



Apex Sporting - Official Rule Book

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Apex Sporting

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1. Introduction

Apex Sporting is a modernised clay target discipline developed to enhance the excitement and spectator engagement of competitive shooting sports. It has been designed as an evolution beyond traditional formats, encouraging versatility and precision.

2. Purpose of Apex Sporting

- To provide a dynamic and modern clay target shooting experience.
- To ensure fairness, safety, and clarity in competition.
- To grow participation and spectator interest in clay target shooting.

3. Field Layout and Specifications

- **Field Dimensions:** Apex triangle area, 50 metres wide at base, 40 metres deep to apex.
- **Traps:** Minimum 5 traps, maximum 7 traps per field.
 - All traps must be clearly labelled on the field (e.g., A to G) to correspond with the shooting menu.
 - If a trap is used to throw an exotic target (such as a Battue, Rabbit, Midi, etc.), the menu must clearly indicate:
 - The trap identifier (letter or number), and
 - The type of exotic target being thrown.
- **Shooting Pegs:**
 - Four pegs placed along the base line.
 - Minimum of 2 metres between pegs.
 - Pegs to be marked as either a 1m diameter circle or 1m x 1m square.
 - Barrel restriction poles are to be installed at each peg according to safety specifications.
- **Field Layout Visual Guide:**
 - Diagram will show trapezoidal layout, apex point, shooting positions, and target lines.

4. Target Specifications

- All targets must be clearly visible and allow two shots (using single- or double-barrel guns).
- Targets are to be labelled A upward (A, B, C, etc.) in alphabetical order from left to right, arranged in a clockwise direction along the base pad line of the field.
- Each field must include at least one crossing target that passes within 5 metres of the apex of the triangle.
- There are no restrictions on the type of target used, whether standard or exotic (e.g., Battue, Rabbit, Midi), nor on the flight trajectory.
- Overhead targets launched from behind the shooter must be presented and engaged in a forward-facing direction only.
- Rabbit targets must be presented without physical interference or obstruction, including the use of a restriction marker if necessary to define engagement conditions.
- The field layout must provide a balanced presentation, ensuring a roughly equal number of targets are launched from both the left and right sides of the apex.

5. Shooting Procedures

- Squads of maximum 5 shooters (Competitor 5 Backs up on Peg 4).
- Peg 1 to Peg 4 designated shooting positions. Shooters rotate Anti-Clockwise (Right to Left)
- Gun mount is optional. Shooters may compete either **gun down or pre-mounted**.
- Viewing Targets:
 - Prior to shooting, Peg 1 calls for sighters, all other squad members observe targets from their Pegs.
 - It is the **responsibility of the following squad** to observe targets during the previous squad's round.
 - No shooter shall be **disadvantaged** due to duties such as refereeing or scoring. The **referee will determine** whether additional viewing is warranted.
 - The referee will:
 - Call out the trap and target to be viewed.
 - Release targets only on their signal during the viewing process.

- Shooting Order and Rotation
 - The shooter positioned at Pad 1 shall always begin.
 - Shooters will progress in anti-clockwise order (Right to Left):
 - Upon completing a menu at their assigned pad, shooter 1 will rotate from Pad 1 to a waiting position behind Pad 4.
 - When a shooter completes Pad 4, they will:
 - Unload and exit Pad 4 (after Pad 3 Finishes their Double),
 - Move up to Pad 3 and begin their next shooting sequence from there.
 - Back up Shooter 5 moves in to Pad 4 when vacant
 - In rotation, Pad 3 moves to Pad 2 & Pad 2 to Pad 1 after completing their Double.
- Shooting Menu Example:

Peg 1	Peg 2	Peg 3	Peg 4
A	E	C	D
B Rabbit	F	A	C midi
D	B Rabbit	E	F
C Midi	A	D	D REP B rabbit
F REP E	C REP D	F SIM C midi	A REP B rabbit

- Targets per Peg:
 - Peg 1: 6
 - Peg 2: 6
 - Peg 3: 6
 - Peg 4: 7
- Total Targets: 25 per field.

6. Target Engagement and Scoring Rules

- **Single Targets**
 - Single targets allow two shots per target.
 - If the target is broken with either the first or second shot, it is scored as a hit (1).
 - If neither shot breaks the target, it is scored as a miss (0).
- **Pairs**
 - Shooters are not required to engage both targets in a pair if they choose to fire both shots at one target.
 - However, if only one target is broken with both shots, the score is 0/1.
 - If a shooter successfully breaks both targets with a single shot, the score is 1/1.
- **No Targets**
 - Targets affected by wind will only be declared “No Target” by the referee if:
 - The target makes contact with vegetation (e.g., trees), or
 - The target is blown significantly off course, putting the shooter at an unfair disadvantage.
- **Rabbit Targets**
 - If a rabbit target breaks after the first shot is fired, but was not broken by the shot, the shooter must:
 - Repeat the target,
 - Miss intentionally with the first shot, and
 - Attempt to break it with the second shot for scoring.
- **Pairs – No Target Scenarios**
 - Report Pairs
 - If the first target is shot at, and the second target breaks before it can be shot, the pair is repeated.
 - The first target score stands, and the second target is re-thrown for scoring.
 - Simultaneous (Sim) and Rafale Pairs
 - If either target is broken, but a “No Target” is called, the entire pair is repeated – No Score recorded.
 - In the repeat, both targets are scored, regardless of what happened on the original attempt.

7. Safety Requirements

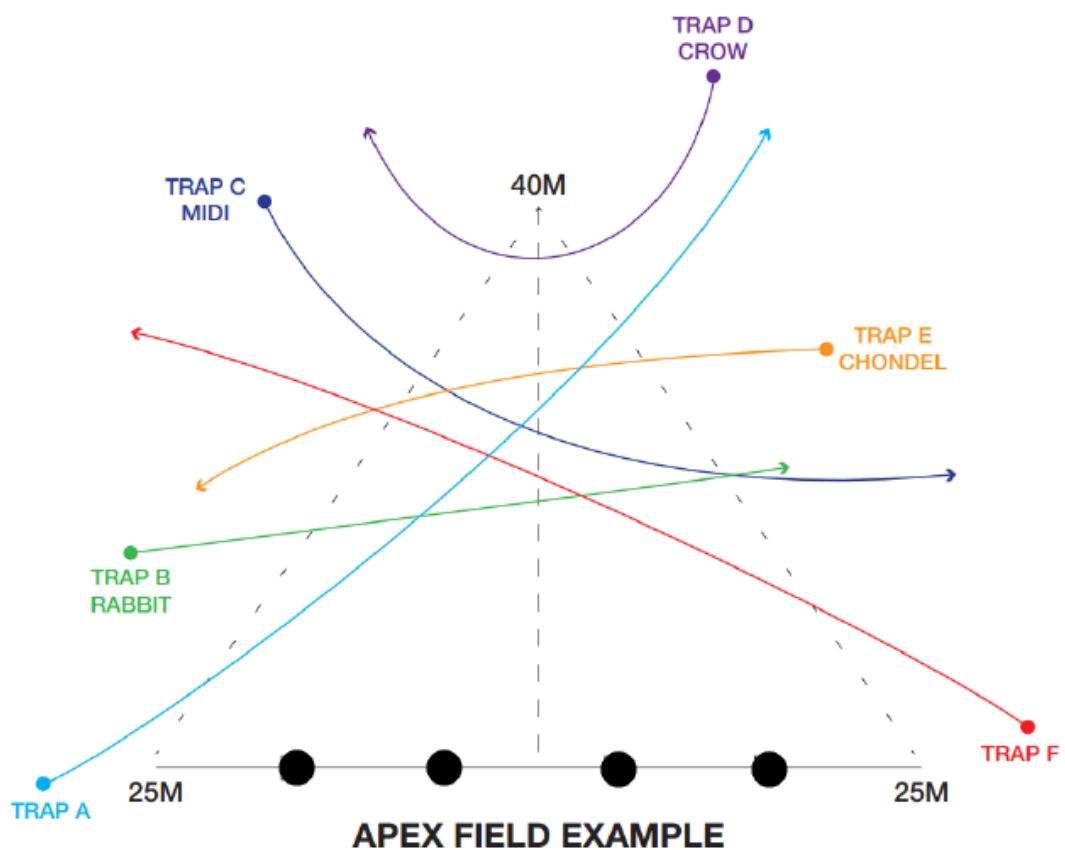
- All shooting activities must comply with venue safety requirements.
- Barrel restriction poles ensure muzzle direction safety.
- Shooters must remain within designated pegs at all times.
- Guns must be unloaded when moving between positions.

8. Squad Management and Rotation after first round completed

- Squad rotates position anti-Clockwise after each new field:
 - Eg - On second field, Shooter 2 becomes Shooter 1, etc.
 - Previous Shooter 2 observes targets from Peg 1 on new layout before shooting.
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9. Field Layout Diagrams

Professional field layout diagrams will be supplied in accordance with competition standards.



End of Official Rule Book.