

# THE RULES OF AUSTRALIAN SIMULATED FIELD

(VERSION 1.3 - 9<sup>TH</sup> NOVEMBER 2004)

INCLUDES RULES FOR THE CONDUCT OF  
CLAY TARGET COMPETITIONS INCLUDING  
NATIONAL TITLES.

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# Rules of Shooting

## 1.0 General

1.1 Shooting shall take place in squads of a maximum of 6 shooters as drawn, with rotation of shooters at each stand. The second round shall begin with the squad rotating from the positions in which the first stand of the previous round was shot. Rotation means the first shooter will become the sixth shooter and the second shooter will become the first with the third shooter following and so on.

1.2 The shooter does not have the right to refuse a target unless he/she has not called for it. The referee alone shall decide if the trajectory of a target is regular or if it is a NO TARGET. If a shooter refuses a target but the Referee decides that there is no valid reason for a NO TARGET, then the target will be declared:

1.2.1 LOST for a single target

1.2.2 LOST and NO TARGET for a double on report

1.2.3 LOST and LOST for a Simultaneous Double

1.3 Under no circumstances once the referee has clearly declared a target to be a "NO TARGET", can it be fired at. The first time a shooter fires at a declared NO TARGET he/she will receive a warning; this will be noted on the score sheet with the initials "NT". On the second and subsequent occasions during the same round the target(s) will be declared

1.3.1 LOST for a single target.

1.3.2 LOST and NO TARGET for a double on report.

1.3.3 LOST and LOST for a simultaneous double.

1.4 The shooter will adopt the ready position, i.e. standing with both feet within the limits of the shooting stand, with the heel of the gun touching the body under a horizontal line marked on the shooters attire. **The shooter will maintain this position with the gun unshouldered until the target(s) have been released and sighted. (Ref. note below)**. The line will be indicated by a tape of contrasting colour fixed to the shooting attire by some permanent means, this line shall be located 25cms (9.85") below an imaginary line drawn over the top of the shoulders along their axis. When shooting, a contravention of Rule 1.4 will automatically result in a NO TARGET for the first instance; this should be noted on the score sheet with the initials "**SP**". On the second and subsequent occasion in the same round the Target will be scored LOST.

*NOTE. For sub-juniors and Ladies the Gun Mount position is optional i.e.; they may shoot "gun-up", or "gun-down". However, if they choose to shoot "gun-down" they must comply with rule 1.4*

1.5 The shooter must fire with his/her gun shouldered for all targets.

## 2.0 Targets

2.0.1 Permitted target sizes and types shall be; Standard Clay Target (108mm – 110mm diameter). Exotic Clay Target types are as follows;

Mini (60 - 75mm, depending on Manufacturer), Midi (90mm), 'Rabbit' and 'Battue' targets. Standard Clay Targets when presented as a 'Looper' may be considered to be 'exotic' when branches are constrained by ground or equipment from throwing the correct exotic target types (refer 23.4).

- 2.0.2 To qualify as a rabbit target, targets must be thrown from the trap to roll along the ground. If subsequently they bounce, they will be regarded as legal target (s)

NOTE: Rabbit targets may be used as aerial targets provided that they are presented 'face-on' to the shooter. Rabbit targets presented in this manner shall still be considered 'exotic', but not a 'rabbit' target for the purposes of rule 23.4.

- 2.0.3 Branch shoot organisers must ensure that all exotic target types are clearly described at each stand.

- 2.1 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. At normal monthly shoots a branch may elect to not throw sighter targets if the following squad arrives in time to see the target sequence. Targets will be shown only to the first shooter of each squad.
- 2.2 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 has the right to have the target(s) shown before continuing the round.
- 2.3 When target(s) are shown, no shooting, aiming or pretense of shooting at the target with the firearm is permitted.
- 2.4 If target(s) of a particular size, colour and type are no longer available it will be at the discretion of the Shoot Organisers to authorise use of targets of another colour, size or type other than those target(s) thrown previously, provided the same degree of difficulty is maintained. Any such change must be noted on the shooting stand menu/target board.

**Note:** Shoot organisers should make sure there are adequate supplies of the various target requirements so that the above, (*Rule 2.4*) does not occur.

- 2.5 During competitions, shooting will be in rounds of 25 targets. However, the shoot organisers may change this if it is judged necessary eg. 75 target events where targets are shot in a 37/38 target sequence. When this occurs events must still be scored in rounds of 25 and ground setting rules must still be observed for each 25 targets shot. If competition is shot in rounds other than 25 the second round for the purposes of rule 1.1 will be the second round shot not the second round scored.

### 3.0 Shooter Responsibilities

- 3.0.1 All competitors must possess a firearm licence for the category and type of shotgun they use.

3.0.2 In some states of Australia, a new shooter may shoot under the direct supervision of a licensed shooter (*refer to the relevant state's firearm licensing regulations*)

3.1 Shooters must take all measures in order to be at the shooting stand at the correct time. If a shooter is not present when his/her name is called, the referee must call loudly the name of the shooter three times during the period of one minute. If the shooter arrives before his squad has completed shooting the first stand the shooter will be allowed to shoot the stand but will not be shown the targets. If he/she has failed to join the squad before shooting at the first stand is completed, those targets not fired at, both singles and doubles will be scored LOST. If the shooter joins the squad at one of the following stands no score will be entered for the targets not shot at the previous stands pending a Jury decision on any appeal lodged. (*see rule 13.3*) Should the Jury reject the appeal all targets not shot at the previous stands will be scored LOST.

3.1.1 In no circumstances may the shooter shoot this course in another squad unless authorized by the Jury.

3.2 If the shooter believes that he/she has a valid reason for being late, he/she must put his case to the Jury and:

3.2.1 May join his squad if it is in the process of shooting

3.2.2 May shoot the targets not previously shot in another squad but only if the Jury authorises him/her to do so

3.2.3 Must abide by the Jury's decision.

3.3 If the shooter does not shoot in his/her proper turn he/she will receive a WARNING which will be noted on the score sheet with the letters "OT". On the second and subsequent occasion in the same round, the target(s) will be declared:

3.3.1 LOST for a single target

3.3.2 LOST and NO TARGET for a double on report

3.3.3 LOST and LOST for a simultaneous

3.4 On leaving each stand the shooter must check that his/her correct score is recorded on the score card (*Referees must call the result of each shot*). If the shooter contests the result, he/she must inform the Referee immediately. The Referee may seek information and advice before making his/her final decision, however, the final decision rests with the Referee. (*Refer also to section 7.0 – Referees*)

#### **4.0 Firearms (Shotguns)**

4.1 All shotguns, including 'magazine-fed' types are permitted providing they are not chambered for cartridges larger than 12 gauge, and have a minimum barrel length of 66cms.

4.2 All guns, even when unloaded, must be handled with the greatest care at all times.

4.3 Guns must be carried unloaded and broken (double barrel) or unloaded (magazine fed) and may be carried in a gun slip / gun bag. If a gun slip / gun bag is used the following conditions must be observed:

- 4.3.1 A proper gun slip/ gun bag may be used. The gun slip/ gun bag must have a shoulder strap and be carried in a vertical position.
- 4.3.2 The following procedures must be followed when removing a gun from a slip or returning it to a slip.

Taking a double barrel gun from a slip:

- Take hold of the grip, finger off the trigger
- Remove shot gun from the slip vertically with muzzles pointed to the ground.
- Open the gun and discard the slip
- In the case of a slip with a rear opening only, hold slip up with muzzles pointed skyward and withdraw gun, whilst gun is still vertical, break open action.
- Discard slip

Putting a double barrel gun into a slip:

- With gun open and finger off trigger, put gun into slip, barrels first up to the hinge pin with muzzles pointing to the ground.
- Check gun is empty
- Close gun and push rest of gun into slip
- Secure gun in slip

Taking a 'magazine-fed' gun from a slip:

- Take hold of grip, finger off the trigger
- Remove the shotgun from the slip vertically until the breech is exposed
- Check breech is open and remove the gun from the slip. Hold the gun vertically and discard the slip. (*Breech must be open while in the slip unless a safety flag is inserted.*)
- Hold the gun upright (*breech outward*) and leave breech open or safety flag in until ready to shoot.

Putting a 'magazine-fed' gun into a slip:

- Check gun is empty breech open or safety flag in, finger off the trigger and put into slip.

- 4.4 Straps or slings on guns are forbidden.
- 4.5 Complete or partial changing of a shotgun, interchangeable choke or barrel may be allowed, however once the shooter is on the shooting stand he/she will not be allowed to carry out any such changes. An exception to this rule is that the first shooter, after looking at sighter targets, may change or alter his/her gun.
- 4.6 In the case of a gun or cartridge malfunction verified by the Referee, the shooter will only have the right to a new target twice during the same round. On the third and subsequent malfunction the target(s) will be considered;
- 4.6.1 LOST for a single target

4.6.2 LOST and NO TARGET for a double on report

4.6.3 LOST and LOST for a simultaneous

Note: in the case of mechanical or double triggers and where there has been a malfunction after one shot has been fired the shooters will not be allowed a further shot but any targets hit will be scored.

- 4.7 Following the decision of the Referee, the shooter will have the right to continue with his/her squad on condition that he/she obtains another shotgun without delay. If this is not possible he/she must leave his/her place in the squad and shoot his/her remaining targets when there is a free place in another squad and provided the Jury has given their permission. If the gun is repaired before the sequence on that stand is finished by his/her squad, the shooter may with the Referees permission retake his/her place in the squad. All malfunctions should be noted on the score sheet with the letter "M".
- 4.8 Should both barrels fire simultaneously (*double discharge*) due to a gun malfunction and not being the shooter's fault, the target(s), whether it is a single target or the first target of a double, it will be declared NO TARGET(s) with no score established.

## 5.0 Ammunition

- 5.1 The cartridge shot load must not exceed 36 gram. The shot will be SPHERICAL and of diameter between 2.0 and 2.5 mm. Plus or minus 5%. (*Australian Sizes 9 – 7*).
- 5.2 Reloaded cartridges are permitted.
- 5.3 Two cartridges may be used on each single target, but the shooter will only be allowed two cartridges for each double.
- 5.4 Guns must only be loaded with a maximum of two cartridges and not be reloaded while the shooter is in the process of shooting at the target (s).
- 5.5 The Referee may at any time that is not critical, remove unfired cartridges from a shooter's gun for examination by the Jury.

## 6.0 Shooter Conduct and Dress

- 6.1 Participants in competitions must be reasonably attired and Branches should make every effort to ensure that shooters and spectators are equipped with suitable protection for eyes, ears and feet. Branches, shooters and spectators should be aware that an injury (*including damage to sight or hearing*) may not be covered by insurance if suitable protective equipment was not being worn.
- 6.2 It is forbidden to aim or shoot at another shooter's targets.
- 6.3 It is forbidden to aim or shoot intentionally at wildlife.
- 6.4 No pretense of shooting with a firearm is permitted at targets thrown, either on or off the shooting stand.
- 6.5 If a shooter on the shooting stand, before saying READY makes a pretense of shooting, or involuntarily fires a shot, the Referee will issue a WARNING to the shooter which will be noted on the score sheet with a "W" by the Referee.

On the second and subsequent occasions during the same round the NEXT TARGET HIT BY THE SHOOTER will be scored LOST.

- 6.6 When his/her name is called, the shooter must be ready to shoot immediately and must have with him sufficient ammunition and equipment for the round.
- 6.7 The shooter is allowed to load his/her gun only when he/she has taken his/her place on the stand, his/her gun always pointing down the range and only when the Referee has authorised him/her to start shooting.
- 6.8 The shooter must not turn around or leave the shooting stand before he/she has broken his/her gun and removed the cartridges from the chambers, whether they have been fired or not.
- 6.9 When the targets are being shown or when shooting is temporarily interrupted, the shooter must open and unload his/her gun. It shall only be reloaded and closed when authorised by the Referee.
- 6.10 In the case of a misfire or any other malfunction of the gun or ammunition, the shooter must remain in his/her place without touching the safety catch and with the gun unopened and pointing safely down range until the Referee has examined the gun.
- 6.11 If a member of the Jury observes anything, which is not according to the rules, he/she must inform the Referee. If the Referee is unable to take the immediate necessary action, he/she must inform shoot management or Jury as soon as possible.
- 6.12 Shooting must proceed without interruption, shooters only being allowed to pronounce the necessary words of command, either READY, PULL, GO, or another command and to answer the Referee's questions.
- 6.13 Shooters must respect the right of other competitors to compete without undue distraction. Shooters and spectators should avoid unnecessary conversation or comment while a shooter is on the stand.

## 7.0 Referees

- 7.1 The Referees must ensure order and proper conduct on the shooting stand during the competition and also during the shoot-off(s).
- 7.2 The Referee alone shall make decisions although he/she may seek information or advice. If a shooter disagrees with a decision of the Referee he/she must make an appeal immediately while still on the shooting stand (see Rule 25) by indicating to the referee that they wish to PROTEST or APPEAL. The Referee must then suspend the shooting to make his/her final decision.
- 7.3 The shooter may appeal against the Referee's decision. This appeal must be made to the Jury when one is appointed otherwise to the shoot organiser. The appeal must be accompanied by the appropriate fee in operation on the day of the competition which will be returned only if the appeal is upheld. If the Jury finds the appeal justified, it may give instructions to the Referee concerning future judgments or name a new Referee or, finally, alter the Referee's decision. **Under no circumstances will this decision concern whether a target was hit or missed, or if it was defective.**

In these cases, no appeal can be made against the Referee's decision. However, a shooter can lodge an appeal against a Referee's decision providing the nature of the appeal does not relate to the underlined exclusions above. There is no limit to the number of appeals a shooter can make, but all appeals should be noted on the score sheet with the letter "A".

- 7.4 The target must be thrown within 0 to 3 seconds after the shooter has passed on their command to the Referee. The Referee is not obliged to inform the shooter if, prior to the target release, the shooter appears to be addressing the incorrect trap.
- 7.5 In exceptional circumstances, the Referee may suspend the shooting if there is sudden heavy rain or a violent storm, which appears to be of short duration. However, he/she must inform the Jury if it looks likely that this interruption will be lengthy.
- 7.6 Under no circumstances is it permitted for a shooter to pick up a target to see if it has been hit.
- 7.7 For the benefit of both shooters and scorers Referees must call the result of each shot.

## 8.0 Single Targets

- 8.1 The target is declared ONE (*HIT*) If it has been thrown and the shooter has fired according to the rules and when at least one visible piece of it is broken off or it is totally or partially pulverized. This applies equally to FLASH targets.
- 8.2 The target is declared LOST (*MISSED*):
  - 8.2.1 If it is not hit, and no piece is broken off or if only dust comes off (dusted target) or if the target is only deflected.
  - 8.2.2 If the shooter is unable to fire because he/she has not taken the safety catch off, has forgotten to load or cock the gun, if the gun has not been sufficiently opened or closed or if the shooter has forgotten to take the necessary measures to load the cartridge into the chamber when he/she is using a magazine fed gun.
  - 8.2.3 If the shooter has had three malfunctions of the gun or cartridge during the same round.
  - 8.2.4 If the shooter is unable to fire his/her SECOND shot having not loaded the second cartridge or he/she has not cancelled the locking device of the loading chamber in a magazine fed gun or for any shooter related error the target(s) will be LOST. Should the gun fail due to the safety engaging due to recoil from the first shot or if the gun opens or empties due to the recoil of the first shot and the referee is satisfied that it was a firearm failure and not shooter error then this will be considered a malfunction and noted or marked with a "M" (See Rule 4.6).
  - 8.2.5 If the second shot cannot be fired because the shooter, using a single trigger gun, has not released the trigger sufficiently to reset the trigger after having fired the first shot.

- 8.2.6 If the shooter, in case of a malfunction opens the gun himself/herself or touches the safety catch before the Referee has examined the gun.
- 8.3 NO TARGET – Single
- A single target will be declared NO TARGET and a new target will be thrown, whether the shooter has fired or not:
- 8.3.1 If the target is thrown broken or if it hits an obstruction not in accordance with the course design of the shoot organisers, or in the case of National Titles of the technical committee, before the shooter has had time to fire his first or second shot.
- 8.3.2 When a target has been missed with the first shot and breaks before the second shot is fired, and before reaching its intended destination, a new target will then be thrown. The shooter must direct the first shot towards the target and the result of the second shot will then be scored. If the shooter hits the repeat target with the first shot it will be scored LOST.
- 8.3.3 If the target is thrown from the wrong trap.
- 8.3.4 If for a single target two targets are thrown from traps on the same shooting stand.
- 8.3.5 If the target is definitely of another colour, size or type than those thrown previously for the same target.
- 8.4 If the target is thrown before the shooter has called for the target to be released.
- 8.5 If the target is thrown after a delay of more than three seconds after the shooter's command to the Referee.
- 8.6 If the trajectory is judged to be irregular by the Referee.
- 8.7 If the shooter misses with the first shot and then has a malfunction of the gun or cartridge which prevents him/her firing a second shot, a new target will then be thrown and the shooter must direct the first shot towards the target but must not hit it. If the shooter hits the repeat target with the first shot it will be scored LOST. This rule also applies to a magazine fed shotgun when the ejection of the first cartridge impedes the loading of the second cartridge. (*Refer rule 4.6, 4.7 if third malfunction in a round*).
- 8.8 If in the opinion of the Referee the shooter has been clearly disturbed the referee may also declare the target a NO TARGET.
- 8.9 If another competitor shoots at the same target.
- 8.10 If for any reason, the Referee cannot decide if a target has been hit or missed.
- 8.11 All targets NOT declared NO TARGET by the Referee, must be shot at. However the Referee may declare NO TARGET(S) after the target(s) have been shot at (e.g.) in the case of a fast or slow pull or irregular trajectory.

- 8.12 If the shooter has a malfunction of gun or cartridge on the first shot (*which is not attributable to the shooter*) and provided that the shooter does not fire his/her second shot. If he/she fires the second shot, the result of that shot will be scored.
- 8.13 In the case of a malfunction of the gun or cartridge, not being attributable to the shooter, the target will be declared NO TARGET and a new target will be thrown. On the third and subsequent malfunction of gun or cartridges in the same round (*whether the shooter has changed his gun or not*) the target will be declared LOST (*Refer rule 4.6, 4.7*)
- 8.14 NO TARGET(S) shall be declared if the shooter, while on the shooting stand fires his / her gun involuntarily whether while loading or because of any other occurrence before calling ready. This rule shall also apply to simultaneous and report pairs. No scores shall be determined for both targets.

## 9.0 Doubles on Report

9.1 Definition - Doubles on Report are defined as two targets thrown from either one or two traps with the Referee to signal for the second target immediately on the report of the first shot: the second target then being thrown within a period of 0 to 3 seconds after the first target has been shot at.

9.2 NO TARGET - DOUBLE ON REPORT.

NO TARGET will be declared

9.2.1 The double will be declared NO TARGET and the shooter will be asked to shoot a second double to determine the scores of BOTH shots if:

- a) If two Targets are thrown simultaneously.
- b) If both barrels fire simultaneously (*Double Discharge*) due to a gun malfunction, even if the first target is hit.
- c) If the shooter while on the shooting stand fires his/her gun involuntarily, whether while loading or because of any other occurrence before calling ready

9.2.2 In a Double on Report the second target will be declared NO TARGET

- a) If a shooter, without legitimate reason, does not fire at his/her first target and the second target cannot be thrown (*because there is no first shot*); the double will then be declared LOST/NO TARGET
- b) If a malfunction of the gun or cartridge prevents the shooter from shooting his/her first target. (*Refer rules 4.6 & 4.7*)

9.2.3 Under these rules, relating to the number of malfunctions permitted, the first target will be scored ONE or LOST as the case maybe and a repeat double will be thrown to determine the result of the second shot.

- a) If the second target is not thrown from the correct trap.
- b) If the first target is regular and the second target is irregular.
- c) If the second target has not been released within three seconds of the report.
- d) If the shooter missed the first target and this target collides with the second target before the shooter has fired the second shot.
- e) If fragments of the first target break the second target before the shooter has fired the second shot.
- f) If the second shot cannot be fired because of a malfunction of the gun or cartridge. (*Refer Rules 4.6 & 4.7*)

NOTE: In each case (9.2.2 a-b) where the second target of a Double on Report is declared a NO TARGET, the result of the first target will be declared ONE or LOST, as the case may be and the shooter will be asked to shoot a second double to determine the score of the second shot only.

9.3 The rules 8.0 to 8.14 are also applicable to doubles on report.

## 10.0 Scoring Doubles on Report

- 10.1 If the shooter, without legitimate reason, does not shoot at the second target of a legal double, the result of the first target shall be recorded and the second declared LOST.
- 10.2 If the shooter, without legitimate reason, does not shoot at a regular double the two targets will be declared LOST e.g. if subsequent to the situation as described in (*Rule 9.2.1*) a shooter does not see or refuses the second of a repeat double on report.
- 10.3 The target will be declared LOST on the third malfunction of the gun or cartridge in the same round (*Rule 4.6 & 4.7*).
  - 10.3.1 Doubles on report shall be scored as they are shot. That is; ONE & ONE, ONE & LOST, LOST & ONE or LOST & LOST as the case may be.
- 10.4 When a shooter fires both shots at the first target of a double on report. The result for the first target shall be scored ONE or LOST as the case maybe, and the second target shall be declared LOST.
- 10.5 If the shooter misses the first target but subsequently both targets are broken by the second shot they are scored ONE and ONE.

## 11.0 Simultaneous Doubles

- 11.1 Definition - Simultaneous Doubles are defined as two targets thrown simultaneously by one or two traps as per the following criteria;

- 11.2 If launched from two traps, Simultaneous Doubles must be launched from automatic traps wired to one release button.
- 11.3 A Simultaneous Pair can present to the shooter from different directions or as a trailing pair depending on trap placement, but they are still a simultaneous pair providing they were launched at the same time.
- 11.4 The Simultaneous Double will be declared NO TARGET(S) and the shooter will be asked to shoot a second double to determine the results of both shots:
- 11.4.1 If any situation covered by rules 4.6 to 4.8 (*malfunctions*) or 8.3 to 8.14 (*single target*) can be applied to either target.
- 11.4.2 If the targets collide, whether they have been fired at or not.

## 12.0 Scoring Simultaneous Doubles

- 12.1 In a Simultaneous Double NO SCORE shall be recorded if either target has been declared NO TARGET.
- 12.2 If both targets are broken by a single shot being either first or second shot they are scored ONE and ONE.
- 12.3 **Where two targets are thrown as a simultaneous pair and a shooter misses with his/her first shot and hits one target with his/her second shot this is to be scored ONE and LOST. Note: If not scored this way, it can result in the incorrect determination of a handicap event.**
- 12.4 The targets may be shot in any order. Two shots may be fired at the same target.

## 13.0 Penalties

- 13.1 All shooters are required to acquaint themselves with the current rules as outlined in this document "The Rules of Australian Simulated Field". By taking part in competitions, they accept any penalties and other consequences resulting from violation of the rules and orders of the Referee.
- 13.2 Deliberate violation of the rules will, in the first place, incur a warning from the Referee or Jury. In subsequent cases of further or more serious offenses, the Jury may penalize the shooter with a LOST target and, in more serious cases exclude him/her from the round and/or competition.
- 13.3 In the case of a Jury being aware that the competitor has intentionally delayed the shooting or that he/she has acted in a dishonorable manner, it may give him/her a warning or penalize him/her one target or disqualify him/her from the competition.

## 14.0 Shoot-offs and Count-Backs

- 14.1 In the case of a shoot-off, if time permits, a new course of 9 previously un-presented targets may be set up by the Jury or organising committee. Should time or conditions not permit the Jury or organising committee may elect to use a count-back.

- 14.2 Shoot-offs will take place over a minimum round of 9 targets over 2 stands. If a result has still not been established, the shooters will shoot a second round, until the winner and place getters are established (*Refer Rule 14.4*).
- 14.3 Shooters not present at the start of the shoot-off will forfeit their position.
- 14.4 The shoot organising committee will conduct shoot-offs at stands of their choice. In this case, shoot-offs will be over set numbers of targets (*minimum of 9 over 2 stands*) until a result is reached. Shoot-offs are not to be on a "miss and out" basis. Regardless of the duration of a shoot-off it will be considered as a round in respect of any application of the rules. Scores in shoot-offs must not be entered on score cards.
- 14.4.1 In a handicap event, the shooters handicap is added to the shooters score 'off the gun' for each 25 target round. The artificial score thus obtained is used to establish placings. There will be no 'shoot-offs'. If two or more shooters are tied a count-back will be applied.
- 14.5 At all handicap competitions a draw will be conducted by the Technical Committee or Organising Committee to determine, in what ground / round order, count-back scores will be determined.
- 14.6 Firstly, precedence is given to the shooter with the highest score for the round first drawn. If there is still a tie the next round drawn is considered and so on. If after considering all of the competition rounds in the order drawn there is still a tie, then a count-back is carried out commencing with the last target of the first round drawn. Precedence is given to the shooter who is the last to record a LOST target. This procedure continues back through the scores of the various rounds in the order drawn until the tie is broken.
- 14.7 Finally a decision may be reached by toss of a coin.
- 14.8 In a handicap event, the shooters handicap (*or multiple thereof*) is added to the shooters score "off the gun". The artificial score thus obtained is used to establish placings. There will be no "shoot-offs". If two or more shooters are tied a count-back will be used.
- 14.9 If in a team event two or more teams are tied, placings will be decided as follows:
- 14.9.1 High Gun team event SHOOT-OFF as per rule 14.1  
14.9.2 Handicap team event COUNT-BACK as per rule 14.5 to 14.7.
- 14.10 In any handicap team event the shooter's actual handicap value must be used to determine the final scores. The use of rounded of or averaged handicaps, or set amounts for any grade or category will not be permitted.

## **15.0 Safety (Refer also to Ground Setting 23.0)**

- 15.1 Every branch operating a shooting range shall 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 voluntary workers, competitors, and spectators. The safety officer and the team under his direction should remain vigilant throughout the event to any situations that could present as

potential safety risks and act immediately to ensure that safety standards are maintained.

## **16.0 Trapper Safety**

- 16.1 All trap houses must be equipped with a red flag. The flag must be located in a prominent position within the trap house, and must be used by the trapper prior to he/she leaving the trap house. The trap house must be constructed so that the trapper enters or leaves the trap house under protection of the red flag. The trapper must wait until the all clear is given before leaving the safety of the trap house.
- 16.2 All trappers must be adequately protected from shot, muzzle blast, trap operations, etc. and also be issued with adequate eye, ear and hand protection.
- 16.3 Where traps are located on towers, a ladder must be provided on the tower and a safe means of hauling up targets or other equipment must also be provided. Safety railings must be provided on the platforms and ladders.
- 16.4 Where there is a possibility of the shooter pointing their gun at the trap house and this cannot be restricted by safety cages or other barriers, an impenetrable barrier between the shooter and the trap must be provided.
- 16.5 Only one trapper is allowed at each trap while shooting is in progress.
- 16.6 All traps must be fitted with safety guard.

## **17.0 Shooter Safety**

- 17.1 The shooter must remove all cartridges from the gun immediately upon the red flag signal from the trap house.
- 17.2 Novice shooters must be accompanied by an experienced adult shooter until they are familiar with ground safety procedures.
- 17.3 Junior and sub-junior shooters must always be accompanied by an adult shooter.
- 17.4 Where a shooter is required to change shooting stands the gun must be opened and unloaded when moving between stands.
- 17.5 Retrieving of spent cartridges is not permitted until all members of the squad have finished shooting and there is no risk of interference with following squads.
- 17.6 All safety requirements also apply to "practice traps".

## **18.0 General Safety**

- 18.1 The host Branch will ensure that shoot safety arrangements conform to FGA Ground Safety and Police Range Safety Standards
- 18.2 For events conducted under the authority of the FGA Board an Ambulance or accredited first aid personnel is to be present for the duration of the event. An appropriate on-ground facility, either tent or caravan should also be provided.

- 18.3 All shooting grounds are to be equipped with a well stocked first aid kit, located in a conspicuous position and appropriate signage with the names and phone numbers of the nearest two doctors, attached to it, together with the location of the nearest phone, as per range orders.
- 18.4 All paid help, e.g. trappers etc., must be covered by a current workers compensation insurance policy and the Association's Public Liability Insurance Policy.
- 18.5 All non Field and Game member shooters and workers must sign the visitor's book for insurance purposes.
- 18.6 Dogs may be brought to the ground, but must be kept on a leash at all times.
- 18.7 The Referee for each squad should check that the shooting area at each stand is clear before allowing the targets to be thrown.
- 18.8 Alcohol is not to be consumed by, a competitor until the competitor has fired his/her last shot for the day and the firearm is safely stored away.

## 19.0 Handicap Cards

- 19.1 All FGA shooters must carry an Australian Simulated Field Handicap Card, **which must be presented to the shoot management prior to competing.** Proof of current membership must also be carried and produced on request.
- 19.2 The Shoot Management representative will record on the handicap card the date, the scores shot, the name of Branch, then initial the card and return it to the shooter at the completion of the shoot.
- 19.3 It is the shooter's responsibility to ensure that the handicap card is maintained with all scores shot and correct handicap calculation.
- 19.4 All scores will be used to calculate handicaps, including "Birds-Only".
- 19.5 If a shooter loses a handicap card a replacement card must be obtained through the Branch of membership. Before issuing the handicap card, the shoot secretary will record the shooter's handicap, if known.
- 19.6 A shooter who wishes to nominate in a competition event, and is unable to present his/her handicap card must shoot for Targets Only (*Birds- Only*). It is the shooters responsibility to ensure that the scores shot are entered on his handicap card as soon as possible after the event.

## 20.0 Handicap Calculation and Scoring

- 20.1 Shooters are required to be re-graded and re-handicapped every ten rounds (*250 targets*). If a shooter has competed in AA grade he or she can never go back to B grade. If a shooter has competed in A grade he or she can never go back to C grade. A shooter handicap is not allowed to increase by more than one point at revision, but may reduce (*any number of points*) straight away, based on performance.
- 20.2 A new shooter competing in their first event, will arrive at his or her handicap by shooting one round of 25 targets, and multiplying the score by ten, this will

then convert to his or her handicap (*as per table below*). This will be the shooters handicap for this first event. After completion of this first event the shooter is re-handicapped as follows; the total score shot is divided by the number of rounds, then multiplied by ten, convert this figure to the new handicap (*as per table below*). This is repeated after every event until a total of ten rounds has been completed. The handicap arrived at after ten rounds (*250 targets*) will then remain the handicap for the next 250 Targets.

### 20.3 Handicap & Gradings.

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

*NOTE: A shooter who believes he/she is unfairly handicapped due to a change in circumstances(disability, injury, eyesight, etc.) may make application to the Association to have his/her handicap reviewed.*

### 20.4 Shooter Categories shall be:

- Open
- Veterans - 60 Years and over from date of birth\*\*
- Junior - Under 18 years of age\*\*
- Sub-Junior - Under 15 years of age\*\*
- Ladies

\*\*Age to be calculated as at the date of competition.

## 21.0 Scoring

All scores will be recorded in the following method.

Shooter	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
George	1	2	3	4	x	5	6	7	x	8	9	x	10	x	11	12	13	14	x	15	16	17	18	19	20	20
Fred	1	x	2	3	4	x	5	6	x	7	8	x	x	9	10	11	x	12	13	14	15	x	x	16	17	17
Wally	x	x	1	x	2	x	x	3	x	x	4	5	x	x	6	x	7	x	x	8	x	9	x	10	x	10

21.1 When applicable, the following warning notation codes should be clearly marked on score sheets:

<b>Score sheet notation code</b>	<b>Reason</b>	<b>Refer rule:</b>
<b>“M”</b>	Warning – ‘malfunction’ of firearm or cartridge	4.7, 8.2.4, 9.2.3, 10.3
<b>“SP”</b>	Warning – ‘shoot position’, refers to incorrect gun mount	1.4
<b>“OT”</b>	Warning - for shooting ‘out of turn’	3.3
<b>“NT”</b>	Warning - for firing at a ‘No Target’	1.3
<b>“W”</b>	Warning - for pretense of shooting before calling for target	6.5
<b>“A”</b>	Notes ‘appeal’ against referees decision pending	7.3

**NOTE FOR REFEREES**

Where two targets are thrown as a simultaneous pair and a shooter misses with his first shot and hits with his second shot this is to be scored ONE and LOST. The reason being that targets hit are counted, not shots fired.

**22.0 Shoot Administration**

22.1 The host Branch is responsible for the administration of nominations. The duties of the shoot administration include:

- 22.1.1 Accepting and checking handicap cards.
- 22.1.2 Sending out squads at allocated times.
- 22.1.3 Maintaining score boards.
- 22.1.4 Recording scores on handicap cards.

22.2 Where applicable and for all National Title events, the Host Branch will provide a liaison person for contact with the National Office.

**23.0 Ground Setting**

23.1 Grounds should be set with the following points in mind;

- All targets should be within the effective range of a 12 gauge shotgun, when loaded with the maximum permissible load/shot size.
- A shooter must be able to fire two shots at each double barrel target.
- Every attempt should be made to avoid setting targets that end their flight behind an obstacle as this creates problems for shooters and Referees.
- Always set targets so they are clearly visible against the background.
- Do not position shooting stands so that they handicap short or tall persons.
- Shooting stand position should suit both left and right handed shooters.
- Avoid edge-on rabbit targets.
- Avoid targets that can only be shot at the end of their trajectory as wind can drastically affect such targets, especially battues.
- Avoid setting more than one very difficult target per stand.

23.2 Grounds will consist of layouts with six to nine stations per layout. There must be 7 pairs of targets maximum per layout. As a general guideline Branches should aim to present a wide range of targets.

- 23.3 **Under no circumstances should target trajectories be such that targets or fragments present a danger to shooters or spectators. Incoming targets in particular must be set so that targets and fragments will fall well clear of all participants.**
- 23.4 Grounds must include 8 exotic targets. The mix of 8 exotic targets per ground should ideally be 2 each of the following 4 target types: battues, rabbits, midis, and minis. If trap or ground restrictions make this preferred mix impossible, Branches may consider an alternative mix of exotic targets as long as no more than three of any one type is used. In this situation Branches may also consider the use of standard targets presented as a looper, however, once again, no more than three of these targets may be used (*refer Rule 2.0.1*).
- 23.5 Walk ups and seated stands are not permitted.
- 23.6 Consideration should be given to sun position throughout the event.
- 23.7 Trajectory of targets to be marked to enable resetting of traps to original position if necessary by ground administrator.

## **24.0 Traps**

- 24.1 All traps used must be in first class order and of sufficient power to throw the targets required at each station.
- 24.2 All traps should be positioned to enable servicing without disrupting shooting on other stands
- 24.3 Safety guards **MUST** be fitted to all traps.

## **25.0 Stands**

- 25.1 Shooting stands must be 1 metre square or diameter.
- 25.2 Where safety dictates cages and/or a barrier to limit gun swing should be provided. Barriers should be made of a suitable material (e.g. timber, polythene pipe).
- 25.3 Sufficient moveable stands should be available to those setting the range. The use of cages, when available, is preferred.

## **26.0 Trappers**

- 26.1 Trappers must be fully trained in the safe use of traps and safety procedures (*refer to the FGA Trapper Training Manual*).
- 26.2 Trappers must be able to follow the target program for that station. Host Branches should consider providing trappers with written instructions on target sequence.
- 26.3 Trappers must be supplied with eye, ear and hand protection.

## **27.0 Squads**

27.1 For all events, squads will consist of up to six shooters.

27.2 After close of nominations a Referee should be allocated to each squad.

## **Administration of National Title Events**

### **Disclaimer**

*A Jury shall be appointed by Field and Game Australia (FGA) Board and will, and may, rule on any aspect of a competition and its rules and conduct at any time over the duration of the competition. The Jury may make any changes to the rules and conditions of the competition as it sees fit. The Jury may disqualify any person for any contravention of the rules or for any conduct it may deem to be unsporting, unethical or not in the manner that an FGA member should conduct themselves.*

*The Field and Game Australia Inc. Board of Management reserves the right to alter rules in relation to the conduct of all association sanctioned events without prior written notice to its members*

### **1.0 Adjudication of State and National Competitions**

1.1 For all Championship events the Board of Field and Game Australia (*the Board*) will appoint a Jury consisting of four (4) persons one of whom will be a representative of the host Branch.

1.2 The Jury can only make valid decisions in the presence of its chairman or in his/her absence, a majority of the members of the Jury. In the case of equal votes the Jury Chairman has the casting vote.

1.3 In urgent cases, (*e.g. possible suspension of shooting*) if the Chairman cannot be present, any two members of the Jury may make a decision with the agreement of the Referee.

1.4 The role of the Jury will be:

1.4.1 To verify, before the shooting begins, that the course conforms to regulations and that the preparatory arrangements are suitable and correct.

1.4.2 To appoint a Technical Committee whose responsibility shall be to set the various trajectories, the location of the shooting stands, and the choice and speed of the targets which will be shot during the event.

1.4.3 To ensure that no practice is permitted before the start of events over the courses set by the Technical Committee.

1.4.4 To ensure that, during the shooting, the rules are adhered to and to check firearms, ammunition and targets by tests as required.

1.4.5 To make necessary decisions in cases of technical defects if these have not been resolved by the Referee.

1.4.6 To deal with protests.

- 1.4.7 To make decisions regarding penalties to be imposed on a shooter who does not adhere to the rules or behaves in an unsportsmanlike manner.
- 1.4.8 To ensure that there is always at least two members of the Jury present at the shooting range.
- 1.5 An Appeal Jury will also be appointed by the Board for each Championship event.
- 1.6 In the case of a decision of the Jury being disputed by a shooter, it may be referred to the Appeal Jury. This Appeal Jury will consist of a chairman (*The National President or his nominee*) and three other persons. This Appeal Jury will be formed at the same time as the Jury. No person appointed to the Jury may be a member of the Appeals Jury.

## **2.0 Nominations**

- 2.1 Nominations and other relevant details will be set each year by the National Board.
- 2.2 Nominations are to be set for the following
- Graded
  - Veterans (Pensioners, 60 years and over) Proof of age required.
  - Ladies
  - Juniors under 18 years. Proof of age required.
  - Sub-Juniors under 15 years. Proof of age required.
- 2.3 Nominations to be by post only, and should reach National office by the closing date nominated on the entry form.
- 2.4 Late entries may be accepted at the discretion of the shoot organizers.
- 2.5 No entries on the day will be accepted unless otherwise determined by the shoot organizers.
- 2.6 Shooters who have nominated will be entitled to a full refund if they are unable to attend.
- 2.7 All nominations are to be received at the National Office
- 2.8 All competitors who send in a stamped self-addressed envelope will be advised of their squad number and the time they are required to be at the range, on the first shooting stand ready to commence competition.

## **3.0 Shooting to Commence**

- 3.1 Squads to be timed to begin shooting at a start time and at intervals to be determined by the Technical or Organising Committee on the day and in accordance with competitor numbers. These will be advertised as necessary.

## **4.0 Other Requirements**

- 4.1 It is recommended that a stable power supply (50MHZ constant) be available, for the computer used for the event, that protection be made available from a surge of electricity (UPS power supply) - especially from generator power. *(seek advice from National Office).*

## **5.0 Referees**

- 5.1 Referees will be chosen from the nominations for the event.
- 5.2 A Referee will be nominated in each squad.
- 5.3 Squad Referee does not necessarily referee and score each target. He / she is responsible to see that the squad shoots in the correct order and ultimately is responsible for decisions relating to the rules of shooting.

## **6.0 Jury**

- 6.1 A four person jury will be selected by the National Board. An additional four (4) members are to be appointed to the Appeals Jury. No person on the 'Appeals Jury' can sit on the 'Jury'.
- 6.2 The Board will appoint Chairman to both juries.
- 6.3 A list of jury members is to be displayed prominently.

## **7.0 Shoot-offs**

- 7.1 Saturday and Overall Championships - Shoot-offs for first, second and third for all grades and categories are to be conducted on a minimum of two stands - nine targets.
- 7.2 Sunday Handicap event - All places in Top 20 are to be determined by a count-back, except for the High Gun winner which will be determined by a shoot-off on a minimum of two stands – nine targets.
- 7.3 The event manager will nominate the ground sequence for count-backs prior to the start of the event. This nominated count-back sequence is to be displayed at nominations office.

## **8.0 Traps - Requirements**

- 8.1 Host Branches should provide at least two trap mechanics and at least two additional Branch members for the final setting of the ranges prior to the event.
- 8.2 A spare trap of each type used for each ground must be available.
- 8.3 A sufficient number of spare parts, including springs, plates, buzzers, leads etc., should be available as well as any equipment required to quickly repair any breakdowns.
- 8.4 Portable trap bases & stands for quick and easy relocation must also be available.
- 8.5 At least one trap mechanic is to be available for each ground during the event.

- 8.6 Any trapper that cannot be contacted without disrupting shooting on other stands, or cannot be contacted by voice must be equipped with a communication system (*Intercom/radio*).

## **9.0 Presentations**

*Note: the following may be altered from time to time and at the discretion of the Board.*

- 9.1 Saturday's trophies are to be presented after the event on Saturday if time permits.
- 9.2 Local sponsors and special guests can be present and take part in the presentations on either day provided this does not cause too long a delay in the presentations.
- 9.3 Sunday's trophies and the Overall trophies are to be presented on Sunday as soon as practicable after the conclusion of Sunday's events to enable competitors to leave for home at a reasonable time.