

HAVE YOU TRIED:

# FITASC

The game of FITASC doesn't have to be a mystery!

BY TIM MILES



**F**ITASC can be slightly intimidating for those unacquainted with its rules and style of play. However, I believe that if you can get past the rulebook, you will discover a truly great game that is both entertaining and challenging. In this article, I'll explain the rules of the game to you and give you a little picture of what a round of FITASC might look like. It is my hope that you will walk away with an understanding that will encourage you to go and give FITASC a shot where it is offered. Let's cover the most important rules of the game right off the bat.

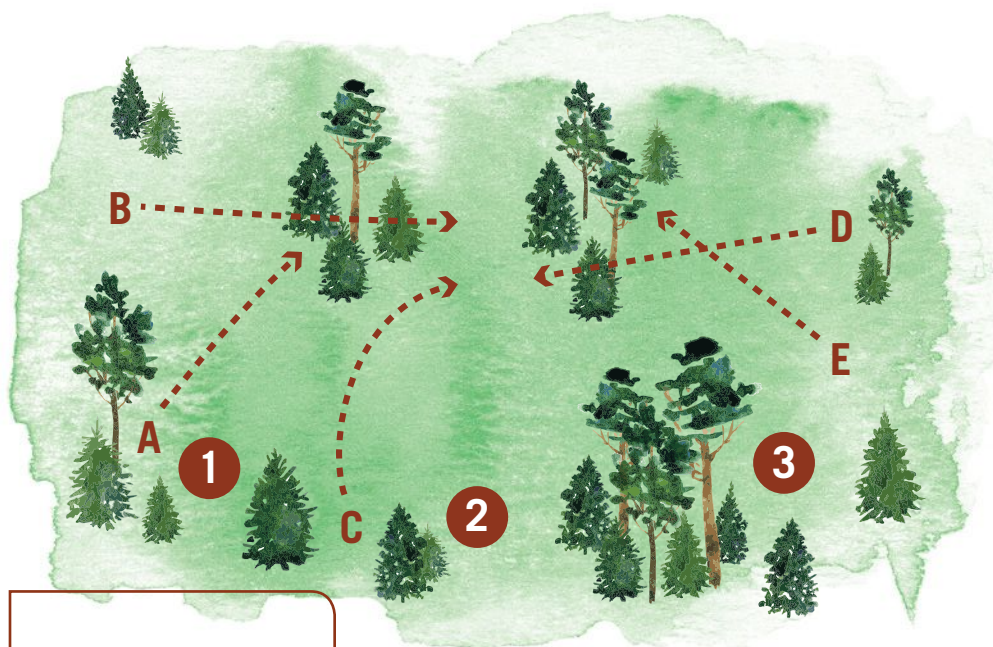
First off, your cartridges cannot exceed 28 grams, and spherical shot must be between 2.0 and 2.5mm in diameter. In terms of safety, you must wear ear and eye protection when you are in the vicinity of the layout. FITASC is unique because it requires you as the shooter to keep the stock of your gun 25 centimeters below the top of your shoulder before you shoot the target. You are also not allowed to make any movements with your gun before you see the target released. The pegs, which we will discuss later, are where you stand when you are shooting through the layout. You may not stand anywhere else except within these pegs while you shoot. In the FITASC format, shooters move from peg to peg through a layout

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known as a "parcours." There are three stands per 25-bird parcours and each has its own dedicated set of traps, which are marked A, B, C and so on. The first stand could have five traps and present five singles. Stands two and three will each show four singles and two pairs to make up a round of 25 total birds.

As shooters take turns at each peg, they shoot through a combination of these singles and doubles. What is distinctive about FITASC is that shooters move from station to station around a layout that remains the same. In other words, you will end up shooting the exact same bird from multiple angles. This creates a





## FITASC PARCOUR

Each FITASC field, called a "parcour," is laid out with three pegs (see 1, 2 and 3 above) from which the shooter will engage targets. Targets will come from five different traps, but will be presented differently at each stand (or peg). Some will be singles, some pairs, depending on the stand, and the targets will be thrown and shot in a different order on each stand.

fascinating and strategic style of play, as you are constantly trying to orient yourself in relation to the parcour in order to understand the angles more effectively. You might be surprised at how dynamic this element of the game can be. A well set parcour will cause your experience with every target to be different, while also challenging your spatial awareness in a unique way. One of the most common strategies to use while

shooting through a FITASC parcour is to pick an object or location in the center of the layout and use it as a reference point while you move from peg to peg. This will allow you to create a foundational understanding of the angles as you move in relation to the traps.

So, how do you play? Let's walk through a theoretical game so we can understand the mechanics and style of play a little bit better. Once again, in FITASC, shooters move from peg to peg around a parcour. At the first peg there will be four singles. An example of these targets might be C A B E.

It is important to remember that while shooting in FITASC, you are given full use of the gun. This means that you may choose to shoot both of your shells however you think best. You might decide to break the first target of a pair, or even a single, after you have missed it once with your first shell. The pairs in this setup could be E report A, and B report C.

This creates a total of eight targets on the first peg. After everyone shoots this layout, they will walk approximately 20 yards to peg number two.

Again, it is important to understand just how much this distance will change your approach to shooting these targets. Remember to pick a central spot in the parcour so that you can effectively orient yourself and better understand the angles. Peg number two might look like this: B C A D E. You would shoot the singles first. Pairs would be A report D, and C report B. This is a total of nine targets at peg two.

Next up (you guessed it) is peg three, which might look like this: D A C B E. You will shoot four singles and also C report A, and B report D, for a total of 25 targets. Simple, right? While this terminology might be

Unique to FITASC are the "pegs," which are essentially a hoop that the shooter must stand in. Pre-mounting the gun is not permitted.

common knowledge for some of you, the application of this setup can actually be very complex. This complexity, combined with the pre-mount rules, is what makes the game of FITASC uniquely challenging and enjoyable.

Shooting FITASC shouldn't be intimidating. While the game is surrounded by a lot of history and seriousness, it's simple enough for anyone to pick up and learn. If they do, they will find themselves quickly intrigued by the unique format and target layouts. Moving from station to station around a FITASC parcour can be a bit challenging to navigate at first for beginners. However, once you get a feel for it, you will appreciate both the subtlety of its dynamic and the strong mental game required to be successful.

If you haven't given FITASC a try, I encourage you to find a place where it is offered and play a couple of rounds. One of the best ways to diversify and grow the shooting community is to expand your own interests individually and try new things. There are a lot of great games out there, and FITASC is one of them. **CTN**



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