

second round is ended ; and no one can make more than one entry.

10.—Shooters shall draw lots to determine the order in which they shoot.

11.—Each shooter shall come to the foot mark on his name being called by the scorer, but in case of an accident or other sufficient ground in the opinion of the Referee, time be allowed, but not to exceed five minutes.

12.—The shooter shall not load his gun until he comes to the score, and shall remove any unfired load before he quits it. Capping a muzzle-loader to be considered loading. Any member infringing this rule shall be disqualified and forfeit all rights in the match.

13.—Any one having a loaded gun, or firing off a gun, within one hundred yards of the traps, except when at his place at the score for the purpose of shooting, shall be absolutely disqualified from shooting in the match, and from winning any prize or stakes therein.

Shooting.

14.—(a). For Pigeons the shooter may use both barrels of his gun, but if both barrels are discharged simultaneously the bird shall be declared "lost."

(b) For Sparrow and Bat shooting only one barrel shall be used.

15.—After the shooter comes to the score, if he levels his gun or raises the heel of the gun-stock above his arm-pit before the bird is on the wing, the bird shall be declared "lost." The intention of this rule