



**SPORTING SHOOTERS ASSOCIATION OF AUSTRALIA (WA)
INC.**

FIELD AND ACTION RULES

MARCH 2007

TABLE OF CONTENTS

SECTION 1:	AIMS & OBJECTIVES.....	1
SECTION 2:	FIREARM SPECIFICATIONS.....	1
SECTION 3:	EQUIPMENT AND MODE OF DRESS FOR COMPETITORS	2
SECTION 4:	STAFFING REQUIREMENTS AND DUTIES.....	2
SECTION 5:	MODE OF FIRE.....	3
SECTION 6:	SCORING.....	4
SECTION 7:	SAFETY VIOLATIONS.....	5
SECTION 8:	RANGE PROCEDURES.....	5
SECTION 9:	COMPETITORS	6
SECTION 10:	REGISTERED MATCHES	6
SECTION 11:	PROTEST AND APPEALS COMMITTEE	7

FIELD AND ACTION MATCH RULES

SECTION 1: AIMS & OBJECTIVES

Field and Action shooting is intended to offer a challenging and active sport which will test the capacity of the competitor and their equipment without restricting them to a single type action or calibre of the Handgun, Rifle or Shotgun.

- 1.2 Field and Action shooting is open to all SSAA Inc. members who have met safety training standards.

SECTION 2: FIREARM SPECIFICATIONS

2.1 PRINCIPLES

- 2.1.1 Single and Double Action Handguns will compete together with handicap.
- 2.1.2 Rifle Actions will compete together without handicap. All rifles will incorporate a safety catch.
- 2.1.3 Shotgun Actions will compete together without handicap.
- 2.1.4 Field Action competition is a test of expertise in the use of handguns and rifles of any action, shotgun and equipment used.
- 2.1.5 Firearms designed specifically for target shooting i.e. hair triggers, no safety catch etc. are not allowed.

2.2 FIREARMS – GENERAL

- 2.2.1 Handguns shall be restricted to Double or Single Action.
- 2.2.2 Grips – Standard grips. No palm shelf or orthopaedic type grips that provide support to the hand or wrist.
- 2.2.3 Minimum calibre allowable for Centrefire competition shall be .22 Hornet; Rimfire shall be any up to .22 Magnum.
- 2.2.4 Sights – Any type of optical sighting system or open sights.
- 2.2.5 There shall be no restriction on the weight of the trigger pull provided it functions safely and as originally intended.
- 2.2.6 Electronic triggers are not allowed.
- 2.2.7 Firearms used in the match shall be serviceable and safe. If any firearm is observed to be unserviceable or unsafe, it shall be withdrawn at the request of the range officer.
- 2.2.8 Competitors' firearms may be inspected at any time throughout the conduct of a competition to ensure that they comply with the rules.
- 2.2.9 Trigger shoes or extensions of any kind will not protrude beyond the dimensions of the trigger guard.
- 2.2.10 One firearm will be used by a competitor in each stage of a match. If, during a match, the original firearm becomes unserviceable, the competitor may continue to compete using another firearm of the same category.
- 2.2.11 Rifle – any action, any calibre in Centrefire. Rimfire up to and including .22 Magnum.
- 2.2.12 Shotgun 12 gauge or greater in Centrefire category; .410 in rimfire category.
- 2.2.13 A competitor using a Rimfire or Centrefire with soft loads will be given no exemptions in distance or knockdowns on reactive targets.

2.3 AMMUNITION

- 2.3.1 All ammunition used must be safe. Metal piercing and trace ammunition is prohibited from all matches. Only lead projectiles may be used on metallic targets. Shotgun rounds must be no greater than size no. 4.

SECTION 3: EQUIPMENT AND MODE OF DRESS FOR COMPETITORS

- 3.1 HOLSTERS must be safe and restrain the handgun throughout the movement course.
- 3.1.1 Belts must be at least 3 cm in width and either fed through the pant's loops or retainers are to be used. Velcro over belts is allowed.
- 3.1.2 Spare ammunition may be carried in pockets, gun belt loops, speedloaders or bandoliers.
- 3.1.3 Rifle actions may have the magazine or tube loaded. The action left open with no round chambered.
- 3.1.4 Shotguns will have action open or broken unloaded.
- 3.1.5 Bi-pods and slings may be used. However, no equipment may be fitted or removed during the stage.
- 3.1.6 No replacement rounds for misfires. No allowance for malfunction of the firearm (failed to battery, forgot to cock etc.). The competitor should be competent to rectify any malfunction in the time frame.
- 3.1.7 **Stuck Live Round:** If a malfunction results in a stuck round which cannot be simply removed from the breech end of the barrel, the firearm is to be made safe and removed from the range to a competent person. Under no circumstances is an attempt to be made to remove the round by the insertion of a cleaning rod or similar, from the muzzle or front of the cylinder.
- 3.2 **SAFETY EQUIPMENT**
- 3.2.1 Ear and Eye protection is recommended to be worn at all times the competitor is engaged in the match.
- 3.2.2 Closed shoes or boots must be worn at all times a competitor is on the range.
- 3.2.3 A competitor may wear medical equipment which may be seen as giving support if a medical certificate confirming the competitors need to wear such a device for health reasons is submitted before a match.
- 3.2.4 **CLOTHING:** Camouflage or pattern disruptive clothing is discouraged.

SECTION 4: STAFFING REQUIREMENTS AND DUTIES

To conduct a registered tournament, the following are the minimum requirements:

- 4.1 **MATCH DIRECTOR:** The official in charge of the entire match including design, construction, administration, squadding, scheduling, co-coordinating other staff and services.
- 4.2 **SAFETY OFFICER:** The official responsible for range safety.
- 4.3 **CHIEF RANGE OFFICER:** Will be responsible for the overall conduct of the course of fire, briefing competitors and answering questions about the course of fire. The Chief Range Officer is responsible for the safe and efficient operation of the match, directing the range officers for the stages, directing the competitors and spectators in matters concerning safety.
- 4.4 **RANGE OFFICERS:** There shall be at least one Range Officer per stage of the match. They are responsible for conducting the competitors through the stage, ensuring that the rules are applied equally and impartially to all competitors. The Range Officer's prime concern is safety.
- 4.5 **CHIEF SCORER:** The official, who receives all score cards from the range staff, enters the scores in the computer and publishes the results.
- 4.6 **SCORERS:** There should be at least two scorers per stage. They will work closely with and as instructed by the Range Officer.
- 4.7 **PATCHERS:** There should be enough patchers so the match does not get held up, they will follow the scorers and patch the targets as required.

SECTION 5: MODE OF FIRE

- 5.1 HANDGUNS may load as many rounds as the competitor feels they may require to complete the course of fire. Single Action revolvers NOT fitted with a safety bay may only load 5 rounds; hammer down on an empty chamber. Extra time will not be allowed for reloading for handguns that are restricted in the number of rounds they can carry due to their magazine/cylinder capacity or action.
- 5.2 RIFLES of any action will load as many rounds in the tube feed or magazine as they can hold and staged action open. They may not chamber a round until in use. If the rifle only holds 4 rounds, the competitor may elect to fire one round and reload one or fire all four and reload. The firearm will NOT be staged with one in the chamber and the safety on.
- 5.3 SHOTGUNS staged will be unloaded with actions open.
- 5.4 There will be no restriction of shooting positions placed on the competitor provided it is safe. However, if the competitor is going prone at the rifle stage, he must inform the Range Officer who will have the competitor stage the handgun on a table at the handgun stage. You may not go prone with a handgun pointing up range.
- 5.5 Any movement of more than two (2) paces requires the firearm to be made safe. Handgun hammer down or safety catches on. Longarm action to be open.
- 5.6 A competitor may not draw and start loading until they have one foot within the firing square.
- 5.7 A Match consists of 3 stages of a minimum of 34 rounds e.g. 18 pistol, 10 rifle, 6 shotgun.

5.8 COURSES OF FIRE

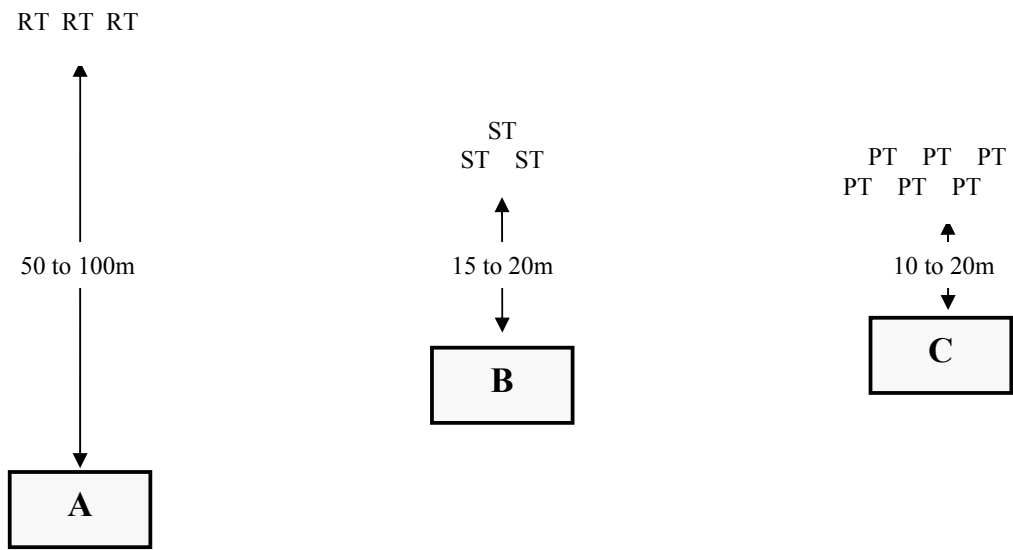
Courses of fire must duplicate as near as possible the circumstance these firearms would be used. For instance, you would not have the handgun shooting at a rabbit at 50 metres. Most deer sized animals are taken at around 50 to 100 metres in the bush. An example of a stage consisting of the use of all 3 firearms is, but not limited to:

A rack to hold the longarm situated off to one side Station A, with another for the shotgun further over Station B. Targets placed at between 50 to 100 metres opposite the rifle rack. Targets placed at about 15 to 20 metres opposite shotgun rack. 6 targets paper or reactive metallic placed at between 10 to 20 metres Station C.

The competitor stands in Station A and makes ready. On the command to fire, engages targets in Station A, replaces firearm on table or rack action open, then moves to Station B, picks up shotgun, engages targets. Replaces firearm **action open** in rack. Moves to Station C, draws or picks up, load handgun and engages targets.

All movements will be (softball rule) one foot on the ground when moving. Shows clear and holsters, moves to Station B, retrieves shotgun, shows clear, moves to Station A, shows clear, exit range. If using an unloading table, the competitor retrieves all firearms with the actions open, moves to the unloading table, unloads and shows all firearms clear before returning to the shooting shed to store his firearms. *There may be multiple targets placed so no movement with a firearm is required or placed in such a manner that movement to another position is required to complete each firearm setting.*

The idea is to set the stage in such a way as to duplicate movement through the bush coming up on various feral animals.



RANGE SET UP: RT = Rifle Targets; ST = Shotgun Targets; PT = Pistol Targets

Stage 1: Shooting boxes will be minimum 1 metre x 2 metres long. The competitor stands in Station A with firearm. On the command to fire signal, engages targets, places firearm on table or rack, action open, moves to Station B, takes up firearm placed in such a manner that on picking it up it only points down range (this means placing the rack so the opening is to the side), engages the shotgun targets. On completion, replaces longarm, action open. Moves to Station C or picks up handgun, loads and engages targets. On completion, shows clear and holsters. Move to Station B, shows clear, with shotgun action open, moves to Station A, shows rifle clear, stows firearms. The range set up may allow the stages to run in any order.

SECTION 6: SCORING

Targets will be feral animal silhouette with the scoring zones marked A, B and C.

They are scored as: Centrefire: A = 10 points; B = 8 points; C = 6 points
Rimfire: A = 10 points; B = 6 points; C = 2 points

Alternate methods of scoring: Time taken for A hits no penalty
Add 1 second for B hits
Add 2 seconds for C hits
Add 5 seconds for miss

The other method is Comstock Score calculating the shooters hit factor.

- 6.1 A par time may be used; all designated shots within the par time are scored. Any shot after the cease fire signal gets a 10 point penalty. In the Shotgun event, a concentration of pellet strikes on the targets constitutes a hit and score 10 points. Alternately, a series of hung clay targets with each one broken, scoring 10 points.
- 6.1.1 Where reactive targets are used, score is calculated on time taken plus a penalty time of 3 seconds added for each miss. Targets must be knocked down to score.
- 6.1.2 The competitor may fire as many rounds on the target as they wish, however, only the highest designated number within the time frame will be counted towards his score. Any rounds fired after the cease fire, a penalty of 10 points per round will apply.
- 6.1.3 Where the outside diameter of the shot touches the line, it will be given the higher value. A

plug gauge or overlay scoring slide of the appropriate calibre may be used by the scorer to check value of a shot, a bullet hole shall only be gauged once.

- 6.1.4 **Visible Shots and Close Groups:** As a general rule, only those shots which are visible will be scored. An exception will be made in the case where a group of three or more shots is so close that it is possible for the required shots to have gone through the enlarged hole without leaving a mark and there has been no evidence that the shots have gone through elsewhere on the assigned target. In such a case, the shooter will be given the benefit of the doubt and scored hits from non-visible shots, on the assumption they passed through the enlarged hole.
- 6.1.5 It is the competitor's responsibility to ensure that the correct scores are entered on the score sheets. A competitor may challenge the score on any target. In the first instance, the Range Officer will rule on the target but their decision may be appealed to the Chief Range Officer or Match Director. Their decision may only be challenged by raising a formal protest with the Disputes and Appeals Committee. The target will not be patched until the challenge is settled and it may be removed for further consideration if necessary.
- 6.1.6 Once the score sheet has been signed by the competitor and the Range Officer/Scorer, it may not be changed except to change arithmetic errors.

SECTION 7: SAFETY VIOLATIONS

SAFETY VIOLATIONS: An accumulation of two safety violations in any single match requires automatic disqualification. A safety violation shall disqualify the competitor from the stage in which it occurred. Safety violations will include, but is not limited to:

- A. Pointing an unloaded firearm up range
- B. Dropping an unloaded firearm
- C. Leaving the firing area with a loaded firearm
- D. Playing with or handling a firearm without the RO's permission, outside the safety area
- E. Loading live ammunition in the safety area
- F. Any accidental misfire striking the ground 2 metres or less in front of the competitor
- G. Staging a longarm with the action closed
- H. Holstering a cocked handgun
- I. Drawing handgun before entering firing square

BREACHES OF SAFETY: A breach of safety in any match requires an automatic disqualification. Breaches of safety will include, but is not limited to:

- A. Pointing a loaded firearm up range
- B. Dropping a loaded firearm
- C. Consumption of alcohol or drugs before or during a match

SECTION 8: RANGE PROCEDURES

8.1 READY POSITION:

- 8.1.1 **Rifle or Shotgun:** Unless otherwise stated in the course of fire, the ready position for longarms will be loaded, action open, butts visible below the elbow.
- 8.1.2 **Handguns:** Loaded hammer down revolver, semi-auto round chambered, action closed, safety on, held at the 45 degrees to the horizontal plane.

8.2 RANGE COMMANDS:

- 8.2.1 "DO YOU UNDERSTAND THE COURSE OF FIRE?": The competitor can ask for any information or clarification on the course of fire. If the competitor says "Yes", the Range Officer will give the next command.

- 8.2.2 “LOAD AND MAKE READY”: The competitor will face down range, fit ear protection, load the firearm and make it ready, then adopt the ready position as specified in the course of fire.
- 8.2.3 “ARE YOU READY?”: If a competitor is not ready, he must clearly state, “Not Ready”. If no answer is given, the Range Officer will give the next command.
- 8.2.4 “STAND BY”: The competitor must remain in the ready position until the cue to commence firing is given. The cue may be verbal, visual, audible or self starting and will be given within 5 seconds of the “Stand By” command being given. Only at the fire signal or command may the competitor adopt the position he intends to use.
- 8.2.5 “SHOOTER UNLOAD AND SHOW CLEAR”: When the competitor is finished, the firearm will be unloaded and held ready for inspection by the Range Officer. Unloading and inspection must be carried out with the muzzle pointing down range at all times.
- 8.2.6 “CLEAR ACTION CLOSED AND HOLSTER”: The competitor will close the action and holster the handgun. He will now move off to the shotgun position and show clear, then proceed to the rifle position to show clear. When the Range Officer is satisfied all firearms are clear, he will give the order.
- 8.2.7 “RANGE IS CLEAR, COMPETITOR STOW LONGARMS, MOVE FORWARD AND PATCH”: The range officials may move forward to score and patch the targets.

SECTION 9: COMPETITORS

- 9.1 It is the competitor’s responsibility to ensure that their equipment meets the rules and is serviceable.
- 9.2 In the event of a malfunction of the firearm and the malfunction can be rectified before the end of the stage, the competitor may continue until the time limit expires for the end of that stage.
- 9.3 All competitors and their guests shall behave in a sportsmanlike manner as befitting membership of the SSAA and should refrain from boisterous conduct on or behind the firing line during the conduct of an event. In the event of boisterous or unsportsmanlike behaviour by a competitor, the Range Officer shall caution the offender once, and if there is any repetition of such conduct, the offender shall be disqualified and asked to leave the range or firing line immediately.
- 9.4 **STUCK LIVE ROUND:** In the event of a competitor experiencing a jammed live round (stuck live case). The round may be removed from the breech end only. Under no circumstances can a rod of any description be dropped down the barrel (on any part of the range site) to remove the stuck live round (see 3.1.7).
- 9.5 It is the competitor’s responsibility to ensure that they understand the course of fire. Competitors may ask as many questions as necessary of the range officials to ensure they understand the published details of the stage but not be given any help on solving the tactical problems of the stage.
- 9.6 A junior competitor shall be any SSAA member under the age of 18 years at the date of the competition.
- 9.7 A veteran competitor shall be any SSAA member 60 years and over.
- 9.8 A junior or veteran may nominate to compete in Open Class. However, their scores may not be carried over into junior or veteran class. In the same manner, a junior or veteran may not have their scores in those classes carried over into Open Class.

SECTION 10: REGISTERED MATCHES

- 10.1 An Association or branch of the SSAA Inc. wishing to host a registered match, shall notify their state delegate, who will inspect the range (if necessary) and notify the National Chairman no later than 7 days before the match.
- 10.2 No state or club level match will be registered at the same time as a National registered match and only one state or club level match will be registered for one time within a state.
- 10.3 Once a match is registered, the host club shall be responsible for advertising the match to all

the relevant clubs.

- 10.4 The host club will decide and advertise the nomination fee.
- 10.5 The host club will be responsible for providing the range equipment, targets, range staff and trophies for the shoot.
- 10.6 The minimum trophies required for a registered match will be 1st, 2nd and 3rd. Aggregate for each stage for the rimfire and centrefire class and one trophy for the top junior competitor and one for the top veteran competitor.
- 10.7 Host clubs may choose to award additional trophies for stage winners and ladies if they wish.
- 10.8 For National Titles, the SSAA Discipline Chairman will make available SSAA National medals as per section 10.6.
- 10.9 A different trophy pattern may be negotiated with the National Chairman where a particular type of shoot is contemplated but medals will only be available for aggregate scores.
- 10.10 All competitors in a registered match must be financial members of the SSAA Inc.

SECTION 11: PROTEST AND APPEALS COMMITTEE

- A. At all registered tournaments, there shall be a Protest and Appeals Committee (hereinafter called the 'Appeals Committee'), which shall be formed by the host association or club organisers to hear and decide protests and appeals.
- B. The Appeals Committee shall consist of a minimum of three people, one of whom shall act as Chairman, any of whom may be competitors in the competition, but in no case shall an appellant or protester be included as part of the Appeals Committee (notwithstanding any rule or rules of law to the contrary). In tournaments where more than one state is represented, a delegate from any of the states may be appointed to be a member of the said committee and such appointments shall be at the discretion of the host association or club.
- C. A protest may be lodged by a competitor who feels aggrieved by a decision of the Range Officer, the target scorers, or any other organizational matter or methods of conducting the competition. A competitor may protest the conduct of another competitor(s) or that another competitor(s) has not fulfilled his obligations according to these rules, or has not properly obeyed the rules.
- D. The protest must be lodged in writing and accompanied by a fee, the amount of which shall be nominated by the organisers of the competition. If the protest is disallowed, then the fee shall be forfeited to the organizers conducting the competition.
- E. The protest is to be lodged with the Range Officer or other persons nominated by the organisers of the competition to receive the protest or appeal. A protest may be lodged during the conduct of a competition or after the competition has been completed but no later than 30 minutes after the scores for that competition have been announced or posted. When received, the protest or appeal must be given to the Chairman of the Appeal Committee as soon as possible.
- F. The Chairman shall convene the Appeals Committee without undue delay and the Appeals Committee shall be empowered to hear evidence from the protestor, the appellant, and persons involved in the protest, to enquire the range officers, scorers or organisers to produce targets, score sheets, or other material relevant to the protest, to call evidence from any other person(s) who may be able to help the Appeals Committee and to do all such things that the Appeals Committee believes will enable it to reach an unbiased and just decision.

AN ACCUSED PERSON SHALL:

- A. Have a right to be heard before the Appeals Committee and to remain in attendance during each session of the Appeals Committee.
- B. Be advised of the time and place the appeal shall hear evidence of the protest and appeal.
- C. Be entitled to remain in attendance before the Appeals Committee until the Appeals Committee adjourns the proceedings to make its decision.

- D. Be informed of the evidence or allegations made.
- E. Be supplied the details of verbal or written statements made against that person or persons.
- F. Be given an opportunity before the Appeals Committee to correct or contradict any allegations made.
- G. Immediately the Appeals Committee has made a decision, the Chairman shall verbally announce it to a gathering of competitors, summoned to hear the decision, or post the decision on a notice board. The decision of the Appeals Committee shall be final and binding of the protest and on all persons concerned therein.