

1. DISCIPLINES

2. Down The Line Discipline (DTL or Trap)



Down The Line Shooting, or “Trap Shooting” takes on several forms, but no matter the variation, they are all shot over a standard measured layout. This layout is made up of five (5) lanes or tracks that are displayed from fifteen (15) metres (from the target machine) to twenty-five (25) metres, with the lanes tapering towards the trap house. The most used pad on this layout is fifteen (15) metres, which assumes the title of common mark. However, a handicap system is shot with the individual shooter’s ability and skill deciding the handicap meterage.

Procedure:

In *Down The Line* Shooting, the targets are thrown from an above ground trap house which is in front of the tracks. This is done by an oscillating machine which is released electrically by a voice command system on the shooter’s command of “pull”. The targets are thrown within an arc of 22 degrees right and 22 degrees left of a centre line taken through the centre of number three (3) track. The distance is set to attain a predetermined height and distance. Therefore, the shooter knows the height and distance that the target can attain, but not the angle the individual target will be released on when the command “pull” is given from a single oscillating machine. It is the unknown factor that makes the discipline of *Down The Line* challenging and exciting.

3. Skeet Discipline



Skeet is the standard variety most shot within Australia. This discipline is shot over a standardised eight (8) pad system, set between High and Low trap houses. This semi-circular layout starts with number one (1) pad at the High House through to number seven (7) pad at the Low House. The number eight (8) pad is set midway between the flight line of the targets. Skeet is shot in brackets of twenty-five (25) targets, but with a set program from pad to pad. Each competitor knows from where the target will appear, where it is going to and at what speed it will travel. The challenge is the constantly changing angles, with neither left or right-handed shooters having the advantage at the end of the round.

Procedure:

With each competitor in a rotation starting at pad one (1) a single High followed by a single Low is shot at. To complete number one (1), a pair of targets are simultaneously released. Pad two (2) is shot in identical manner as was pad one (1). Pad three, four and five are completed by shooting at a single High and a single Low target from each. Pad six (6) is then taken by shooting a single High followed by a single Low. A pair released simultaneously are then taken to complete the pad shooting Low first. Pad seven (7) is shot in the identical manner as was Pad six (6). Pad eight (8) is a single High followed by a single Low target. At this point, if no targets have been lost, the number eight (8) Low is released to make up the bracket of twenty-five (25). If this is not so, then the first missed target is repeated as the twenty-fifth (25) target. Unlike DTL, only one (1) competitor occupies the shooting pad at any one time, completes that sequence of targets and ensures the shotgun is unloaded before leaving the pad to allow the next squad member to compete. Skeet shooting is a constantly changing angle of targets, and the competitor's ability to learn and maintain a smooth action is what makes this discipline challenging and exciting.

4. ISSF Trap (Trench)

ISSF Trap, or as it is more commonly known "Trench", is best described as the Olympic Discipline of Down The Line. This style of shooting has a high degree of difficulty, is challenging and can be very rewarding. The ISSF Trap over each bracket of twenty-five (25) targets is a fair and equal competition, for at rounds end all competitors have shot at the equal style of targets. This layout is a five (5) pad system, but only 15 metres is used and set straight across the rear of the ground level trap house. Inside this trap house are 15 machines

set in five (5) banks of three (3). Each machine being set to a predetermined height, angle and distance, called a program, varying from machine to machine.

Procedure:

In ISSF Trap the shooters are usually in a squad of six (6) and using a rotation system call for their targets by a voice activated microphone. This system is controlled by a computer that scrambles the target program so no individual can anticipate which target will be thrown. The - target angle is unknown, 0 degree to 45 degrees, the heights varying 1 metre to 3 metres, set at 10 metres from the machines, and the distance thrown also varies 75-77 metres. With these factors making for a high degree of difficulty, two shots per target are permitted. A round of ISSF Trap is twenty-five (25) targets, but generally shot as competitions of 125 plus a 25-target final where only one shot is permitted. As with DTL, squad members move across the five pads until reaching Pad five (5), and after emptying the gun then proceed around the rear path until reaching Pad one (1). Rotation is then restarted until the bracket of twenty-five (25) targets has been completed. The referee in this discipline indicates a hit target by silence and a missed target with a blast from a hooter. Targets may vary in colour but as a general rule are fluorescent orange.

5. ISSF Skeet

ISSF Skeet is the second Skeet Discipline shot in Australia, but the style is participated in World Cup and Olympic level. Like Skeet, the rounds are shot in brackets of twenty-five (25) targets, but from this point there is little similarity. For although the ground layouts are the same distance, the targets thrown are quite different in speed at a distance of 67 to 69 metres. Three other differences that become visible are gun position, time delay on target release and the sequence of target release. The gun is held in a down position where the toe of the stock must touch a mark on the hip until the target visually appears. This position is held from the command "Pull" until the targets appear, which is within a time delay of 0 seconds to 3 seconds. All these variations with the ISSF Skeet make for a higher degree of difficulty.

Procedure:

With each competitor on rotation, starting at Pad one (1) a single High target is shot. Then to complete pad one (1), a pair of targets are simultaneously released targets is taken (High shot first). Reword to say "Pads two (2) and three (3) are shot in exactly the same format as Pad one (1). At Pad four (4) two (2) cartridges are loaded into the gun then a single High is released to be shot at, then a single Low completes this first station visit.

Pad five (5) is shot in the same format as Pads 1 to 3 but a single Low is shot first followed by a pair with the Low being shot first in the pairs. Pad six (6) is then taken by shooting a single Low target followed by a pair released simultaneously which then completes the pad (Low first). Pad seven (7) is completed by shooting a pair released simultaneously (Low first). The second visit to Pad four (4) is shot with two sets of pairs. The first pair simultaneously released is shot with the High target first then the Reverse pair are shot with the Low target first.

Pad eight (8) and final station is shot by taking a single High Target followed by a single Low, to record a bracket of twenty-five (25) targets. As in standard Skeet, only one (1) competitor occupies the shooting pad at any one time, with the same safety rules. ISSF Skeet is a constantly varying time release discipline coupled with changing angles. This, with the

different gun hold position, tests the competitor's ability to control, making it extremely challenging and exciting.

6. 5 Stand Sporting Clays



Five Stand is very similar to Sporting Clays in that a wide variety of targets are thrown. No two five-stands are exactly alike. There are five “stands” or stations to shoot from. There are usually somewhere between 6 and 8 traps that throw targets. Participants shoot in turn at each of the 5 stands and various combinations of targets are thrown from the traps. There is a menu card that will advise the shooter of the sequence of targets. Five Stand is a great way to get a Sporting Clays like experience in a small amount of space, with very little walking. Typical five stand targets are a rabbit, chandelle, overhead, standard skeet high house and low house shots, teal (launched straight up into the air), and an incoming bird.