th</sup> round</b>	Station1 <b>Shooter N° 2</b>	Station2 <b>Shooter N° 3</b>	Station 3 <b>Shooter N° 4</b>	Station 4 <b>Shooter N° 5</b>	Station 5 <b>Shooter N° 6</b>

<b>5 Shooters</b>	<b>1<sup>st</sup> round</b>	Station1 <b>Shooter N° 1</b>	Station2 <b>Shooter N° 2</b>	Station 3 <b>Shooter N° 3</b>	Station 4 <b>Shooter N° 4</b>	Station 5 <b>Shooter N° 5</b>
	<b>2<sup>nd</sup> round</b>	Station1 Empty	Station2 <b>Shooter N° 1</b>	Station 3 <b>Shooter N° 2</b>	Station 4 <b>Shooter N° 3</b>	Station 5 <b>Shooter N° 4</b>
		WAIT <b>Shooter N° 5</b>				
	<b>3<sup>eme</sup> round</b>	Station1 <b>Shooter N° 5</b>	Station2 Empty	Station 3 <b>Shooter N° 1</b>	Station 4 <b>Shooter N° 2</b>	Station 5 <b>Shooter N° 3</b>
		WAIT <b>Shooter N° 4</b>				
	<b>4<sup>th</sup> round</b>	Station1 <b>Shooter N° 4</b>	Station2 <b>Shooter N° 5</b>	Station 3 Empty	Station 4 <b>Shooter N° 1</b>	Station 5 <b>Shooter N° 2</b>
		WAIT <b>Shooter N° 3</b>				
	<b>5<sup>th</sup> round</b>	Station1 <b>Shooter N° 3</b>	Station2 <b>Shooter N° 4</b>	Station 3 <b>Shooter N° 5</b>	Station 4 Empty	Station 5 <b>Shooter N° 1</b>
		WAIT <b>Shooter N° 2</b>				
	<b>6<sup>th</sup> round</b>	Station1 <b>Shooter N° 2</b>	Station2 <b>Shooter N° 3</b>	Station 3 <b>Shooter N° 4</b>	Station 4 <b>Shooter N° 5</b>	Station 5 Empty

<b>4 Shooters</b>	<b>1<sup>st</sup> round</b>	Station1 <b>Shooter N° 1</b>	Station2 <b>Shooter N° 2</b>	Station 3 <b>Shooter N° 3</b>	Station 4 <b>Shooter N° 4</b>	Station 5 Empty
	<b>2<sup>nd</sup> round</b>	Station1 Empty	Station2 <b>Shooter N° 1</b>	Station 3 <b>Shooter N° 2</b>	Station 4 <b>Shooter N° 3</b>	Station 5 <b>Shooter N° 4</b>
	<b>3<sup>eme</sup> round</b>	Station1 Empty	Station2 Empty	Station 3 <b>Shooter N° 1</b>	Station 4 <b>Shooter N° 2</b>	Station 5 <b>Shooter N° 3</b>
		WAIT <b>Shooter N° 4</b>				
	<b>4<sup>th</sup> round</b>	Station1 <b>Shooter N° 4</b>	Station2 Empty	Station 3 Empty	Station 4 <b>Shooter N° 1</b>	Station 5 <b>Shooter N° 2</b>
		WAIT <b>Shooter N° 3</b>				
	<b>5<sup>th</sup> round</b>	Station1 <b>Shooter N° 3</b>	Station2 <b>Shooter N° 4</b>	Station 3 Empty	Station 4 Empty	Station 5 <b>Shooter N° 1</b>
		WAIT <b>Shooter N° 2</b>				
	<b>6<sup>th</sup> round</b>	Station1 <b>Shooter N° 2</b>	Station2 <b>Shooter N° 3</b>	Station 3 <b>Shooter N° 4</b>	Station 4 Empty	Station 5 Empty

<b><u>3 Shooters</u></b>	<b>1<sup>st</sup> round</b>	Station1 <b>Shooter N° 1</b>	Station2 <b>Shooter N° 2</b>	Station 3 <b>Shooter N° 3</b>	Station 4 Empty	Station 5 Empty
	<b>2<sup>nd</sup> round</b>	Station1 Empty	Station2 <b>Shooter N° 1</b>	Station 3 <b>Shooter N° 2</b>	Station 4 <b>Shooter N° 3</b>	Station 5 Empty
	<b>3<sup>eme</sup> round</b>	Station1 Empty	Station2 Empty	Station 3 <b>Shooter N° 1</b>	Station 4 <b>Shooter N° 2</b>	Station 5 <b>Shooter N° 3</b>
	<b>4<sup>th</sup> round</b>	Station1 Empty	Station2 Empty	Station 3 Empty	Station 4 <b>Shooter N° 1</b>	Station 5 <b>Shooter N° 2</b>
		WAIT <b>Shooter N° 3</b>				
	<b>5<sup>th</sup> round</b>	Station1 <b>Shooter N° 3</b>	Station2 Empty	Station 3 Empty	Station 4 Empty	Station 5 <b>Shooter N° 1</b>
		WAIT <b>Shooter N° 2</b>				
	<b>6<sup>th</sup> round</b>	Station1 <b>Shooter N° 2</b>	Station2 <b>Shooter N° 3</b>	Station 3 Empty	Station 4 Empty	Station 5 Empty

<b><u>2 Shooters</u></b>	<b>1<sup>st</sup> round</b>	Station1 <b>Shooter N° 1</b>	Station2 <b>Shooter N° 2</b>	Station 3 Empty	Station 4 Empty	Station 5 Empty
	<b>2<sup>nd</sup> round</b>	Station1 Empty	Station2 <b>Shooter N° 1</b>	Station 3 <b>Shooter N° 2</b>	Station 4 Empty	Station 5 Empty
	<b>3<sup>eme</sup> round</b>	Station1 Empty	Station2 Empty	Station 3 <b>Shooter N° 1</b>	Station 4 <b>Shooter N° 2</b>	Station 5 Empty
	<b>4<sup>th</sup> round</b>	Station1 Empty	Station2 Empty	Station 3 Empty	Station 4 <b>Shooter N° 1</b>	Station 5 <b>Shooter N° 2</b>
	<b>5<sup>th</sup> round</b>	Station1 Empty	Station2 Empty	Station 3 Empty	Station 4 Empty	Station 5 <b>Shooter N° 1</b>
		WAIT <b>Shooter N° 2</b>				
	<b>6<sup>th</sup> round</b>	Station1 <b>Shooter N° 2</b>	Station2 Empty	Station 3 Empty	Station 4 Empty	Station 5 Empty

## ANNEX 5 :

### RUNNING A SUDDEN DEATH SHOOT OFF

The Compak shoot off must be a trajectory setting TABLE of one single and two simultaneous doubles.

1. After drawing lots, between 2 (two) shooters :

- The shooter N°1 takes position on Station1, shoots the first target, the result is recorded.
- The shooter N°2 takes position on Station1, shoots the first target, the result is recorded.

If they equalise :

- The shooter N°2 shoots the first Double of Station1, the result is recorded.
- The shooter N°1 comes back to Station1 and shoots the first Double, the result is recorded.

If they equalise again :

- The shooter N°1 shoots the second Double of Station1, the result is recorded.
- The shooter N°2 shoots the second Double of Station1, the result is recorded.

If they equalise again :

- The shooter N°2 moves to Station2 et shoots the first target of Station2, the result is recorded.
- The shooter N° 1 shoots the first target of Station2, the result is recorded.

If they equalise :

- The shooter N°1 shoots the first Double of Station2, the result is recorded.
- The shooter N°2 comes back to Station2 and shoots the first Double, the result is recorded.

If they equalise again :

- The shooter N°2 shoots the second Double of Station2, the result is recorded.
- The shooter N°1 shoots the second Double of Station2, the result is recorded.

If they equalise again :

- The shooter N°1 moves to Station 3 and shoots the first target of Station 3, the result is recorded.

And so on, up until the first ELIMINATORY ZERO with an equal number of targets shot.

2. After drawing lots, between 3 (three) shooters :

- The shooter N°1 takes position on Station1, shoots the first target, the result is recorded.
- The shooter N°2 takes position on Station1, shoots the first target, the result is recorded.
- The shooter N°3 takes position on Station1, shoots the first target, the result is recorded.

If they equalise:

- The shooter N°2 shoots the first Double of Station1, the result is recorded.
- The shooter N°3 comes back to Station1 and shoots the first Double, the result is recorded.
- The shooter N°1 comes back to Station1 and shoots the first Double, the result is recorded.

If they equalise again :

- The shooter N°3 shoots the second Double of Station1, the result is recorded.
- The shooter N°1 shoots the second Double of Station1, the result is recorded.
- The shooter N°2 shoots the second Double of Station1, the result is recorded.

If they equalise again :

- The shooter N°2 moves au Station2 et shoots the first target du Station2, the result is recorded.
- The shooter N°3 takes position at Station2, shoots the first target, the result is recorded.
- The shooter N°1 takes position at Station2, shoots the first target, the result is recorded.

If they equalise :

- The shooter N°3 shoots the first Double of Station2, the result is recorded.
- The shooter N°1 comes back to Station2 and shoots the first Double, the result is recorded.
- The shooter N°2 comes back to Station2 and shoots the first Double, the result is recorded.

If they equalise again :

- The shooter N°1 shoots the second Double of Station2, the result is recorded.
- The shooter N°2 shoots the second Double of Station2, the result is recorded.
- The shooter N°3 shoots the second Double of Station2, the result is recorded.

If they equalise again :

- The shooter N°3 moves to Station 3 et shoots the first target du Station 3, the result is recorded.

And so on, up until the first ELIMINATORY ZERO with an equal number of targets shot.

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