



RULES SYNOPSIS : THE TRAP DISCIPLINES

The following is not a complete list of rules. It is a selection of the most common rules – as at January 2024

[Please refer to the official rulebooks available on the CTSASA web site](#)

Rule	ATA Trap Singles	ATA Trap Doubles	DTL Trap
LATE ARRIVAL PENALTY	3 Targets	3 targets	3 Points
EYE AND EAR PROTECTION	Purpose-made eye and ear protection is mandatory.	Purpose-made eye and ear protection is mandatory.	Purpose-made eye and ear protection is mandatory.
ALLOWABLE MALFUNCTION: AMMUNITION	See “Failure to Fire”, below	See “Failure to Fire”, below	A maximum of two malfunctions (gun or ammunition) in any round is allowed.
ALLOWABLE MALFUNCTION: SHOTGUN	See “Failure to Fire”, below	See “Failure to Fire”, below	A maximum of two malfunctions (gun or ammunition) in any round is allowed.
ALLOWABLE FAILURE TO FIRE	<p>A contestant shall be allowed two (2) failures to fire for any reason including a flinch during each Singles or Handicap sub-event, regardless of the length of the sub-event, with the exception stated in Paragraph C., 2 below. When the first or second allowable Failure to Fire in any sub-event occurs, the contestant shall be allowed to call for and fire at another target, and the result of the shot will be scored in accordance with these Official Rules. During shoot-offs for All Around and High Over All events shooters will be allowed 1 Failure to Fire in each of the three (3) disciplines (Singles, Handicap, Doubles).</p> <p>C2: When a whole target appears promptly after a contestant’s recognizable command and is within the legal limits of flight and the contestant voluntarily does not fire</p>	<p>If a competitor who has not experienced two “Failures to Fire” in the round hits the first target of the pair with his/her first shot, and the gun malfunctions with the second shot, the competitor is to re-shoot the pair with the score for the <u>first</u> target established (“kill”), and only the score for the second shot to be determined. If a competitor who has not experienced two “Failures to Fire” in the round misses the first target of the pair with his/her first shot, and the gun malfunctions with the second shot, the competitor is to re-shoot the pair with the score for the first target established (“lost”), and only the score for the second shot to be determined.</p>	<p>See “Malfunction” Ammunition” and “Malfunction: Shotgun”, above.</p> <p>If a competitor who has not experienced two “Malfunctions” in the round misses the target with his/her first shot, and the gun malfunctions with the second shot, the competitor is to re-shoot the target, and he/she must miss the target with the first shot, and attempt to hit the target with the second shot. If the competitor hits the target with the first shot, or misses with the second shot, the bird is “lost”.</p>



Rule	ATA Trap Singles	ATA Trap Doubles	DTL Trap
FOOT POSITION	Both competitor's feet must be INSIDE the boundary of the stand with (at least) one foot on the imaginary line that runs from the centre of the machine through the centre of the stand, or with one foot on either side of this line.	Both competitor's feet must be INSIDE the boundary of the stand with (at least) one foot on the imaginary line that runs from the centre of the machine through the centre of the stand, or with one foot on either side of this line.	Both competitor's feet must be INSIDE the boundary of the stand.
SIGHTER TARGET	The Squad Leader may call for a "sighter" target at the start of each round. In the event of an interruption, the contestant to shoot may call for a sighter target before resuming the shoot.	The Squad Leader may call for a pair of "sighter" targets at the start of each round. In the event of an interruption, the contestant to shoot may call for a pair of sighter targets before resuming the shoot.	The Squad Leader may call for a "sighter" target at the start of each round.
KILLED TARGET	MUST BE VISIBLE CHIP OR TOTALLY "SMOKED".	MUST BE VISIBLE CHIP OR TOTALLY "SMOKED".	MUST BE VISIBLE CHIP OR TOTALLY "SMOKED".
DUSTED TARGET (NO CHIP)	LOST	LOST	LOST
MOVED TARGET (NO CHIP)	LOST	LOST	LOST
LOST TARGET	An unbroken target that has been fired at, and missed, by a competitor. The competitor suffers a third (or subsequent) failure to fire.	An unbroken target that has been fired at, and missed, by a competitor. The competitor suffers a third (or subsequent) failure to fire.	An unbroken target that has been fired at, and missed, by a competitor. A target that was not fired at because the gun was unloaded, or the safety catch was on. An instance of gun and/or cartridge malfunction, after which the competitor touches the gun's safety catch, or opens the gun before the umpire has had an opportunity to examine the weapon after the malfunction. The competitor suffers a third (or subsequent) gun and/or cartridge malfunction.



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NO BIRD – SINGLE TARGETS	Broken target / whole target that emerges followed by shards. Late / early pull ignored by the competitor.		Broken target / whole target that emerges followed by shards. Late / early pull ignored by the competitor, and called “No Bird” by the umpire. Any double-discharge, whether the target is broken or not.
NO BIRD – DOUBLES		Either target / target that emerges broken, or followed by shards. Late / early pull ignored by the competitor. Any double-discharge, whether the target is broken or not.	
TIME DELAY ON CALL	None	None	Unless “Break and Change” has been called, a competitor must call his/her target within ten seconds of the preceding shot having been fired.
SCORING	Score is the number of birds killed. Lost birds are called by the umpire as these occur. The number of targets broken at each station is called by the umpire at the end of that station. Scorecard is visible to all competitors. Squad Leader signs the score sheet.	Score is the number of birds killed. Lost birds are called by the umpire as these occur. The number of targets broken at each station is called by the umpire at the end of that station. Scorecard is visible to all competitors. Squad Leader signs the score sheet.	Score is the total number of points, earned as follows: 3 points for a first-barrel kill; 2 points for a second-barrel kill; 0 points for a missed target (both shots unsuccessful). “Lost” and “second-barrelled” targets are called by the umpire as these occur. The number of points scored is called by the scorer at the end of the round. All competitors sign the score sheet.
STAND ROTATION	SHOOT ONE TARGET IN ROTATION. 5 TARGETS PER STAND, THEN BREAK, UNLOAD, AND CHANGE STANDS (MOVE CLOCKWISE).	SHOOT ONE PAIR OF TARGETS IN ROTATION. 10 TARGETS PER STAND, THEN BREAK, UNLOAD, AND CHANGE STANDS (MOVE CLOCKWISE).	SHOOT 1 TARGET IN ROTATION. 5 TARGETS PER STAND, THEN BREAK AND CHANGE STANDS (MOVE CLOCKWISE). ONLY SHOOTER MOVING FROM STAND 1 TO STAND 5 IS REQUIRED TO UNLOAD.



Rule	ATA Trap Singles	ATA Trap Doubles	DTL Trap
IF SHOOTER SHOTS OUT OF SEQUENCE	A target shot out of sequence will be treated as a "No Bird". If two contestants fire at the same target, the target will be treated as a "No Bird".	A target shot out of sequence will be treated as a "No Bird". If two contestants fire at the same target, the target will be treated as a "No Bird".	A target shot out of sequence will be treated as a "No Bird".
IF SHOOTER SHOTS EXCESS TARGETS FROM A POST / STAND	Targets in excess of five shot at any post will be scored, unless it's the final post.	Targets in excess of ten shot at any post will be scored, unless it's the final post.	Targets in excess of five shot at any post will be not scored.
IF SHOOTER SHOTS EXCESS TARGETS IN A SUB-EVENT	Targets in excess of 25 shot in any round will be ignored for scoring purposes.	Targets in excess of 50 shot in any round will be ignored for scoring purposes.	Targets in excess of 25 shot in any round will be ignored for scoring purposes.
MOVING STATION-TO-STATION DURING A ROUND	Gun must be broken and empty for all station moves.	Gun must be broken and empty for all station moves.	The gun must be open, but a cartridge may be retained in the chamber when a competitor moves from stand 1 to 2; 2 to 3; 3 to 4, and 4 to 5. The gun must be broken and empty when moving from stand 5 to 1.
IF EQUIPMENT BREAKS DOWN	CALL A JURY MEMBER	CALL A JURY MEMBER	CALL A JURY MEMBER
AT THE END OF THE ROUND	STAY ON THE STAND UNTIL THE LAST PERSON HAS SHOT	STAY ON THE STAND UNTIL THE LAST PERSON HAS SHOT	STAY ON THE STAND UNTIL THE LAST PERSON HAS SHOT
PRACTICE DURING COMPETITION	ALLOWED : No mixed (competition and practice) shooters in same squad.	ALLOWED : No mixed (competition and practice) shooters in same squad.	Practice shooting is permitted on the day(s) prior to the individual shooter's first day of competition.

JURY APPEAL

IF A SHOOTER FEELS AN UMPIRE HAS MADE THE WRONG DECISION, HE/SHE CAN SUBMIT THEIR APPEAL IN WRITING AND ACCOMPANIED BY THE PREVAILING JURY PROTEST FEE. PLEASE REMEMBER THAT THE JURY CANNOT RULE ON A KILLED OR LOST TARGET.