

Batley & District Gun Club
Membership Rule Book



Revised Edition March 2023

BATLEY AND DISTRICT GUN CLUB



BLOCK CAPITALS PLEASE

Name:

Address:

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Date:

Club Secretary:

Members Signature:

TECHNICAL RULES FOR ENGLISH SPORTING

SHOOTING POSITION

- 0.1 The shooter must remain positioned within the area of the shooting stand and is only allowed to load cartridges into the gun within the confines of the stand. The gun will at all times be kept pointing down the range and targets will only be called for after the Buttoner/Referee has given the signal to start.
- 0.2 In no case may a shooter move to the stand before the preceding competitor has left the stand and it is their turn to shoot. Ensure gun barrels are over the waist height horizontal front rail when loading.

NUMBER / ORDER OF SHOTS AT TARGETS

- 0.3 Two cartridges may be fired at a single target, but the shooter will not be allowed to load more than two cartridges for firing at each pair.

SCORING RE: PAIRS

- 0.4 In simultaneous pairs the shooter has the right to shoot either of the targets first. Should the shooter hit both targets together with either the first or second shot; the result will be recorded pair scored.
- 0.5 In any regular pair the shooter having missed the first target, may fire their second cartridge at the same target, the result being scored on the first target, the second target being counted as lost unless the shot breaks both targets.

TARGET DEFINITION "HIT"

A regular target that in the opinion of the Buttoner/Referee only:

- 0.6 Has had a visible piece broken from it, is completely destroyed or, in the case of targets that are presented whole and during flight, holes are seen to appear which have been caused by the shooters shot.

TARGET DEFINITION "LOST"

- 0.7 A target, which has some "dust" removed from it, by the shot, but remains otherwise "intact", is not a hit target.

A target shall be declared "LOST" in the opinion of the Buttoner/Referee only if:

- 0.8 A regular target remains unbroken after being fired at and is not a "Hit Target" in accordance with the above rules.
- 0.9 The shooter after an apparent malfunction or mis-fire opens the gun or moves the safety catch.
- 1.0 A shooter suffers a 3rd or subsequent malfunction or mis-fire in the same stage.
- 1.1 The shooter fails to fire, for any reason due to personal error, fault or negligence.

MOVING FROM STAND TO STAND

- 1.2 The use of gun slips is MANDATORY at B&DGC, as a matter of safety and to prevent causing any alarm to the general public. This includes ALL AREAS within the wood.
- 1.3 Guns must not be removed from gun slips until they are broken.
- 1.4 Unloaded guns must be returned to the gun slip in a broken state then closed once inside the slip.
- 1.5 Semi-Automatic guns must be 'Flagged' and transported in a gun slip between stands.
- 1.6 Every effort is to be made to safely place spent cartridges in the bins provided before vacating each stand.
- 1.7 In the case of semi-automatic shotguns, no more than 2 cartridges are to be loaded into the gun at any time.

NUMBER OF STANDS

- 1.8 The minimum number of stands required to operate simultaneously at a B&DGC shoot is:

50-target shoot - 5 Stands

A maximum of 10 targets is permitted at any one stand.

- 1.9 All members are obliged to take good care of the score card handed to them at the time of entry and must return it to the organiser's on their departure. Members choosing to shoot 100 targets in 2 rounds of 50, shall deposit their first score card only. Both rounds to be paid for on entry.

VIEWING POINT

- 2.0 The first shooter of a squad or group, who has not had an opportunity to see the targets, will have the right to view one pair of targets if on report or two pairs of targets if simultaneous, from the shooting position. All shooters should avail themselves of the opportunity to view the targets from behind the stand whilst waiting their turn to shoot.

SEQUENCE

- 2.1 Targets may be thrown as singles, report pairs, following pair or simultaneous pairs. No alteration is to be made to either the target or sequence of targets on any stand once a shoot has begun (except in an instance of un-planned trap movement or mechanical failure).
- 2.2 Targets will be thrown by non-verbal and non-visible action by the Buttoner/Referee after the shooter has called for the target.

TARGETS

- 2.3 Mini, Midi, Battue and Rabbit targets may be used, as well as Standard ISSF targets. Targets may be either green or black.

SINGLE TARGET

- 2.4 A single target launched from any trap.

REPORT PAIR

- 2.5 Is a pair where the second target is launched at the sound of the gun firing at the first target.

SIMULTANEOUS PAIR & FOLLOWING PAIR

- 2.6 Is a pair where both targets are launched simultaneously from either one or two traps.
- 2.7 Is a pair where the second target is launched from the same trap as soon as it is safely possible after the first target.

TRAJECTORIES

- 2.8 At each stand, the trajectories shall be the same for each shooter in terms of height, distance and speed. It must be possible for all of the targets to be hit within the effective range of a 12-bore shotgun.
- 2.9 Before each shoot, organiser's will establish a scheme for the trajectories of targets: These trajectories, established and calculated in calm weather, may be altered by wind, but if so altered, will remain regular targets.

HIGH GUN

- 3.0 The title of 'High Gun' shall be awarded to the sole person (outright winner) with the highest score on the day of the shoot. A badge will be awarded to that person in recognition of the achievement.
- 3.1 All competitors must shoot at the same number of targets.
- 3.2 All score cards are to be handed in at the end of the shoot in order to qualify.

BALK

- 3.3 The Buttoner/Referee will make any judgment on a claim for a "Balk" from any competitor.
- 3.4 "BALK" is any occurrence, which in the opinion of the Buttoner/Referee materially handicaps the competitor after the call of "Pull" or any other verbal remark, but then only if it deters the competitor from shooting or distracts at the moment of shooting.
- 3.5 Only the competitor directly concerned may claim a "Balk".
- 3.6 Any claim must be made immediately after the incident in question. Later claims, however presented will not be permitted.
- 3.7 A claim for a "Balk" which is upheld constitutes a "No Target" and will entitle the competitor to a repeat target(s).
- 3.8 A claim for "Balk" which is not upheld will be scored accordingly.

NO TARGET

A "No Target" will be called and a new target will be launched, the shooter having fired or not, providing that:

- 3.9 The target is broken at the start.
- 4.0 The target is launched from the wrong trap.
- 4.1 Two targets are launched simultaneously when a single should have been thrown.
- 4.2 The first or second target of a pair is irregular.
- 4.3 The targets are launched simultaneously for a report pair.

- 4.4 The target is launched before the shooter has called for it.
- 4.5 The target is launched after a delay of more than three seconds.
- 4.6 The target zigzags, or its initial speed is insufficient or if its trajectory is irregular.
- 4.7 The shooter fires at the first target and this target collides with the second before the shooter has fired their second shot.
- 4.8 In the case of a "No Target" in simultaneous pair, the competitor will be asked to fire at a second pair to determine the scores of the two shots.
- 4.9 This will also apply in the case of a malfunction of gun or ammunition not attributable to the shooter, provided that it is not the third time on that stand.

The Buttoner/Referee may also order the launching of a new target when:

- 5.0 The shooter has been materially disturbed.
- 5.1 Another shooter fires at the same target.
- 5.2 The Buttoner/Referee cannot decide for any reason if the target has been hit or lost.
- 5.3 The Buttoner/Referee cannot, in any case, give a "No Target" if the competitor has missed for any reason other than those stated in the "No Target" rules.

REPORT PAIRS

- 5.4 When a second target of a report pair is declared "No Target" the result of the shot at the first target will stand and the competitor will be asked to repeat the pair to determine the result of the second target.

- 5.5 When re-shooting the pair, the shooter must make a reasonable attempt to hit the first target before attempting to shoot at the second target.
- 5.6 Buttoners/Referee must ensure that shooters adhere strictly to rule 5.5. If a violation of the rule takes place, the Buttoner/Referee shall ask the shooter to repeat the pair (1st target established). If the Competitor violates rule 5.5 on three occasions, then on the third occasion the second target will be declared "lost"

HEARING / EYE / HEAD PROTECTION RECOMMENDATIONS

- 5.7 The wearing of a recognised and purpose made hearing protection product is **STRONGLY RECOMMENDED**. This should be worn on or in both ears by all persons taking part in shooting at B&DGC.
- 5.8 The appropriate wearing of adequate and effective visible eye protection by shooters, scorers, trappers, officials and spectators is **STRONGLY RECOMMENDED** at, or around any shooting position. It is recommended that this protection be to a minimum standard of BS EN 166:2002.
- 5.9 B&DGC **STRONGLY RECOMMENDS** the wearing of a hat whilst taking part in shooting, buttoning, scoring and spectating, to protect from shards of broken clay pigeons.
- 6.0 Person's making the conscious decision not to adhere to the recommendations in 5.7, 5.8 & 5.9, do so at their own risk.
- 6.1 B&DGC shall not be held liable for any loss or injury resulting from persons choosing to ignore the advice given in sections 5.7, 5.8 & 5.9.
- 6.2 Hearing and eye protection are available to purchase when signing on to shoot.

This rule book has been created based on C.P.S.A rules.

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