



FAILURE TO FIRE

- Two (2) failure to fires are allowed and shot over per sub event
- Targets thrown “on time”, within legal limits and not voluntarily shot at by the contestant are NOT allowable Failures to Fire
- Failures to Fire are usually the result of mechanical (gun) or ammunition problems
- The Scorekeeper is required to mark the scoresheet (“F1”, “F2”, etc.) when failures occur
- For HAA and HOA shoot offs – one (1) Failure is allowed in each of the 3 disciplines
- During Doubles, when the single operation of the trigger results in the shooter being unable to fire at the second target (the gun fires both shells at once or “machine gunning” occurs) it is considered a Failure to Fire on the second target.

DOUBLES FAILURE TO FIRE

FIRST & SECOND FAILURE TO FIRE -

If the Failure is on the FIRST SHOT and the shooter does not shoot at the second target –
Nothing is established for either target, shoot the pair over

If the Failure is on the FIRST SHOT and the shooter fires at the second target –
Second target is established as shot – Shoot the pair over to establish first target only

If the Failure is on the SECOND SHOT –
First target is established as shot - Shoot the pair over to establish second target only

ALL ADDITIONAL (3 OR MORE) FAILURES TO FIRE –

If the Failure is on the FIRST SHOT and the SECOND TARGET IS SHOT –
First target is LOST, second is scored as shot

If the Failure is on the FIRST SHOT and the SECOND TARGET IS NOT SHOT –
First target is LOST, pair is shot over to establish second target only

If the Failure is on the SECOND SHOT and the FIRST TARGET IS SHOT –
First target is scored as shot, second target is LOST

*For complete rules see the latest version of the Official ATA Rules at
www.shootata.com or contact the ATA Office.*