

## **Clay Shooting Disciplines**

There are several different forms of clay pigeon shooting known as disciplines. Each discipline has a different set of rules and can be shot in regulated competition or for leisure. The disciplines can be divided into three categories: Trap, Skeet and Sporting.

### **Trap Shooting**

Trap shooting incorporates a number of disciplines including: Down The Line (DTL), Double Rise, Automatic Ball Trap (ABT), Olympic Trap and Universal Trench. All involve a trap, located 15 metres in front of the shooter, throwing single or double clay targets away from the shooter at varying heights, angles and speeds.

#### **Down The Line**

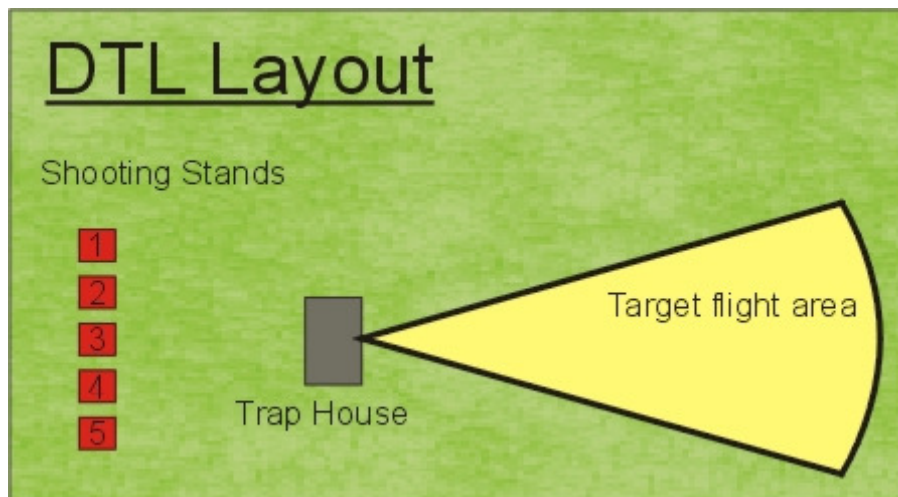
Down The Line (usually referred to as DTL) is the most common trap discipline. The layout involves five shooting positions set 15 metres behind a single trap. The trap throws targets out to a distance of around 45 metres at a fixed height. The targets are thrown within a 44 degree arc from the traphouse (22 degrees either side of the centre line) but the angle of release randomly alters between each target.

The shooter at stand one will call for a target and attempt to shoot it. The full use of the gun is permitted so two shots are allowed. Three points are awarded for a single barrel kill, two points for a second barrel kill and zero for a loss (25 clays are shot at allowing a maximum score of 75 points). The shooter at stand two then calls for a target. This continues until each shooter (usually five shooters take part in a round) has shot at five targets. The shooters all then circulate around to the next stand and continue until five targets have been taken at each of the five stands.

A scorer is normally used for DTL to release the trap when a shooter calls "Pull", to decide if the clay has been hit and to record the score. The Scorer allows the round to be shot at a fairly rapid pace and ensures each shooter shoots at the correct number of clays.

Although in theory you will only need 25 cartridges for a round of DTL you will inevitably use more than this due to the following:

- Usually each shooter is allowed a single practice bird at their first stand before the round commences.
- Two shots are permitted at each target
- If a clay breaks when launched from a trap it is considered a "No-Bird" and will be shot again. Shooters will occasionally shoot at the No Bird in error



## Skeet

Skeet originates from America and involves two traps throwing two consistent targets. There are three main types of Skeet: English Skeet, Olympic Skeet and American (NSSA) Skeet. English skeet is the most common in the UK.

English Skeet involves participants shooting at the targets from seven shooting stands set out in a semicircle between the two trap houses. The traps throw the clays to cross each other almost at the centre of the semicircle.

At stands 1, 2, 4, 6 & 7 each shooter has a single clay from high tower (thrown from the high trap house / tower – approximately 2.5 metres from the ground), a single clay from the low tower (thrown from a low tower – approximately one metre from the ground) and a simultaneous pair of both high and low targets. At stands three and five no pair is taken. A single point is awarded for each clay broken. Shooters can take two shots at each of the single targets – a single point is awarded for a first or second barrel kill.

Skeet is usually shot as a squad of up to five people. Each squad member takes their turn at the first stand before the whole group move onto the second. Squad members will usually take turns to button (release the clays by remote control button) and record the scores when they have had their go at shooting the stand.

## ABT (Automatic Ball Trap)

Automatic Ball Trap (ABT) is similar to DTL in that the clays are fired away from you from a trap in front of you. But there the similarity ends with ABT producing more challenging targets, and the sequence of shooting differing entirely.

What is ABT

ABT is probably best shot by people who have shot other disciplines (such as DTL) before, as a newcomer to the discipline will find the changing of shoot positions and the variety of target presentation fairly daunting.



In ABT, we have one trap oscillating horizontally and vertically within a prescribed range, which will throw targets high or low, and across the layout in any direction. You have to react to the bird and try to intercept it. (Please note the 45 degree arc does not apply to ABT)

Shooting ABT

ABT is shot with a squad of six shooters, one on each of the five positions, and the sixth moving onto position 1 after that shooter has shot. Each shooter fires from the position that they are on and moves to the right. When you reach and shoot position 5 you move round the back to position 1 (with the gun broken and empty as per safety rules). So the sequence is shoot and move until the shooter has shot at 25 targets. Targets will be called from the mounted position, the shooter has full use of the gun to break the target. As with other disciplines a tally of broken targets is recorded.

## Universal Trench

Universal Trench (often referred to as Universal Trap, Five Trap or UT) is an international shooting discipline governed by FITASC.

Each round of Universal Trench consists of 25 single targets with two shots allowed at each one. Scoring is based on a single point being awarded for each hit, regardless of whether it was the first or second shot. Most domestic competitions are shot over four rounds making a total score out of 100. Selection shoots for the GB Team and most international competitions are shot over 200 targets.

When a shooter calls for a target it will be released immediately from one of a group of five traps (see below). The shooters do not know which trap will be triggered, and therefore which target they will receive, which gives the feeling of a random selection of targets. In reality however, each Universal Trench layout is based on a 'scheme' which is controlled by a computer. This means that, although the sequence of the targets will be different for each competitor, they will all receive the same targets by the end of the round.

Universal Trench is shot in squads of six over five stands using a 'shoot and move' method where the shooter moves to the next stand to their right after taking each shot (stand five moves round to wait behind stand one).

