

AUSTRALIAN SIMULATED FIELD **RULEBOOK**



September 2019

VERSION 2.4

CONTENTS

| Section | Page |
|---|-----------|
| Terms and Definitions | 3 |
| Conduct of Competition | 5 |
| 1... Host Branch Responsibilities..... | 5 |
| 2... Ground Setting..... | 5 |
| 3... Target Substitution..... | 7 |
| 4... Standard and Split Rounds..... | 7 |
| 5... Traps and Trappers..... | 7 |
| 6... Stands..... | 8 |
| 7... Grades and Categories..... | 8 |
| 8... Competitors | 9 |
| 9... Shooting Process..... | 10 |
| 10... Sighter Targets..... | 13 |
| 11... Doubles on Report | 13 |
| 12... Simultaneous Doubles..... | 13 |
| 13... Firearms and Equipment..... | 14 |
| 14... National Events | 14 |
| Scoring | 15 |
| 15... Scoring a Hit | 15 |
| 16... Scoring a Miss | 17 |
| 17... Scoring No Target | 17 |
| 18... Single Targets..... | 19 |
| 19... Rabbit Targets | 19 |
| 20... Double on Report Targets..... | 20 |
| 21... Simultaneous Double Targets | 21 |
| 22... Final Scores Drawn – Individuals | 22 |
| 23... Handicap and Team Events | 23 |
| Adjudication and Penalties | 24 |
| 24... Referees..... | 24 |
| 25... Shoot Jury | 24 |
| 26... Appeals..... | 25 |
| 27... Late to Shooting Stand | 26 |
| 28... Shooting out of Turn..... | 26 |
| 29... Exceeding Time Limits..... | 26 |
| 30... Malfunctions of Firearms or Ammunition | 27 |
| 31... Pretence of Firing/Accidental Discharge | 28 |
| 32... Safety | 28 |
| Appendix 1: Calculating Handicap | 31 |
| Changing Handicap and Grade..... | 32 |

REVISIONS

This update to version 2.4 is due to the change to the use of the online scoring system, including online grading and handicapping.

Changes have been made to all rules relating to the use of the Field & Game Australia handicap card, as well as the responsibility of the host branch and the shooter.

The other change is due to new targets and traps becoming available.

The changes are detailed in the table below.

| Rule | Content | Action |
|-------------|------------------------------|-----------------------|
| 1.1 a) | Host Branch Responsibilities | Amended |
| 1.1 d) | Host Branch Responsibilities | Amended |
| 2.2 b) i) | Ground Setting | Amended |
| 8.1 b) | Competitors Responsibilities | Amended |
| 8.4 b) i) | Competitors Responsibilities | Amended |
| 8.4 b) ii) | Competitors Responsibilities | Amended |
| 8.4 b) iii) | Competitors Responsibilities | Deleted |
| 8.4 b) iv) | Competitors Responsibilities | Amended - 8.4 b) iii) |
| 8.5 | Competitors Responsibilities | Amended |
| 8.6 | Competitors Responsibilities | Amended |
| 22.5 a) | Final Scores Drawn | Amended |

TERMS AND DEFINITIONS

Battue Target. 'Battue' refers to the driving of game towards hunters by beaters. Battue targets are the same size as standard clay targets but have a lower profile when viewed side-on.

Birds Only. Used to describe when a shooter is taking part in a shooting event but will not be eligible for prizes. Scores will still be recorded for handicapping purposes. Also called 'Targets Only'.

Double Targets. Where two targets are launched by one or two traps. Shooters may elect to fire one shot at each target, or two shots at one target. There are two types of double targets:

- a) Simultaneous Doubles, where two targets are launched at the same time.
- b) Doubles on Report, where the second target is launched once the first target has been fired at.

Ground. A group of stands set out in a course, the targets of which make up a round (25 targets).

Host Branch. The Field & Game Australia branch or club which is hosting the shooting event.

Looper. A standard clay target which is launched vertically and will present either dome- or belly-side to the shooter. Also called 'Chandelle'.

Lost. This is the term used when a target is missed.

No Target. Refers to when a target is unsuitable or unable to be fired at due to a malfunction, breakage, or other circumstances.

Rabbit Target. A target which is launched to roll or bounce along the ground in a manner which emulates the movements of a rabbit.

Referee. A Field & Game Australia member who has demonstrated knowledge of the Australian Simulated Field rules through the Field & Game Australia Referee exam. Referees make decisions regarding No Target calls, the overall behaviour and conduct of the squad, calling the results of each shot, and providing initial adjudication in the event of any disputed calls or scores.

Round. A round consists of 25 targets.

Shoot Coordinator. This person(s) may be appointed by the Host Branch as a general event manager and administrator, with varying responsibilities and duties. Where joint or national events are concerned, the Shoot Coordinator may or may not be a Host Branch member.

Shoot Jury. The Shoot Jury consists of four individuals appointed by Branch Officials prior to the start of a shoot; or if not appointed, four Branch Officials present at the day's event. The role of the Jury is to officiate any appeals or disputes of Referee decisions.

Sighter Target. An example target shown only once prior to a squad beginning their competitive shooting at a stand.

Simulated Field. A discipline of clay target shooting in which targets are thrown to emulate hunted quarry such as rabbits or birds. The discipline can use features of terrain and differing target types to produce targets with varied levels of difficulty.

Single Target. A single target, of any type, launched by a trap. Shooters may fire two shots at each single target.

Stand. The designated area from which shooters are able to fire at targets. These can be marked out on the ground or with free-standing cages and can be either round 1 m in diameter, or square measuring 1 m x 1 m.

Squad. A team of up to 6 shooters, one of whom should hold Referee status (see *Referee*).

CONDUCT OF COMPETITION

1. *HOST BRANCH RESPONSIBILITIES*

- 1.1** The Host Branch is responsible for nominations and shoot administration. Duties include:
- a) Accepting nominations.**
 - b)** Sending out squads at allocated times.
 - c)** Maintaining score boards.
 - d) Recording scores on the online scoring system (where available).**
 - e)** Appointing a Shoot Jury, if desired.
 - f)** Resolution of appeals in the absence of a Shoot Jury.
- 1.2** Where applicable, the Host Branch will provide a liaison person for contact with the National Office.

2. *GROUND SETTING*

- 2.1** Grounds should be set with the following points in mind:
- a)** All targets should be within the effective range of a 12-gauge shotgun when loaded with the maximum permissible load/shot size (see 13.3, 13.4).
 - b)** A shooter must be able to fire two shots at each Single (or double-barrel) target.
 - c)** Every attempt should be made to avoid setting targets that end their flight behind an obstacle, as this creates problems for shooters and Referees.
 - d)** All targets should be set so they are clearly visible against the background. For example, black targets should be used against the sky, while fluorescent orange targets should be used against dark backgrounds and in trees.
 - e)** Shooting stand position should suit shooters regardless of their height.
 - f)** Shooting stand position should suit both left- and right-handed shooters.
 - g)** Edge-on rabbit targets should be avoided.

- h) Targets that can only be shot at the end of their trajectory should be avoided (wind can drastically affect such targets, especially battues).
- i) Setting more than one very difficult target per stand should be avoided.
- j) Target trajectories which present a danger to shooters or spectators from target or fragment fallout must not be used.
- k) Incoming targets must be set that targets and fragments will fall clear of all shooters and spectators.
- l) Consideration should be given to the position of the sun and target visibility for the duration of the event.

2.2 Permitted target sizes and types are as follows:

- a) **Standard clay targets** – 110 mm diameter; and
- b) **Exotic clay targets:**
 - i) **Mini** – 60 mm/70mm diameter.
 - ii) **Midi** – 90 mm diameter.
 - iii) **Rabbit** – 110 mm diameter. Rabbits are thrown from the trap to roll along the ground (if the targets subsequently bounce, they are still considered valid). Rabbit targets may be used as aerial targets provided they are presented face-on to the shooter.
 - iv) **Battue** – 110 mm diameter but with a lower, thinner profile when viewed side-on and resulting changes in aerodynamics and trajectory.
 - v) **Looper/Chandelle** – these are standard clay targets, 110 mm diameter, thrown in a manner for the target to present side-on for a more difficult target and are considered to be exotic targets.

2.3 The Shoot Coordinator must ensure that all exotic target types are clearly described at each stand and marked as such.

2.4 A standard Australian Simulated Field (ASF) ground consists of 25 targets with the following requirements:

- a) five (5) to nine (9) stands per ground;
- b) a minimum of five (5) double targets per ground (either Doubles on Report or Simultaneous Doubles); and

- c) a minimum of eight (8) exotic targets per ground, which can consist of any combination of battues, rabbits, midis, minis, and/or looper/chandelle targets, as long as no more than four (4) of any one type are used.

2.5 The trajectory of targets should be marked to enable resetting of traps to their original position, if necessary, by the Shoot Coordinator.

3. TARGET SUBSTITUTION

- 3.1** If target(s) of a particular colour, size, or type are no longer available it will be at the discretion of the Shoot Coordinator to authorise use of targets of another colour, size or type, provided the same degree of difficulty is maintained. Any such change must be noted on the shooting stand information board to avoid issues with No Target calls (see 17.1e).
- 3.2** Shoot Coordinators should ensure that there are adequate supplies of the various targets required so that substitution does not occur.

4. STANDARD AND SPLIT ROUNDS

- 4.1** A standard round consists of 25 targets, usually shot on one ground and with three rounds for a 75-target event. The Shoot Coordinator may opt to split rounds over two grounds if necessary (i.e. due to facilities, equipment, or other constraints), usually in a 37/38 configuration.
- 4.2** Split round events must be scored in rounds of 25, and the ground-setting guidelines in rule 2.4 still apply for each round of 25 targets.
- 4.3** If competition is shot over grounds other than 25-target grounds, shooters will rotate their order according to the round as shot and not the round(s) as scored.

5. TRAPS AND TRAPPERS

- 5.1** All traps used must be in first class working order and of sufficient power to throw the targets required at each station.
- 5.2** Safety guards should be fitted to all traps.
- 5.3** Trappers must be fully trained in the safe use of traps and safety procedures (refer to the *Field & Game Australia Trapper Training Manual*).

- 5.4** Trappers must be able to follow the target program for that station. Host Branches should consider providing trappers with written instructions on target sequence.
- 5.5** All Trappers must be adequately protected from shot, muzzle blast, trap operations and so on. Trappers must be supplied with adequate eye, ear and hand protection, and a high-visibility safety vest.

6. STANDS

- 6.1** Shooting stands can be marked out on the ground or with free-standing cages and can be either round 1m in diameter or square measuring 1 m x 1m.
- 6.2** All shooting is to be conducted from a stationary (standing) position. Seated stands are not permitted. (Wheelchair users are exempt from this rule as long as they are stationary.)
- 6.3** Where safety dictates, the use of cages and/or a barrier to limit muzzle direction should be provided. Barriers should be made of a suitable material such as timber or PVC pipe.
- 6.4** Sufficient portable stands should be available to those setting the range. The use of cages, where available, is preferred.

7. GRADES AND CATEGORIES

- 7.1** Field & Game Australia ASF competitions offer a variety of categories for shooters to compete in. Branches are not required to hold events for all grades and categories.
- 7.2** Branches may elect to conduct events on a graded or handicap basis.
- 7.3** Grades are as follows:
 - a)** AA Grade,
 - b)** A Grade,
 - c)** B Grade, and
 - d)** C Grade.
- 7.4** Branches may include all or a selection of the following categories as shooter numbers, demand and economics dictate:
 - a)** Open – all shooters may nominate in Open category regardless of age or gender.

- b) Veterans – age 65 and over only.
 - c) Junior – age 15 to 17 only.
 - d) Sub-Junior – age 12 to 14 only.
 - e) Ladies – for female competitors only.
- 7.5** Age for Veterans, Junior and Sub-Junior is measured as of the date of the event.
- 7.6** A shooter may elect to compete in their grade under the Open category regardless of their age or gender.
- 7.7** Handicap events may award prizes in the following configurations:
- a) 1st place to 5th place,
 - b) 1st place to 10th place,
 - c) 1st place to 20th place, or
 - d) 1st place to 30th place.

8. COMPETITORS

- 8.1** Competitors in Field & Game Australia events must carry:
- a) ***Proof of current Field & Game Australia Membership.*** This can be a current membership card or a valid verification letter from the National Office.
 - b) ***A Field & Game Australia Handicap Card. This should be presented to the nominations office prior to competing in the event (if requested).***
 - c) ***A Valid Firearms Licence.*** A shooter must carry a valid firearms licence for the category and type of firearm they are using.
- 8.2** Any shooter unable to present proof of current membership is ineligible to win prizes and may only nominate to shoot 'Birds Only'.
- 8.3** In some states and territories of Australia, an unlicensed individual may shoot under the direct supervision of an adult who holds a licence for the type of firearm in use. This is most commonly used by Field & Game Australia branches at events such as Come and Try days. The minimum age for this varies for each state and territory, please refer to the relevant firearm and licensing regulations for more information.
- 8.4** Each competitor is responsible for:
- a) Ensuring that their Field & Game Australia membership is valid.

- b) Ensuring that their handicap card is:
 - i) **submitted to the nominations office prior to competition (if requested),**
 - ii) **filled out by the competitor with their scores shot, and**
 - iii) **maintained with all scores shot and correct handicap calculated.**
- c) Their conduct at the event, both on and off the shooting grounds.
- d) Using firearms in a safe, legal and responsible manner.

8.5 All competition scores, including 'Birds Only', are used to calculate handicaps. Scores from novelty shoots (which are not conducted as per ASF rules) and Shoot-offs are not to be used to calculate handicap or entered on handicap cards.

8.6 If a shooter loses a handicap card, they must obtain a replacement from a Branch or the National Office.

8.7 It is a shooter's responsibility to ensure that their scores are entered on their handicap card as soon as possible after an event.

9. SHOOTING PROCESS

9.1 Competition shoots are conducted with squads of up to six shooters, one of whom should be a Referee. Score sheets will list the squad's members in order 1 to 6.

9.2 Shooters must endeavour to be at the shooting stand at the correct time. If a shooter is not present when their name is called, the Referee must call loudly the name of the shooter three times during a period of 1 minute.

9.3 Each shooter must be ready to shoot immediately and must have sufficient ammunition and equipment for that round.

9.4 The Referee will operate the trap release. When it is the Referee's turn to shoot, or if there is no qualified Referee present, the shooter that volunteers to operate trap release will act as Referee for as long as they are operating the release.

9.5 The order of shooting will rotate at each stand being shot by the squad. At the first stand, the shooter listed first on the squad score sheet will shoot first. At the second stand, the shooter listed first on the score sheet moves down to shoot last, the shooter listed

second will shoot first (see Table 1: Squad Shooting Order Rotation) and all other shooters in the squad move up accordingly.

Table 1: Squad Shooting Order Rotation

| Stand | Shooting Order |
|-----------|------------------|
| 1 | 1, 2, 3, 4, 5, 6 |
| 2 | 2, 3, 4, 5, 6, 1 |
| 3 | 3, 4, 5, 6, 1, 2 |
| 4 | 4, 5, 6, 1, 2, 3 |
| 5 | 5, 6, 1, 2, 3, 4 |
| 6 | 6, 1, 2, 3, 4, 5 |
| 7 onwards | Repeat |

9.6 Warnings and penalties apply if a shooter does any of the following (see “Adjudication and Penalties” on page 24):

- a)** Not being present at their stand at the allocated time.
- b)** Not shooting in the correct order.
- c)** Not calling for each target (e.g. ‘Pull’, ‘Go’) within the allotted time of 20 seconds.
- d)** Handling the Safety catch, or opening a firearm before a Referee has examined the firearm in the event of a misfire or malfunction.
- e)** Making any pretence of shooting while on the shooting stand before calling for the target.

9.7 Referees may also issue warnings or refer a shooter to the Shoot Jury (if appointed) if a shooter does any of the following:

- a)** Intentionally delaying or interfering with other shooters.
- b)** Making any pretence of shooting with a firearm while off the shooting stand at any time.
- c)** Aiming or shooting at another shooter’s targets.
- d)** Aiming or shooting intentionally at wildlife.

9.8 A shooter may only load their firearm when they have taken their place on the stand, their firearm is pointed down-range and in

a safe direction, and the Referee has authorised them to begin shooting.

- 9.9** Firearms are to be loaded with two rounds of ammunition only, regardless of firearm capacity. Reloading while the shooter is in the process of shooting is not permitted.
- 9.10** Shooters have two shots to hit each Single, Double on Report or Simultaneous Double target. This means that a shooter can fire two shots at a Single target, and they have two shots with which to hit both targets for a double target.
- 9.11** A shooter must adopt the Ready position after they have entered a shooting stand, and have been given permission by the Referee to load their firearm and begin shooting. Referees are not obliged to inform shooters if, prior to the target release, they appear to be addressing the incorrect trap.
- 9.12** The Ready position involves the following:
- a)** the shooter is standing and is stationary within the limits of the shooting stand;
 - b)** the firearm is loaded and closed;
 - c)** the Safety catch is off; and
 - d)** the firearm may be in either 'Gun Up' or 'Gun Down' position (gun mount is optional for all shooters).
- 9.13** Shooters must fire with their firearm properly shouldered for all targets.
- 9.14** It is recommended that shooters should wear appropriate eye and ear protection.
- 9.15** Shooting must proceed without interruption, with shooters speaking only to:
- a)** notify they are ready;
 - b)** call for targets (e.g. 'Pull', 'Go');
 - c)** indicate they wish to appeal a Referee's decision; or
 - d)** to answer any questions from the Referee.
- 9.16** Targets must be launched within 3 seconds of a shooter calling for them.
- 9.17** All shooters must respect the right of others to compete without undue distraction. Shooters and spectators should avoid

unnecessary conversation or comment while a shooter is on the stand.

- 9.18** For the benefit of both shooters and scorers, Referees must call the result of each shot.
- 9.19** A shooter must not turn around or leave the shooting stand before breaking their firearm and removing any fired or unfired cartridges from the firearm.
- 9.20** Under no circumstances is it permitted for a shooter to pick up a target to see if it has been hit.

10. *SIGHTER TARGETS*

- 10.1** At the request of the first shooter in the squad, target trajectories may be shown at each stand not previously shot. This shooter must observe them from within the shooting stand. Targets will be shown only to the first shooter of each squad. All sighter targets (including simultaneous pairs) must be thrown before the first shooter begins shooting.
- 10.2** In the case of a malfunction of a trap during the round, which requires examination, repair or replacement of the trap, the Referee will decide if the round should be continued or interrupted because of the mechanical troubles. After the trouble has been rectified, the shooter next in line to shoot may request to be shown the target(s) before continuing the round.
- 10.3** If sighter targets are being shown or shooting is temporarily interrupted, all shooters must open and unload their firearm. Shooters may only load and close firearms once authorised by the Referee.
- 10.4** No shooting, aiming or pretence of shooting with a firearm at sighter targets is permitted.

11. *DOUBLES ON REPORT*

- 11.1** The Referee is to signal for the second target on the report of the first shot. The second target is to be released within 3 seconds after the first target has been shot at. Failure to release the second target in this time frame is grounds for a No Target (see Section 17).

12. *SIMULTANEOUS DOUBLES*

- 12.1** Simultaneous Doubles are two targets thrown simultaneously by one or two traps. If launched from two traps, Simultaneous Doubles

must be launched from automatic traps wired to one release button to ensure a synchronised launch.

- 12.2** A Simultaneous Double may present to a shooter from different directions or as a trailing pair, depending on trap placement. Simultaneous Double describes where two targets will be launched at the same time.

13. FIREARMS AND EQUIPMENT

- 13.1** All shotguns, including magazine-fed types, are permitted for use in ASF providing they are not chambered for cartridges larger than 12 gauge, and have a barrel length not less than 635 mm (25 in).
- 13.2** Complete or partial changing of a shotgun, interchangeable choke, or barrel is allowed; however, once a shooter is on the shooting stand no such changes are permitted. The only exception to this rule is that the first shooter, after looking at sighter targets, may change or alter their firearm.
- 13.3** Maximum cartridge shot load is as follows:
- a)** January 1, 2019 to December 31, 2019: 32 g (1.125 oz).
 - b)** January 1, 2020 onwards: 28 g (1 oz).
- 13.4** Shot must be spherical and have a diameter of 2.0 to 2.5 mm $\pm 5\%$ (2.0 to 2.8 mm $\pm 5\%$ for steel shot). Depending on country of manufacture, this shot size equates to the following:
- a)** Australia: size 9 to 7 (lead) and size 9 to 5 (steel);
 - b)** United States: size 9 to 7 (lead) and size 9 to 6 (steel);
 - c)** England: size 9 to 6.5 (lead) and size 9 to 5 (steel);
 - d)** Italy: size 9 to 7 (lead) and size 9 to 6 (steel); and
 - e)** Spain: size 9 to 7 (lead) and size 9 to 6 (steel).
- 13.5** Cartridges can use either lead or steel shot, provided all other cartridge requirements are met.
- 13.6** Reloaded cartridges are permitted, provided all other cartridge requirements are met.

14. NATIONAL EVENTS

- 14.1** For national events organised in conjunction with the National Office refer to the *Field & Game Australia Guidelines for the Conduct of National Events*.

- 14.2** The maximum load will be 28 g for the National Carnival.
- 14.3** Reloaded cartridges are not permitted at national events.
- 14.4** An ambulance or accredited First Aid personnel will be present for the duration of the event. An appropriate on-ground facility, such as a First Aid tent or caravan, should also be provided.

SCORING

15. SCORING A HIT

- 15.1** A target is declared to be hit and scored 'One' when all of the following occurs:
- a)** it has been thrown;
 - b)** the shooter has fired according to the rules; and
 - c)** at least one visible piece of it is broken off or the target is totally or partially pulverised.
- 15.2** Where applicable, notation codes detailed in Table 2: Score Sheet Notation should be clearly marked on score sheets.

Table 2: Score Sheet Notation

| Code | Reason | Relevant Rule |
|------------|---|------------------------------|
| M | Malfunction of firearm or cartridge | 30.5, 30.6, 16.1, 20.7, 30.1 |
| OT | Shooting out of turn | 28.1, 28.2 |
| NT | Firing at a declared No Target | 17.5 |
| W | Making pretence of shooting before calling Ready | 31.1 |
| A | An appeal against Referee's decision is pending | 26.1 |
| T | Exceeding 20 second time limit to call for a target | 29.1 |
| X | Missed target – Lost | 16.1 |
| 1, 2, 3... | Hit targets | 15.1 |

- 15.3** Scores should be recorded cumulatively, with a clear 'X' for Lost targets. See Figure 1: Example Score Sheet for an example score sheet.

Figure 1: Example Score Sheet

| Competitor | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | Total |
|---------------|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|-------|
| Barry Jones | 1 | 2 | x | 3 | x | 4 | 5 | 6 | x | 7 | 8 | x | x | 9 | 10 | 11 | 12 | x | 13 | 14 | x | 15 | 16 | 17 | 18 | 18 |
| Chelsee Brown | x | 1 | x | 2 | 3 | x | 4 | 5 | 6 | 7 | 8 | 9 | x | 10 | x | 11 | x | x | 12 | x | x | 13 | x | 14 | 15 | 15 |
| Jeff Bloggs | 1 | x | 2 | 3 | 4 | 5 | x | 6 | 7 | x | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | x | 17 | x | 18 | x | 19 | 19 |
| Walter Lozt | 1 | 2 | 3 | x | 4 | 5 | 6 | 7 | 8 | x | 9 | 10 | 11 | 12 | 13 | x | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 22 |
| Anna Kutay | x | 1 | x | x | 2 | x | 3 | 4 | x | 5 | 6 | x | 7 | 8 | x | 9 | x | x | x | 10 | 11 | x | 12 | x | x | 12 |
| Frank Rossi | x | x | 1 | 2 | 3 | 4 | x | 5 | 6 | 7 | x | x | 8 | 9 | x | 10 | x | 11 | 12 | 13 | 14 | x | 15 | x | 16 | 16 |

16. SCORING A MISS

16.1 The target is declared Lost (missed) in the following circumstances:

- a)** it is not hit and no piece is broken off;
- b)** if only dust comes off (dusted target);
- c)** if the target is only deflected;
- d)** a shooter is unable to fire because they have not disengaged the Safety catch;
- e)** a shooter has forgotten to load or cock their firearm;
- f)** a shooter has not sufficiently opened or closed their firearm;
- g)** a shooter has failed to correctly load ammunition into the chamber of a magazine-fed firearm;
- h)** the firearm or cartridge malfunctions when a shooter has previously had three malfunctions of the firearm or cartridge during the same round;
- i)** a shooter is unable to fire a second shot having only loaded one cartridge;
- j)** a shooter has not cancelled the locking device of the loading chamber in a magazine-fed firearm;
- k)** a shooter is unable to fire a second shot when using a single-trigger firearm because they have not released the trigger sufficiently to reset after having fired the first shot;
- l)** opening a firearm or handling the Safety catch before a Referee has examined the firearm (in the case of a malfunction); or
- m)** any other shooter errors.

17. SCORING NO TARGET

17.1 Any target will be declared No Target and a new target thrown, whether the shooter has fired or not, if any of the following occurs:

- a)** the target is thrown broken;
- b)** the target hits an obstruction which is not part of the course before the shooter has had time to fire their first or second shot;
- c)** the target is thrown from the wrong trap;

- d)** the target is described as a Single target, but two targets are thrown from traps on the same shooting stand;
- e)** the target is clearly a different colour, size or type than those thrown previously for the same target;
- f)** the target is thrown before the shooter has called for the target to be released;
- g)** the target is thrown after a delay of more than 3 seconds after the shooter's command to the Referee;
- h)** the target's trajectory is judged to be irregular by the Referee;
- i)** a shooter has an unintended discharge of their firearm before calling Ready (e.g. while loading or because of any other occurrence);
- j)** a shooter has, in the opinion of the Referee, been clearly disrupted;
- k)** another shooter fires at the same target; or
- l)** the Referee cannot determine if a target has been hit or missed.

17.2 A shooter may only refuse a target if they have not called for it. The Referee alone shall decide if targets are valid or No Target.

17.3 If a shooter refuses a target but the Referee decides that there is no valid reason for a No Target, then the targets will be scored as:

- a)** Lost for a Single target.
- b)** Lost and No Target for a Double on Report.
- c)** Lost and Lost for a Simultaneous Double.

17.4 Once the Referee has clearly declared a target to be No Target, under no circumstances should it be fired at.

17.5 If a shooter fires at a target after the Referee has declared it No Target, the first occurrence will result in the shooter receiving a warning, noted on the score sheet with the letters 'NT'. On the second and subsequent occasions during the same round, the target(s) will be scored as:

- a)** Lost for a Single target.
- b)** Lost and No Target for a Double on Report.
- c)** Lost and Lost for a Simultaneous Double.

- 17.6** All targets not declared No Target by the Referee are valid and a shooter must attempt to hit them. However, in the case of a fast or slow pull or irregular trajectory, the Referee may declare No Target after the target(s) have been fired at. No penalties will be given if these targets are fired at, and repeat targets will be thrown as applicable.

18. SINGLE TARGETS

- 18.1** When a Single target is missed with the first shot, but a malfunction (including magazine-fed shotguns if the ejection of the first cartridge has impeded the loading of the second cartridge) of the shooter's firearm or ammunition prevents a second shot from being fired:
- a)** The target must be repeated with the score to count on the second shot fired.
 - b)** The shooter must fire their first shot in the general direction of the target and miss, and attempt to hit the target with their second shot.
 - c)** If a shooter hits the repeat target with the first shot, they will receive a score of Lost.
- 18.2** A Single target will be scored as No Target if the following occurs:
- a)** the firearm or cartridge malfunctions on the first shot;
 - b)** the shooter is not at fault;
 - c)** it is not the third malfunction in one round; and
 - d)** the shooter does not fire a second shot.
- 18.3** If the circumstances in rule 18.2 occur, but a second shot is fired (possible with firearms with mechanical or double triggers), the result of that shot will be scored.

19. RABBIT TARGETS

- 19.1** If a Rabbit target is missed with the first shot, but the target breaks before a second shot is fired:
- a)** The target must be repeated with the score to count on the second shot fired.
 - b)** The shooter must fire their first shot in the general direction of the target and miss, and attempt to hit the target with their second shot.

- c) If a shooter hits the repeat target with their first shot, they will receive a score of Lost.

20. DOUBLE ON REPORT TARGETS

- 20.1** Double on Report targets shall be scored as they are shot: One/One, One/Lost, Lost/One, or Lost/Lost.
- 20.2** In the following circumstances, both Double on Report targets will be declared No Target and the targets repeated:
 - a) if two targets are thrown simultaneously;
 - b) if there is a double-discharge (both barrels firing at once) of a shooter's firearm due to a malfunction; or
 - c) if a shooter has an unintended discharge of their firearm before calling Ready (e.g. while loading or because of any other occurrence).
- 20.3** If a shooter, without legitimate reason, does not fire at the first or second targets of a Double on Report, scoring is as follows:
 - a) ***First target not fired at, second target cannot be thrown.*** The score will be Lost for the first target, No Target for the second.
 - b) ***Second target not fired at.*** The score will be One or Lost as applicable for the first target, Lost for the second.
- 20.4** If a shooter opens their firearm after firing at the first target, this indicates that the shooter has finished firing. Their score will be entered as One or Lost as applicable for the first target, Lost for the second.
- 20.5** If a shooter misses the first target then breaks both targets with their second shot, this is scored as Lost for the first target, One for the second.
- 20.6** If a shooter misses the first target and chooses to take their second shot at the first target, their score will be One or Lost as applicable for the first target, Lost for the second.
- 20.7** Repeat Double on Report targets may be thrown to determine the result of the second target only, with the score from the first target recorded as shot, in the following cases:
 - a) The second target is not thrown from the correct trap.
 - b) The first target is regular and the second target is irregular.

- c) The second target has not been released within 3 seconds of the report.
- d) The first target was missed, but collides with the second target before a shooter has fired their second shot.
- e) Fragments of the first target break the second target before a shooter has fired their second shot.
- f) A second shot cannot be fired due to a malfunction of firearm or cartridge and it is not the third malfunction in the round.

20.8 The rules concerning hit and missed targets, and No Target calls (see 15.1, 16.1, 17.1, 18.1, 18.3 and 19.1) are also applicable to Double on Report targets.

20.9 If a shooter, without legitimate reason, does not shoot at either target of a Double on Report target, both targets will be declared Lost. For example, if a shooter does not see or refuses the second of a repeat Double on Report subsequent to the situation described in rule 20.2, that refused target will be scored Lost.

21. SIMULTANEOUS DOUBLE TARGETS

21.1 Simultaneous Double targets can be fired at in any order and shall be scored as they are shot: One/One, One/Lost, Lost/One, or Lost/Lost. Shooters may also elect to fire two shots at one target.

21.2 If both targets are broken by one shot they are scored One/One, regardless of whether it was the first or second shot fired.

21.3 Where a shooter elects to fire a second shot at one target in a Simultaneous Double, the score will be One or Lost as applicable for the first target, Lost for the second.

21.4 If a shooter opens their firearm after firing one shot at a Simultaneous Double target, this indicates that the shooter has finished firing. Their score will be One or Lost as applicable for the first target, Lost for the second.

21.5 A Simultaneous Double will be declared No Target(s) and repeat targets thrown to determine the results of both shots if:

- a) any situation covered by rules 30.1, 30.3 and 30.4 (malfunction) occurs with either target;
- b) any situation described by rule 17.1 (single target) occurs with either target; or
- c) the targets collide, whether they have been fired at or not.

22. FINAL SCORES DRAWN – INDIVIDUALS

- 22.1** In the event that two or more shooters have tied scores for a place at the end of an event, Shoot Coordinators can determine final placings and results through one of two methods: Shoot-off or Count-back.
- 22.2** Shoot-offs can only be used for Off-the-Gun events. Count-backs can be used for both Off-the-Gun and Handicap events.
- 22.3** **Shoot-off.** A Shoot-off requires that a new course of nine (9) previously unrepresented targets over two stands is set up by the Shoot Jury or Shoot Coordinator.
- 22.4** Shooters with tied scores then shoot a nine (9) target round over the two stands. If both shooters have equal Shoot-off scores after the first round, subsequent rounds of five (5) targets will be shot until a result is established.
- 22.5** All normal shooting and scoring rules apply to Shoot-offs, with the following exceptions:
- a) scores from Shoot-offs are not used to calculate handicap or entered on handicap cards; and**
 - b) any shooters not present (i.e. late) at the beginning of a Shoot-off will forfeit their position.**
- 22.6** Winners of Shoot-offs are awarded the higher placing, and the loser then dropping down to the next place.
- 22.7** Shoot-offs are not to be conducted on an elimination basis (i.e. 'last man standing', miss-and-out).
- 22.8** **Count-backs.** A Count-back is used to determine a winner for Handicap events, or if time or conditions do not permit for a Shoot-off to occur for an Off-the-Gun event.
- 22.9** The Shoot Jury or Shoot Coordinator randomly selects the order of rounds from which results for the Count-back will be used (e.g. a two-round shoot could use a coin toss to determine which round will be used first for the Count-back).
- 22.10** If a shooter has a higher Off-the-Gun score for the first round drawn, they are awarded the higher place. If scores are still tied for the first round drawn, the results from the next round drawn are then considered.
- 22.11** If there is no clear winner decided after all round results have been checked, the Count-back moves to a count starting with the last

target of the first round drawn, working backwards from 25 to 1 for each round. The higher place is awarded to the shooter who is the last to record a Lost target. The order for this detailed Count-back should be the same randomly-chosen order used for the initial round result assessment.

- 22.12** In the rare occurrence of two tied shooters having the exact same scores with identical Lost targets, the tie may be broken by way of a coin toss.

23. HANDICAP AND TEAM EVENTS

- 23.1** In any Handicap team event, each team member's individual handicap must be used to determine the final score for that member of the team, and the subsequent total is the team result.

The use of rounded of or averaged handicaps, or set amounts for any grade or category is not permitted.

ADJUDICATION AND PENALTIES

All shooters are expected to be familiar with the current rules as outlined in this booklet. By taking part in competitions, they accept any penalties and other consequences resulting from violation of the rules and orders of the Referee.

24. REFEREES

- 24.1** A Referee is a Field & Game Australia member who has demonstrated knowledge of the ASF rules and is accredited through passing the Field & Game Australia Referee exam. Each squad should have a Referee present.
- 24.2** Referees are responsible for making decisions regarding No Target calls, the overall behaviour and conduct of the squad, calling the results of each shot, and providing initial adjudication in the event of any disputed calls or scores.
- 24.3** A Referee may, at any time that is not critical, remove unfired cartridges from a shooter's firearm for examination by the Shoot Jury.
- 24.4** The Referee alone shall make decisions although they may seek information or advice. If a shooter disagrees with a decision of the Referee, the shooter must make an appeal immediately while still on the shooting stand by indicating to the Referee that they wish to protest or appeal. The Referee must then suspend the shooting to make a final decision.

25. SHOOT JURY

- 25.1** The Shoot Coordinator may or may not deem it appropriate to appoint a Shoot Jury for any shoot. The Shoot Jury consists of four persons nominated by Branch officials prior to the start of the shoot and hold the responsibility to adjudicate any of the permitted appeals or disputes of Referee decisions.
- 25.2** If no Shoot Jury is appointed prior to the start of a competition, all Shoot Jury matters will instead be referred to any Branch officials present at the event.
- 25.3** A listing of Shoot Jury members, if appointed, must be prominently displayed at the nominations office.

- 25.4** If any member of the Shoot Jury personally wishes to have an appeal heard, a replacement Shoot Juror will be chosen by Branch officials.
- 25.5** Deliberate violation of the rules will initially incur a warning from the Referee or Shoot Jury. In subsequent cases of further or more serious offenses, the Referee may penalise a shooter with a Lost target. In more serious cases the Shoot Jury may eject the shooter in question from competing in that round or disqualify them from the competition.
- 25.6** In the case of a Shoot Jury being aware that a shooter has intentionally delayed shooting, or has acted in a dishonourable manner, the Shoot Jury may take the following actions:
- a)** give the shooter a warning;
 - b)** penalise the shooter one target; or
 - c)** disqualify the shooter from the competition.
- 25.7** If a member of the Shoot Jury (if appointed) observes anything which clearly contravenes the rules, they must inform the Referee of the relevant squad. If the Referee is unable to take the immediate necessary action, the Referee must inform the Shoot Coordinator or the Shoot Jury as soon as possible.

26. APPEALS

- 26.1** A shooter may appeal against a Referee decision which directly affects them. There is no limit to the number of appeals a shooter can make, with the appeal process as follows:
- a)** The appeal does not concern a decision whether a target was hit, missed, or defective (No Target).
 - b)** The appeal is noted on the score sheet with the letter 'A'.
 - c)** The appeal must be made to the Shoot Jury, where one is appointed, or to Branch officials.
 - d)** The appeal must be accompanied by the appropriate fee in operation on the day of the competition.
 - e)** The Shoot Jury (or Branch officials) will hear from both the appealing shooter and their squad's Referee.
 - f)** The Shoot Jury will make a decision to uphold or overturn the appeal:

- i) ***Appeal Upheld.*** The appeal fee is returned to the appealing shooter and the Shoot Jury may give instruction to the Referee concerning future judgments, name a new Referee for the squad in question, or finally, alter the Referee's decision.
- ii) ***Appeal Overturned.*** The appeal fee is donated to the Host Branch, and the Referee's original decision stands.

27. LATE TO SHOOTING STAND

- 27.1** If a shooter arrives before their squad has completed shooting the first stand, the shooter will be allowed to shoot the stand but will not be shown the targets.
- 27.2** If a shooter fails to join the squad before shooting at the first stand is completed, any targets not fired at (both singles and doubles) will be scored Lost.
- 27.3** A shooter may only join another squad to shoot stands or grounds missed by being late if they are authorised by the Shoot Jury.
- 27.4** A shooter may appeal to the Shoot Jury if they feel they have a valid reason for being late, the outcomes may be one of the following:
 - a) The shooter may join their squad if it is still shooting and shoot the remainder of the course, with targets from the stands they were absent from scored as Lost.
 - b) The shooter may join a different squad and shoot the course completely; targets will be scored as normal with the new squad.

28. SHOOTING OUT OF TURN

- 28.1** The first time a shooter shoots out of turn, they will receive a warning from the Referee, noted on the score sheet with the letters 'OT'.
- 28.2** On the second and subsequent occasion in the same round, the target(s) will be declared:
 - a) Lost for a Single target.
 - b) Lost and No Target for a Double on Report.
 - c) Lost and Lost for a Simultaneous Double.

29. EXCEEDING TIME LIMITS

- 29.1** A shooter must call for their first target within 20 seconds of entering the shooting stand. Subsequent targets must also be called for within 20 seconds of completing the preceding target.
- 29.2** On the first occasion a shooter exceeds the time limit, they will receive a warning, noted on the score sheet with the letter 'T'. On the second and subsequent occasions a shooter exceeds this time limit during the same round, those target(s) will be declared Lost.

30. MALFUNCTIONS OF FIREARMS OR AMMUNITION

- 30.1** In the case of a firearm or ammunition malfunction verified by the Referee, the shooter will only have the right to a new target twice during the same round. All malfunctions should be noted on the score sheet with the letter 'M'.
- 30.2** On the third and subsequent malfunction the target(s) will be scored as:
- a)** Lost for a Single target.
 - b)** Lost and No Target for a Double on Report.
 - c)** Lost and Lost for a Simultaneous Double.
- 30.3** If both barrels of a firearm fire simultaneously (double discharge) and the Referee is satisfied that it was a firearm malfunction (not shooter error), the target(s) will be declared No Target and repeat targets will be thrown. This applies to both single and double targets.
- 30.4** If a firearm fails to operate on a second shot and the Referee is satisfied that it was a firearm failure (not shooter error), this will be considered a malfunction in the following circumstances:
- a)** the Safety engaged because of recoil from the first shot; or
 - b)** the firearm opens or empties due to the recoil of the first shot.
- 30.5** After the third malfunction in one round, a shooter may choose to obtain a replacement firearm with the Referee's permission. If this is not possible, the shooter with the malfunctioning firearm must retire from their squad to repair or replace their firearm. A shooter who retires from their squad for this reason may appeal to the Shoot Jury for permission to resume shooting any remaining targets in a different squad with a free place.

- 30.6** A shooter who is able to repair or replace their firearm before their squad has finished shooting at the stand the shooter retired from may resume shooting with their squad with the Referee's permission.

31. *PRETENCE OF FIRING/ACCIDENTAL DISCHARGE*

- 31.1** If a shooter makes a pretence of shooting while on the shooting stand before saying 'Ready', or involuntarily fires a shot, the Referee will issue a warning to the shooter. This will be noted on the score sheet with the letter 'W'.
- 31.2** On the second and subsequent occasions of pretence of shooting during the same round, the shooter will be penalised with a score of Lost for their next target hit.

32. *SAFETY*

- 32.1** All safety requirements listed here apply to all ASF events and participation, whether competition, novelty, or practice/coaching.
- 32.2** All firearms, even when unloaded, must be handled with the greatest care at all times.
- 32.3** Straps or slings on firearms are forbidden.
- 32.4** Novice shooters must be accompanied by an experienced adult shooter until they are familiar with ground safety procedures.
- 32.5** Competitors under the age of 18 must be accompanied and supervised by a parent, guardian or responsible adult who is licensed to use the type of firearm in use by the junior competitor.
- 32.6** Firearms must be opened and unloaded while shooters move between stands. Gunslips may be used, but must have a shoulder strap and be carried in a vertical position.
- 32.7** A shooter must not turn around or leave the shooting stand before breaking their firearm and removing any fired or unfired cartridges from the firearm.
- 32.8** Spent cartridges may only be retrieved once all members of a squad have finished shooting and there is no risk of interference with the following squad(s).
- 32.9** Participants in competitions must be suitably attired. Branches should make every effort to ensure that shooters and spectators are equipped with suitable protection for eyes, ears and feet (thongs/sandals are not permitted). Branches, shooters and

spectators should be aware that any injury (including damage to sight or hearing) may not be covered by insurance if suitable protective equipment is not worn.

- 32.10** In exceptional circumstances, the Referee may suspend shooting if there is sudden heavy rain or a violent storm, which appears to be of short duration. Referees must inform the Shoot Jury if it looks likely that any interruption from weather will be lengthy.
- 32.11** Every branch operating a shooting range must have a duly appointed Safety Officer. The Safety Officer is responsible for ensuring that the range set-up and conduct of the event is undertaken in a manner that does not compromise the safety of trappers, paid and/or voluntary workers, competitors, and spectators. The Safety Officer and the team under their direction should remain vigilant throughout the event for any situations that could present as potential safety risks and act immediately to ensure that safety standards are maintained.
- 32.12** Shooters must immediately cease fire and remove all cartridges from firearms upon a red flag signal from a trap house.
- 32.13** With automatic traps, a red flag is to be stored at each shooting stand. When required, the flag is to be prominently displayed at the stand until the repair/refill is completed. Shooting may resume only when all ground personnel have left the live firing area and the red flag has been removed from display.
- 32.14** All trappers must be adequately protected from shot, muzzle blast, and trap operations and must be issued with adequate eye, ear and hand protection, and a high-visibility vest.
- 32.15** Where traps are located on towers, a ladder must be provided on the tower and a safe means of transporting targets or other equipment must also be provided. Safety railings must be provided on all platforms and ladders as per Occupational Health and Safety regulations, *Australian Standard 1657-2013* and any other applicable regulations.
- 32.16** Where there is the possibility of a shooter pointing a firearm at the trap house and this cannot be restricted by safety cages or other barriers, an impenetrable barrier between the shooter and the trap house must be emplaced.
- 32.17** Only one trapper is allowed at each trap while shooting is in progress.
- 32.18** All traps should be fitted with a safety guard.

- 32.19** The Host Branch will ensure that shoot safety arrangements conform to Field & Game Australia Ground Safety and Police Range Safety Standards.
- 32.20** As per range orders, all shooting grounds are to be equipped with a comprehensive first aid kit which should be located in a conspicuous, easy-to-access position and have appropriate, clear signage.
- 32.21** Any shooters, volunteers or paid workers who are not Field & Game Australia members must sign the visitor's book for insurance purposes.
- 32.22** Dogs may be brought to the ground, but must be kept on a leash at all times. The safety of dogs brought to Field & Game Australia events is their owners' responsibility.
- 32.23** Referees for each squad should check that the shooting area at each stand is clear before allowing any targets to be thrown.

32.24 Alcohol is not to be consumed by any competitor until the competitor has finished shooting for the day, including any Shoot-offs, and their firearm(s) is safely stored away.

APPENDIX 1: CALCULATING HANDICAP

In handicap events, a shooter's handicap is added to their Off-the-Gun score for each 25-target round to obtain a final handicap score. Final handicap scores may not exceed the maximum score of 25 per round. Handicap is calculated based on each shooter's ability and has set score brackets, based on statistics and percentiles, for each handicap and grade.

Shooters competing for the first time will have their handicap calculated after they have completed their first event. This is done by dividing their total score by the number of rounds, and multiplying it by 10. The resulting total will place a new shooter in a grade and handicap as per Table 3: Handicap and Grade Calculation.

Table 3: Handicap and Grade Calculation

| 10 Round Total | Your Handicap | Your Grade |
|----------------|---------------|------------|
| 000-119 | 9 | C |
| 120-129 | 8 | C |
| 130-139 | 7 | C |
| 140-149 | 6 | B |
| 150-159 | 5 | B |
| 160-169 | 4 | B |
| 170-182 | 3 | A |
| 183-194 | 2 | A |
| 195-224 | 1 | AA |
| 225-250 | 0 | AA |

Example: Jo shoots 9, 15 and 14 in her first ASF event, giving her a total score of 38/75. $38 \div 3 \text{ rounds} = 12.6$. $12.6 \times 10 = 126$. This gives Jo a new grade and handicap of C8, so Jo is in C grade.

This partial handicap will be recalculated after every event until a total of 10 rounds (250 targets) has been completed. Once 10 rounds are shot, an official grade and handicap can be calculated and this grade and handicap will be applied for the next 10 rounds of shooting.

Example: Jo has gone to a few more events and has completed 10 rounds. The total number of targets she hit was 143. This places Jo in B grade with a handicap of 6, where she will stay until she completes another 10 rounds.

After another 10 rounds, shooters are to be re-graded and re-handicapped as per Table 3: Handicap and Grade Calculation.

CHANGING HANDICAP AND GRADE

A shooter's handicap and grade will change as their skills improve or decline.

If a shooter's skills (and scores) improve, their handicap will become lower. A shooter whose skills (or scores) have worsened, their handicap will become higher. Their grade will change according to the handicap they attain.

As a shooter's skills improve, they may lower their handicap any number of points at one time.

Example: Our shooter Jo had previously reached a grade and handicap of B6 after 10 rounds of shooting. Her next 10 rounds show a dramatic improvement, with a 10-round total of 187. This places Jo in A grade with her handicap jumping from 6 to 2.

If a shooter's skills worsen, however, their handicap can only increase by one point at a time, and their grade can only be reduced to the one lower than their highest grade attained.

Example: Jo has had a bad run while she's been shooting with her grade and handicap of A2, after another 10 rounds, she has a 10-round total of 162. This score places her in the B4 grade and handicap, but since her skills have worsened, not improved, she can drop down only one handicap point into A3.

If Jo's next 10 rounds show a similar score of 164 after being dropped down to A3, the next time she is graded and handicapped she will drop down to B4. As Jo has previously attained a grade and handicap of A2, if her skills continue to worsen, the lowest grade and handicap she is permitted to drop down to will be B6.

If a shooter believes they are unfairly handicapped and graded due to a change in ability (e.g. from age, illness or injury), they may submit a letter to the Field & Game Australia National Office detailing their circumstances and asking for their grade and handicap to be reviewed.



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