



FIELD PISTOL, VARMINT DISCIPLINE

**SPORTING SHOOTERS ASSOCIATION OF WESTERN
AUSTRALIA. INC**

Official Rules for Competitions

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Preamble to the S.S.A.A. Field Pistol Rules

The SSAA Field Pistol event has courses of fire designed to challenge the competitor's ability with a handgun in a controlled and safe environment.

There are three styles of competition:

Static Course - where several shooters can compete at the same time, the times, distances and number of rounds in static matches can be varied to suit the competitor's ability. The stages may have a set position to shoot from (offhand, post rest standing, post rest sitting or kneeling or prone) or if no position has been nominated in the shooters briefing it allows the competitor the choice of position based on the time available. For example a course of fire of 12 rounds in 60 seconds at 50 metres may permit any field position - some may elect to post rest and others to go prone. All must start from the ready position.

Movement Course - only one shooter is on the line and there are targets placed in groups down the range. The competitor moves to a designated firing point and engages the targets then moves to another firing point and continues, reloading if required. Care must be taken to ensure that all shots are within the range template.

Varmint Match - where the sole requirement is for precision with set times and distances.

Courses of fire should be varied so that SSAA Field Pistol doesn't become yet another formal target match as has happened previously. It is important however those courses of fire are constructed so as to prevent safety breaches. For example changing the pistol from the strong hand to the weak hand whilst shooting or climbing an obstacle to engage a target would be considered unsafe.

Appendix D of these rules contains examples of courses of fire but clubs are encouraged to draw up their own. If in doubt of a course, contact the State Field Pistol Delegate or the State Safety Instructor for advice.

Courses of fire must follow a field shooting rationale and simulate realistic situations - refer to rule 7.2 possible variations include: - the use of Vermin targets at 10 metres. However it must be pointed out that the times must be extended to between 3 to 6 seconds to allow precise aiming rather than "spray and pray" or rapid fire shooting as this is not the manner you would shoot in the field.

Instead of scoring 5 to 10 use an overlay to determine group size. This encourages the competitors to control the firearm placing their shots rather than merely hitting the target. Allow more time to develop this control

Reverse the targets so the scoring zones cannot be seen. This helps the competitor to develop target memory as they have to remember where the 10 ring is placed in relation to where the firearm is aimed.

Do not include the following into a Field Pistol match:

- Changing hands i.e. Strong hand to Weak hand whilst shooting

- Multiple targets in a standard exercise with fast times
- Targets distance from shooter of less than 10 metres

SECTION 1: AIMS & OBJECTIVES

S.S.A.A... Field Pistol shall provide a controlled environment in which to improve the shooter's knowledge of safe practices and individual shooter performance.

S.S.A.A. Field Pistol shall provide an environment in which shooters may learn the capabilities and limitations of their equipment.

S.S.A.A. Field Pistol shall provide a discipline that will build comradeship between the various handgun disciplines.

SECTION 2: S.S.A.A. FIELD PISTOL CLASSES

2.1 S.S.A.A. FIELD PISTOL CLASSES – S.S.A.A. Field Pistol classes and abbreviations shall be

- a) Standard Rimfire Pistol USRF
- b) Standard Centrefire Pistol USCF
- c) Scoped Rimfire Pistol SCRF
- d) Scoped Centrefire Pistol SCCF
- e) Varmint Pistol VP
- f) Varmint Pistol (Unlimited) VPU

2.2 STANDARD PISTOL - Standard pistol is defined as any pistol with a minimum capacity of six (6) rounds and is a catalogue item readily available to the public, if being a semi-automatic pistol it must be fitted with either a safety mechanism or decocking lever. Pistols maybe fitted with factory or third party metallic sights. The metallic sights may be either:

- a) fixed sights
- b) adjustable sights
- c) peep sights

2.3 SCOPED PISTOL - Scoped pistol is defined as any standard pistol with a minimum capacity of six (6) rounds fitted with optical sights. The optical sights fitted may be either

- a) telescopic sight
- b) electronic sight
- c) laser sight

2.4 VARMINT PISTOL - Varmint pistol is defined as any single shot pistol, bolt action pistol, semi-automatic pistol or revolver that is a catalogue item readily available to the public, fitted with either factory or third party metallic sights, or optical sights. The optical sights fitted may be either

- a) telescopic sight
- b) electronic sight

2.5 VARMINT PISTOL (UNLIMITED) - Varmint pistol (Unlimited) is defined as any single shot pistol, bolt action pistol, semi-automatic pistol or revolver that is specifically

designed or custom built with either factory or third party metallic sights, or optical sights. The optical sights fitted may be either

- a) telescopic sight
- b) electronic sight

2.6 PISTOL CALIBRES - Pistols and ammunition shall conform to the following calibres:

2.6.1 Standard and Scoped Pistol

- a) Rimfire - any rimfire cartridge
- b) Centrefire - any handgun centrefire cartridge

2.6.2 Varmint Pistol

- a) Any rimfire or centrefire cartridge

SECTION 3: FIREARMS, EQUIPMENT AND AMMUNITION

3.1 FIREARMS

3.1.1 Serviceable Pistols - Pistols used in competition shall be serviceable and safe. If any pistol is observed to be unserviceable or unsafe, it shall be withdrawn at the request of the Range Officer or Safety Officer.

3.1.2 All Types of Pistols Shall Compete Together in the Same Class - No match shall be restricted to any one type of pistol action. The same conditions of time distance and scoring shall apply equally to all pistols within the competition class.

3.1.3 Weight Restrictions - There is no limit to the maximum weight of a handgun.

3.1.4 Trigger Pull - There shall be no restriction on the weight of the trigger pull within the limits of safety.

3.1.5 Release Triggers - Triggers which function on release are prohibited.

3.1.6 Electronic Triggers - Triggers which function electronically are prohibited.

3.1.7 Trigger Shoes - Trigger shoes or extensions of any kind shall not protrude beyond dimensions of the trigger guard. Any pistol in violation of this Rule shall be withdrawn from competition until modified to comply.

3.1.8 Sight Replacement - Sights must remain on the pistol throughout the entire match. If a sighting system becomes inoperative, the Range Officer or Safety Officer shall decide if the shooter may exchange or replace the damaged sight. The Range Officer or Safety Officer must be satisfied that the change of sighting equipment does not give the shooter an advantage. (Refer Rule 9.9)

3.1.9 Barrel Length - The minimum barrel length for pistols shall be:

- a) 120mm for semi-automatic Pistol
- b) 100mm for all other action types

3.1.10 Grips - Grips may be altered or replaced by third party replacement parts, however no part of any grip may surround the hand, wrist or forearm, or support the wrist or forearm.

3.1.11 Folding Stocks and Detachable Shoulder Stocks - Folding stocks and detachable shoulder stocks are banned from all Field Pistol competition.

3.1.12 Slings, Straps and Folding Bi-pods:

- a) Slings, straps or folding bi-pods are not permitted in Standard Pistol and Scoped Pistol competition.
- b) Slings, straps folding bi-pods or rests that weigh no more than 3 kilograms and easily carried in the field shall be permitted in Varmint Pistol competition.

3.1.13 Spotting Scopes - Spotting scopes or field glasses may be used.

- a) The shooter shall be responsible for the safe handling of their pistol when using optical support.
- b) No additional time shall be allowed for the use of optical support, and no stage shall be delayed by a shooter using optical support.
- c) The shooter must not leave the pistol unattended at the firing point.

3.1.14 Coaching - Coaching and/or spotting by a second party shall not be permitted.

3.1.15 More Than One Pistol in a Match - A competitor shall not be permitted to wear or use more than one pistol in a match (except as provided in Rule 9.9).

3.1.16 Gloves - Gloves which are safe and do not form an artificial support may be worn. The glove on the shooter's strong hand shall be a palm glove - i.e. Fingers and thumb shall be exposed.

3.1.17 Holsters - Holsters must be practical, safe, and serviceable and suited for the pistol. Holsters must be used to retain the unloaded pistol during all Field pistol competitions.

3.1.18 Placing unloaded Pistols in Holsters – There should be a designated safety area for the purpose of placing a pistol in the holster at the start of the match, and for the removal of the pistol from the holster and placing in a suitable carry case at the end of the match.

3.1.19 Pistols remain in holster- Pistols shall remain in the holster until the shooter is on the firing line and directed to draw by the Range Officer, or when they are in the safety area. Shooters must not leave the safety area unless the pistol is in the holster or carry case.

3.1.20 Holster Wear - Holsters must be worn in such a manner as not to violate safety considerations.

- a) Holsters worn on the hip shall be attached to a belt in such a manner that the holster does not lift more than 30mm when the handgun is drawn. The competitor must not restrain the holster with their weak hand whilst removing the pistol from the holster.
- b) Shoulder style holsters shall only be permitted if the size of the handgun and sighting system makes a hip holster unsuitable.
- c) Cross draw holsters are permitted, subject to Rule 3.1.17 (a).

It shall be the responsibility of the Range Officer or Safety Officer to enforce this rule.

3.1.21 Holster Design - Holsters shall be designed to retain a handgun with the muzzle pointing towards the ground within a one (1) metre diameter circle of the shooter.

3.1.22 Malfunctions - where a handgun malfunctions, the shooter may correct the malfunction and continue the course of fire provided this is done safely and within the time limit of the stage.

3.1.23 Reshooting Stages - stages may be re-shot if the Range Officer or Safety Officer is satisfied the shooter has been disadvantaged through no fault of the shooter or their equipment.

3.2 EQUIPMENT

3.2.1 All Equipment Must Be Safe and Serviceable - All equipment used in Competition, including handguns; holsters and ammunition must be safe and serviceable. No modified equipment may be used if it could compromise the safety and reliability of such equipment. Modified firearms, holsters and ammunition could be hazardous to the competitor, his fellow competitors and bystanders; equipment should be of proven reliability and safety.

3.2.2 Equipment Inspection - Novice competitors must submit to mandatory equipment and match procedure check by the Pistol Captain/Safety Officer of the hosting club. It is the responsibility of the Pistol Captain/Safety Officer to carry out this requirement.

3.2.3 Eye Protection – It is strongly recommended that all competitors and other personnel in the immediate vicinity of the firing line should wear safety eye glasses.

3.2.4 Ear Protection – It is strongly recommended that all competitors and other personnel in the immediate vicinity of the firing line should wear ear protection.

3.3 AMMUNITION

3.3.1 Cartridges - Cartridges shall conform to the Field Pistol classes and be suitable for

the distances required by the competition.

3.3.2 Hand Loads - Hand loaded centrefire ammunition may be used. Hand loaded ammunition must be loaded within safe limitations for the handgun used.

SECTION 4: TARGETS

4.1 Official Targets – S.S.A.A. Field Pistol official targets shall be

- a) bullseye style target
- b) vermin style target

4.2 The bullseye targets shall be targets with concentric circles representing score values increasing towards the centre.

The vermin targets shall be silhouette style targets representing Australian vermin.

4.3 Vermin Targets - there shall be two types of Vermin targets:

- a) type 'A'
- b) type 'B'

4.4 Vermin Target Scoring Zones - type 'A' targets shall have three scoring zones designated A, B and C. The numerical value of these zones shall vary according to the cartridge used. Type 'A' targets shall be constructed of paper, cardboard or plastic.

4.4.1 Centrefire Pistol – the score zones for centrefire pistol shall be

- a) Zone A - 10 points
- b) Zone B - 8 points
- c) Zone C - 6 points

4.4.2 Rimfire Pistol – the score zones for rimfire pistol shall be

- a) Zone A - 10 points
- b) Zone B - 6 points
- c) Zone C - 2 points

4.5 Vermin Target Scoring Zones - type 'B' targets shall have one scoring zone. Type 'B' targets shall be constructed of paper, cardboard, plastic or steel. The stage description shall state the scoring method for type 'B' targets; otherwise each required hit shall be deemed the value of 10 points.

4.6 Target Heights above Ground - target heights above ground shall be specified in the stage description, but shall be no less than 300mm and no greater than 1800mm above the level of the firing point. The distance shall be measured from the level of the firing point to the underside on the lowest score zone for the particular type of target.

4.7 Distance Between Targets - the distance between multiple targets shall be specified in the stage description and shall be the horizontal distance between the outermost scoring zones.

4.8 Alternative Targets – alternative targets and props may be used to enhance the challenge of a stage, provided the spirit of the match is maintained.

4.9 Target Designations - appendix A for describes the targets and designation codes.

SECTION 5: POSITIONS

5.1 The Ground - All references to "the ground" in the following rules are construed as applying to the surface of the firing point, floor and such shooting platforms as are customarily used on shooting ranges.

5.2 Artificial Support - Artificial support is defined as follows:

- a) Any supporting surfaces, except the ground, timber post or other objects described in the match specification to be used as support, not specifically authorised for use in the rules for the position prescribed.
- b) Any garment, including gloves, which can be interpreted as providing artificial support.
- c) Pistol handgrips with an extension to provide support to wrist or forearm.

5.3 Ready (Starting) Position - the READY position designates a position in which the shooter is standing erect in the centre of the bay and holding a loaded pistol with the muzzle pointing down range at an angle of 45 degrees to the horizontal plane. The condition of the pistol is as follows:

- a) Revolvers - cylinder loaded with the hammer down. Refer Rule 9.5
- b) Semi-automatic pistols - magazine loaded and inserted in the pistol, one (1) round in the chamber, action closed, hammer cocked and the safety mechanism on. In the case of double action semi-automatic pistols which do not have a safety the hammer shall be lowered.
- c) The hammer may not be cocked on a revolver or double action pistol that does not have a safety device, nor may any safety device be deactivated until the starting signal has been given. Once a handgun has been loaded any movement above 45 degrees to the horizontal plane prior to the start signal constitutes a procedural error and is to be penalised accordingly.

It is the responsibility of the shooter to adopt the correct READY position.

5.4 Firing Position - Generally, there shall be no restrictions placed upon stance, position or technique adopted by any competitor, unless a match requires use of a given position and specifically states so in the match specification.

5.5 Prone Position - When firing from the prone position the competitor's arms and pistol may be supported by the ground or by a cover placed upon the ground, but no rearrangement of the ground for support will be allowed.

5.6 Shooter's Body in Advance of Firing Line - No portion of the shooter's body may rest upon or touch the ground in advance of the firing line.

5.7 Movement between Firing Points - Movement between firing points in Hunter courses shall be at a walking pace. The shooter must have one foot in contact with the ground at all times.

SECTION 6: RANGE STANDARDS

6.1 Firing Line – A range used for pistol competitions shall have a firing line. The shooting distances shall be measured from the face of the competition target to the firing line (that point beyond which no part of the competitor's body shall touch the ground). Such a line shall be clearly defined.

6.2 Firing Point - That part of the range provided for the competitor from which firing takes place. The firing points shall be so constructed that they do not obstruct or disturb the competitor's shooting or obstruct the activities of the Range Officers.

6.3 Distance - The shooting distances specified in the matches shall be strictly adhered to.

SECTION 7: COURSES OF FIRE

7.1 Principals – S.S.A.A. Field Pistol competition shall comprise of two styles of competition:

- a) Field Class
- b) Varmint Class

7.1.1 Field Class - Speed, movement and precision are the requirements of Field Class shooting. Competitions must be designed and conducted in such a way as to evaluate all requirements equally.

7.1.2 Varmint Class - Precision is the only requirement of Varmint Class competition. Competitions must be designed and conducted in such a way as to evaluate this requirement.

7.1.3 Courses of Fire - Courses of fire must follow a field shooting rationale and simulate sensible hypothetical situations.

7.3 Definition of Terms

7.3.1 Match - A match shall comprise of a minimum of three stages.

7.3.2 Stage - A stage shall comprise of either a field exercise or hunter course requiring the competitor to shoot between 6 and 12 rounds at one or multiple targets.

7.3.3 Field Exercise - A field exercise is a series of shots fired at a target placed at a defined distance in a specified fixed time. Due to the static firing position, more than one shooter may participate simultaneously.

7.3.4 Hunter Course - A hunter course is a course of fire which requires the shooter to engage multiple targets and in some instances move between firing points. If a hunter course requires movement between firing points only ONE (1) shooter at a time may participate.

7.4 Basic Course of Fire - The courses described in Appendix D are examples of an S.S.A.A. Field Pistol match and shall not be deemed the only official course of fire.

SECTION 8: TIME LIMITS

8.1 Time limits for match designs shall be safe and suited to field shooting.

SECTION 9: COMPETITION REGULATIONS AND RANGE OPERATIONS

9.1 Loaded Pistols - Pistols shall not be loaded except as directed by the Range Officer. "LOADED" indicates a firearm with a cartridge in the cylinder or chamber or with a magazine in place.

9.2 Pistol Muzzle Direction - During loading and unloading and during remedial action in the event of a malfunction the muzzle of the pistol must be directed down range.

9.3 Malfunction Procedure - In the event a pistol cannot be unloaded due to a broken or failed mechanism, the competitor shall notify the Range Officer or Safety Officer who will take such action that is safest. In no case shall a disabled pistol be repaired on the club property.

9.3.1 Stuck live round: Mandatory Rule - In the event of a malfunction which results in a stuck live 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 for repairs. Under no circumstance is an attempt to be made to remove the round by insertion of a cleaning rod or similar object from the muzzle end of the firearm.

9.4 Handling Handguns - During a match competitors not firing shall refrain from handling their pistols except in the designated safety areas. The normal condition of handguns not actually engaged is holstered and unloaded with the hammer fully down and in the case of semi-automatic pistols, with the magazine removed.

9.5 Safe Handgun Condition - A competitor must begin each string of fire with his handgun in a safe condition, specified as:

- a) single-action revolvers must have the hammer fully down on an empty chamber, unless equipped with a transfer bar.
- b) single shot pistols with exposed hammer or double-action revolvers must have the hammer fully down.
- c) double-action semi-automatic pistols without a safety device must have the hammer fully down
- d) single-action semi-automatic pistols must be fully cocked with the safety

device on 'safe'. The hammer must never be on half-cock.

e) double-action autos may not be fully cocked if their safety mechanism drops the hammer.

f) single shot or bolt action pistols with an external safety must have the safety engaged.

9.6 Position of Handguns When Moving Between Firing Positions - On the movement course, when the competitor is moving between firing positions, handguns must be in a safe condition. Fingers must be outside the trigger guard and the handgun must be pointed down range at all times.

9.7 Clearing of Jams and Reloading - care should be taken to ensure the handgun is handled safely when reloading and clearing jams.

9.7.2 Removal of Damaged Live Rounds - shooters must remove all damaged live rounds from the range after the range is cleared by the Range Officer.

9.8 Dropped Equipment

9.8.1 Dropped Handgun - a competitor may not pick up a dropped handgun except under the direction of the Range Officer or Safety Officer.

9.8.2 Retrieval of Dropped Equipment - competitors must not retrieve any equipment which falls down range of the firing line until the range is cleared. (See RULE 9.8.1)

9.9 Changing Equipment - the same firearm, holster and ammunition shall be used to fire all matches in the same competition. Should a handgun become unserviceable, it may be exchanged for another of similar make, model, barrel length and calibre with the approval of the Range Officer. The same restriction on exchanges shall apply to holsters and ammunition. If the substitution is approved, the competitor will accept the score fired up to the point of breakage - no reshoots shall be permitted.

9.10 Safety Violations - an accumulation of two safety violations in any single match requires automatic disqualification. A safety violation shall disqualify the shooter from the stage in which the violation occurred. Safety violations will include, but are not necessary limited to the following:

a) pointing an unloaded handgun up range.

b) dropping of an unloaded handgun.

c) leaving the firing area with a loaded handgun.

d) moving on a course of fire in breach of Regulation.

e) picking up a dropped handgun, except under the direction of a Range Officer or Safety Officer.

f) any accidental discharge. This does not include rounds fired overtime, but does include discharges while loading or clearing a handgun.

g) not engaging the safety whilst in the READY position.

h) not engaging the safety when moving during a movement course.

i) prematurely cocking the hammer or releasing the safety.

j) moving through a Hunter Course with the hammer cocked (Revolvers and single shot pistols with exposed hammers).

9.10.1 Disqualification Violations - the commission of a disqualification violation in any match requires automatic disqualification. Disqualification violations will include, but are not necessary limited to the following:

- a) pointing a loaded handgun up range.
- b) dropping a loaded handgun.
- c) any shot in the holster, or into the ground less than two (2) metres downrange from the firing line.
- d) the consumption of alcohol or drugs while competing in a match.

9.10.2 Unsafe and Incompetent Gun Handling - unsafe and incompetent gun handling during a course of fire will result in immediate disqualification. The Club Captain, Range Officer or assistants, or Safety Officer may stop the shooter during the course of fire.

9.11 Timing Methods

9.11.1 Fixed Time - fixed time timing shall require the shooter to fire a specified number of shots within the time limit specified in the stage description.

9.11.2 Shots Limited - Shots Limited shall be defined as follows:

The numerical score is totalled and all penalties are deducted. The subtotal is divided by the time and multiplied by the PAR TIME. The score shall be rounded off to the nearest whole number and any 'X' zone scores shall be added. The PAR TIME must be stated in the course description.

Refer Appendix 'B' for example.

9.11.3 Shots Unlimited – Shots Unlimited shall be defined as follows:

The numerical score is totalled and all penalties are deducted. The subtotal is divided by the time to calculate the HIT FACTOR. The largest HIT FACTOR shall be divided into the possible for the stage and this value shall be the STAGE FACTOR. The shooter's HIT FACTOR shall be multiplied by the STAGE FACTOR to give the final score.

SECTION 10: RANGE CONTROL AND COMMANDS

Repeating Commands - the Range Officer will repeat the commands only when those commands cannot be clearly heard by competitors under his supervision.

Firing Line Commands - competitors will be called to firing line in numbers that the Range Officer's can safely control, regardless of the number of shooting positions available. When the Range Officer is satisfied all shooters are present he/she shall read the course of fire. When the Range Officer is satisfied that shooting may proceed he/she shall ask:

“SHOOTERS, ARE YOU AWARE OF THE COURSE OF FIRE?”

If there is no reply, the shooters are given the command:

“SHOOTERS, LOAD AND MAKE READY”

When all shooters are in the READY position the Range Officer will be asked:

“SHOOTERS, ARE YOU READY?”

A short pause will follow, then the command -

“STANDBY”

will be given.

The Range Officer then renders the 'FIRE' command via audio, visual or other means as called for in the stage outline. Unless a dangerous situation develops either with a shooter or the range layout, shooting shall not be delayed after the command “STANDBY” is given.

When the stage is complete the Range Officer shall inspect all pistols at the firing line individually and when satisfied each is clear shall instruct each shooter with the command:

“GUN CLEAR, ACTION CLOSE AND HOLSTER”

When all pistols have been cleared and are holstered the Range Officer shall clear the range with the command:

“RANGE CLEAR”

SECTION 11: TOURNAMENT OFFICIALS

Tournament Officials - tournament Officials shall be thoroughly familiar with conditions of the program and the Sporting Shooters Association of Australia.

Range Officers - Range Officers shall be responsible for safely conducting individual stages.

Assistant Range Officers - Assistant Range Officers shall assist Range Officers in conducting individual stages.

Scorers - Scorers shall score the targets when directed by the Range Officer.

SECTION 12: SCORING AND MARKING

When to Score - targets shall be scored at the completion of each stage.

Where to Score - targets may be scored at the targets frames, or removed from the frames and scored in the Scoring Office. The scorer must be present at the target when scoring.

How to Score - a shot hole which comes into contact with the outside of the

scoring rings of a target, is given the higher value. A scoring gauge shall be used to determine the value of close shots. The higher value shall be allowed in those cases where the flange of the gauge touches the scoring ring:

In the case of keyhole shots the higher value is awarded if the bullet hole touches the scoring of a higher value, even though the hole is elongated to the bullet's length rather than being a circle of the bullet's diameter.

- a) when a bullet enters a target from the back side it will be scored a miss.
- b) radial tears from a bullet hole touching or crossing a higher scoring zone will be credited the lower score value.

Hits on Wrong Target - hits on the wrong target are scored as misses.

Ricochets - a hole made by a ricochet bullet does not count as a hit and shall be scored as a miss. It must be noted that a bullet which keyholes is not necessary a ricochet.

Visible Hits and Close Groups - as general rule only those hits which are visible will be scored. An exception will be made in the case where the grouping of three or more shots is so close that it is possible for the required shot or shots to have gone through the enlarged hole without leaving a mark and there has been no evidence that a shot or shots have gone elsewhere than through the assigned target. In such case, the shooter shall be given the benefit of the doubt and scored hits for non- visible shots on the assumption they passed through the enlarged hole. If such an assumption should place a non-visible hit in either of two (2) scoring rings, it shall be scored in the higher-valued ring.

Excessive Hits - if more than the required number of hits appear on a target any shot which can be identified by the bullet hole as having being fired by some competitor other than the competitor assigned to that target, or having been fired in a previous String, those shots shall be disregarded and will not be scored. The remaining shots shall be scored and the number of excess shots shall be penalised in accordance with the Rule 12.8.

Penalties - penalties may be incurred by the competitor during the course of fire and the sum of these penalties shall be deducted from the scored achieved for that stage.

Fixed Time

- a) Late or overtime shots - 10 points per shot
- b) More than the specified shots on the target - 20 points per shot
- c) Misses - No penalty
- d) Unsafe Gun Handling - Disqualification
- e) Accidental Discharge – Disqualification

Shots Unlimited

- f) Late or overtime shots - No penalty
- g) More than the specified shots on the target - No penalty
- h) Misses - 10 points per shot
- i) Unsafe Gun Handling - Disqualification
- j) Accidental Discharge - Disqualification

Procedural Errors - a PROCEDURAL ERROR is defined as a mistake made by the shooter in executing the course of fire. The error is not a dangerous error, but the competitor failed to observe the course specification. The competitor shall incur a penalty of 20 points per error.

Additional Penalties - course designers may include additional penalties provided they are within the spirit of Field and Varmint Pistol and are clearly described in the stage description.

SECTION 13: PROTEST AND APPEALS

At all registered competitions there shall be a Protest and Appeals Committee, which shall be formed by the host club to hear and decide protest and appeals.

The Appeals Committee shall consist of a minimum of three people drawn from the Competitors one of whom will act as chairman. But in no case may an appellant or protester be include as part of the Appeals Committee at the time of their appeal or protest. In competitions where more than one Club is represented a delegate from each Club may be appointed to the committee.

A protest maybe lodged by a competitor who feels aggrieved by a decision of the Range Officer, target scorers, or any other organizational matters or methods of conducting the competition. A competitor may protest the conduct of another competitor or that the competitor has not full filled his obligations according to the rules, or has not properly obeyed the rules.

The protest must be lodge in writing and accompanied by a fee, the amount nominated by the organizers of the competition. If the protest or appeal is upheld, the applicant is to be refunded the amount of the fee. If the protest or appeal is disallowed then the fee shall be forfeited to the organizers conducting the competition.

The protest is to be lodged with the range officer or other person nominated by the organisers of the competition. A protest or appeal maybe lodged during the conduct of the competition, or after the competition has been completed but no later than 30 minutes after the scores for that competition have been posted or announced. When received the protest or appeal must be given to the Chairman of the appeals committee as soon as possible.

The chairman shall convene the appeals committee without undue delay and the Appeals committee shall be empowered to hear evidence from the protester, the Appellant and persons involved in the protest, to require the Range Officer, Scorers, or organisers to produce targets, score sheets, or any other material relevant to the protest. To call evidence from any other person(s) who may be able to help the committee and to do all

such other things that the appeals committee believes will enable it to reach an unbiased and just decision.

AN ACCUSED PERSON SHALL

- 1) Have a right to be heard before the appeals committee and to remain in attendance during each session of the appeals committee.
- 2) Be advised of the time and place the appeals shall hear evidence of the protest and appeal.
- 3) Be entitled to remain in attendance before the appeals committee until the appeals adjourns the proceedings to consider its decision.
- 4) Be informed of the evidence or allegations being made.
- 5) Be supplied the details of verbal or written statements made against that person(s).
- 6) Be given the opportunity before the appeals committee to correct or repudiate any allegations being made by producing persons or evidence in his defence.
- 7) Immediately the appeals committee has made its decision, the chairman shall announce it to the gathering of competitors summoned to hear the decision, or post the decision on a notice board. The decision shall be final and binding on the matter of the protest and on all persons concerned therein.

SECTION 14: PROFICIENCY AWARDS AND GRADING

Gradings - Gradings shall be a calculated as the average of three competitions. The calculation shall be:

$$\frac{\text{COMPETITOR'S SCORE}}{\text{POSSIBLE SCORE}} \times 100$$

Grades - Competition grade classifications shall be:

- a) Grand Master 95% to 100 %
- b) Master - 90% to 100%
- c) AA - 76% to 90%
- d) A - 61% to 75%
- e) B - 50% to 60%
- f) C - less than 50%

APPENDICES

The appendices provide a commentary for the targets, scoring methods and examples of S.S.A.A. Field Pistol courses.

Appendix A - Targets

The official bullseye target shall be

- a) 25 x 50 metre pistol target supplier code T3 or TA3.

The official vermin targets shall be

- a) Feral Boar Target supplier code TBO 2
- b) Rabbit Target supplier code TRB 7
- c) Crow Target supplier code TCW 3

Additional targets may be submitted by clubs or individuals to the Discipline Delegate for approval.

Appendix B - Shots Limited Scoring Method

The *Shots Limited* is a method to grade a shooter's performance in relation to the other shooters on the day. The *PAR TIME* is the time considered to be the time a Master grade shooter would take to complete the course and score the possible score.

To calculate the shooters' scores consider the following example, where the Par Time for the stage is 25 seconds.

<u>Shooter</u>	<u>Score</u>	<u>X Rings</u>	<u>Penalties</u>	<u>Time</u>
A	98	3	0	34 secs
B	120	10	0	70 secs
C	95	0	20 points	30 secs

From the scores, shooter B appears to have almost shot a possible score, but the Shots Limited method can be misleading.

The formula is:

$$\frac{\text{SCORE} - \text{PENALTIES}}{\text{SHOOTER'S TIME}} \times \text{PAR TIME} = \text{FINAL SCORE} + \text{'X' RING}$$

Example:

Shooter A- This shooter achieved a score of 98 points, and took 34 seconds to complete the course and did not accrue any penalties

$$\frac{(98 - 0)}{34} \times 25 = 72.05$$

The result is rounded down to 72 and the 3 'X' ring values are added for a score of 72.3 points.

Shooter B This shooter achieved the possible score of 120 points. However, the shooter took 70 seconds to complete the course.

$$\frac{(120 - 0)}{70} \times 25 = 42.85$$

This is rounded up to 43 and the 10 'X' ring values are added for a score of 43.10 points. Compare shooter A's actual score which is 22 points less than shooter B, but the final score of shooter A is 29 points higher due to the longer time shooter B took to complete the course.

Shooter C - This shooter shot too quickly and fired more than the required number of shots on one of the targets, incurred a 20 point penalty. Additionally, the third shot on that target is not counted.

$$\frac{(95 - 20)}{30} \times 25 = 62.5$$

This is rounded down for a score of 62 points. Shooter C had no 'X' rings. The final scores for the match:

<u>Shooter</u>	<u>Score</u>
A	72.3
B	42.10
C	63.0

The aim in Shots Limited stages is to shoot quickly and accurately.

Appendix C – Shots Unlimited Scoring Method

Shots Unlimited is a method to grade a shooter's performance in relation to the other shooters without the use of Par Time as used in the Shots Limited. Unlike Shots Limited, this scoring method permits more freedom in the shooting of the stage. The course description shall state the number of HITS you shall have on the target i.e. best two shots will score. The shooter may fire as many shots as they wish at the target and the clock stops when you are finished. Therefore, if you observe a miss or are unsure if you hit the target you may fire again, but remember the time is still counting and this may affect your final score.

While you have the ability to make up dropped shots, misses are penalised. If the course requires two shots on each target and there is only one shot on a target, then you will be penalised 20 points for the miss, in addition to the 10 points for the missed shot.

Consider the following score sheet example:

<u>Shooter</u>	<u>Score</u>	<u>X Rings</u>	<u>Penalties</u>	<u>Time</u>
A	98	3	0	34 secs

B	120	10	0	70 secs
C	95	0	20 points	30 secs

The *Shots Unlimited* method is slightly more complex, as there are three phases to the calculation.

The first phase is to calculate the *HIT FACTOR* for each shooter. The hit factor is the shooter's score, minus penalties, divided by the time the shooter took to complete the stage. That is

$$\frac{\text{SCORE} - \text{PENALTIES}}{\text{TIME}} = \text{SHOOTER'S HIT FACTOR}$$

The next phase is to calculate the *STAGE FACTOR*. When all the hit factors are calculated, the scorer determines the highest hit factor for the stage, and divides the possible score for the stage by the best hit factor.

$$\frac{\text{POSSIBLE SCORE FOR STAGE}}{\text{FACTOR}} = \text{STAGE FACTOR BEST HIT}$$

The final phase is to calculate the shooter's final score. This is achieved by multiplying the shooter's hit factor by the stage factor and adding any X-rings.

$$\text{SHOOTER'S HIT FACTOR} \times \text{STAGE FACTOR} = \text{FINAL SCORE} + \text{'X' RINGS}$$

The Shots Unlimited method is more complicated to calculate than the Shots Limited method, but the method alleviates the need to determine a par time for the stage.

From the example score sheet, the hit factors for each shooter is

$$\text{Shooter A - } \frac{98 - 0}{34} = 2.88$$

$$\text{Shooter B - } \frac{120 - 0}{70} = 1.71$$

$$\text{Shooter C - } \frac{95 - 20}{30} = 2.5$$

The best HIT FACTOR is 2.88 and the STAGE POSSIBLE is 120 points, therefore the STAGE FACTOR is:

$$\frac{120}{2.88} = 41.66$$

This STAGE FACTOR shall be rounded down to the nearest whole number - in this case 41.

The final scores are

$$\text{Shooter A - } 2.88 \times 41 = 118 + 3 \text{ X Rings}$$

$$\text{Shooter B - } 1.71 \times 41 = 70 + 10 \text{ X Rings}$$

$$\text{Shooter C - } 2.5 \times 41 = 102$$

The shooter's final score shall be rounded to the nearest whole number and any X Rings shall be added.

The aim in Shots Unlimited stages is to shoot quickly and accurately, however, if you observe that you have missed or are unsure, you may fire again.

Appendix D - S.S.A.A. Field Pistol Courses

The following courses, Field Exercise (static), Hunter Course (movement) and Varmint Course (precision) are published as an example only and are NOT the only courses of fire. These courses can be used by clubs when they adopt S.S.A.A. Field Pistol.

S.S.A.A. Field Pistol courses are given unique names to identify the match, and when a match is designed and published, any modifications are considered a new match and the match should be given a new name.

Field Pistol requires all pistols to compete together in a stage with no allowance for a handicap. Single action revolvers are slow to reload, and although this does not present a problem in a field exercise or Varmint Course, it can be a severe handicap in a hunter course.

When designing a movement course which includes a reload, there are two design styles to consider. Both place an overall time in which the shooter must complete the problem, but there are different methods of timing the strings fired during the stage.

The first method is to allow the shooter a specified time limit in which to stop, fire the required number of shots and then continue walking to the next group of targets. When the shooter is required to reload they do so and they are ready for the next string(s) of fire. If the shooter cannot complete the shooting and reloading in the overall time limit the targets are scored up to that point.

The second method involves the use of electronic timers which will record only the elapsed time between shots and maintain a total of the time. This method will record the actual time taken to fire the required shots for the match, irrespective of the time taken to walk through the match and reload. The scorer can then use this time in a Shots Limited or Shots Unlimited formula.

FIELD EXERCISE

A Field Exercise is a stage where the competitors are shooting at one or multiple targets from a static firing position in a specified time limit. As there is no movement from the firing point, the number of competitors is limited by the range size, that is, the number of targets and/or shooting bays on the firing line.

For a Field Exercise to effectively challenge a competitor's ability, the distances for Field Exercises stages should be between 10 and 50 metres. Most S.S.A.A. ranges should be suitable, but if this cannot be achieved on individual ranges, minor adjustments may be made to the distances.

Field exercise scenarios should be based on field conditions, be practical and challenging, and above all, be sensible. Designers may use paper, cardboard, plastic or steel targets in field exercise stages.

Partial targets may be used to challenge the competitor. Partial targets are targets that

are partially hidden by a representation of a natural object that is a tree or a clump of grass. Any shots on the area that hides the target are not counted. The course designer may apply other penalties, that is, the missed shot.

The shooting position for field exercises is any field position unless specified in the stage procedure. The competitor must start in the S.S.A.A. Field Pistol ready position, that is standing in bay with pistol pointing down at 45 degrees, and on the start signal, adopt their shooting position.

**S.S.A.A. FIELD PISTOL
FIELD EXERCISE
MUNDARING SHOOT**

MATCH INFORMATION

Course Designer: Mundaring Marksmen Association

Scoring Method: Fixed Time

Number of rounds: 48 rounds **Possible Score:**
480.48

Targets: One (1) 25/50m Pistol Target per stage – T3 or TA3

Start Signal: Audible **Stop Signal:** Audible

Start Position: S.S.A.A. Field Pistol READY position.

MATCH PROCEDURE

Stage 1 **10 metres** **12 Rounds**

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 1 round at the target **OFFHAND ONLY** in 4 seconds.

The Range Officer repeats the procedure for a total of 12 rounds.

Stage 2 **15 metres** **12 Rounds**

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 2 rounds at the target **OFFHAND ONLY** in 5 seconds.

The Range Officer repeats the procedure for a total of 12 rounds.

Stage 3 **20 metres** **12 Rounds**

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 3 rounds at the target **in the KNEELING position** in 8 seconds.

The Range Officer repeats the procedure for a total of 12 rounds.

Stage 4 **50 metres** **12 Rounds**

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 6 rounds at the target ***from the STANDING POST REST position*** in 15 seconds..

The Range Officer repeats the procedure for a total of 12 rounds.

**S.S.A.A. FIELD PISTOL
FIELD EXERCISE
MUNDARING SHOOT TOO**

MATCH INFORMATION

Course Designer: Mundaring Marksmen Association

Scoring Method: Fixed Time

Number of rounds: 48 rounds **Possible Score:** 480.48

Targets: One (1) 25/50m Pistol Target per stage – T3 or TA3

Start Signal: Audible **Stop Signal:** Audible

Start Position: S.S.A.A. Field Pistol READY position.

MATCH PROCEDURE

Stage 1 **25 metres** **12 Rounds**

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 6 rounds at the target in 12 seconds.

The Range Officer repeats the procedure for a total of 12 rounds.

Stage 2 **25 metres** **12 Rounds**

Part A

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 1 round at the target in 3 seconds.

The Range Officer repeats the procedure for a total of 6 rounds.

Part B

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 2 rounds at the target in 5 seconds.

The Range Officer repeats the procedure for a total of 6 rounds.

Stage 3 **25 metres** **12 Rounds**

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 12 rounds at the target in 3 minutes.

Stage 4 **50 metres** **12 Rounds**

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 12 rounds at the target in 5 minutes.

**S.S.A.A. FIELD PISTOL
FIELD EXERCISE
SLOW SUNDAY MORNING SHOOT**

MATCH INFORMATION

Course Charles Hillan

Designer: Fixed Time **Possible Score:** 600.

Scoring Method: 60 rounds

Number of rounds:

Targets:

Stage 1 – One (1) Crow Target	Type – TCW 3
Stage 2 – One (1) Crow Target	Type – TCW 3
Stage 3 – One (1) Rabbit Target	Type – TRB 7
Stage 4 – One (1) Feral Boar Target	Type – TBO 2
Stage 5 – One (1) Feral Boar Target	Type – TBO 2

Start Signal: Audible **Stop Signal:** Audible

Start Position: S.S.A.A. Field Pistol READY position.

MATCH PROCEDURE

Stage 1 Target - Crow 10 metres 12 Rounds

Part A

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 1 round at the target in 5 seconds.

The Range Officer repeats the procedure for a total of 6 rounds.

Part B

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 2 rounds at the target in 6 seconds.

The Range Officer repeats the procedure for a total of 6 rounds.

Stage 2 Target - Crow 10 metres 12 Rounds

Part A

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 2 rounds at the target in 6 seconds.

The Range Officer repeats the procedure for a total of 6 rounds.

Part B

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 3 rounds at the target in 7 seconds.

The Range Officer repeats the procedure for a total of 6 rounds.

Stage 3 Target - Rabbit 15 metres 12 Rounds

Part A

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 3 rounds at the target in 8 seconds.

The Range Officer repeats the procedure for a total of 6 rounds.

Part B

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 6 rounds at the target in 12 seconds.

The Range Officer repeats the procedure for a total of 6 rounds.

Stage 4 Target - Feral Boar 25 metres 12 Rounds

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 6 rounds at the target in 20 seconds.

The Range Officer repeats the procedure for a total of 12 rounds.

Stage 5 Target - Feral Boar 50 metres 12 Rounds

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 12 rounds at the target in 3 minutes (180 seconds).

**S.S.A.A. FIELD PISTOL
FIELD EXERCISE
SUNDAY MORNING SHOOT**

MATCH INFORMATION

Course Charles Hillan

Designer: Fixed Time **Possible Score:** 600.24

Scoring Method: 60 rounds

Number of rounds:

Targets:

Stage 1 – One (1) Pistol Target	Type – T3/TA3
Stage 2 – One (1) Rabbit Target	Type – TRB 7
Stage 3 – One (1) Pistol Target	Type – T3/TA3
Stage 4 – One (1) Feral Boar Target	Type – TBO 2
Stage 5 – One (1) Feral Boar Target	Type – TBO 2

Start Signal: Audible **Stop Signal:** Audible

Start Position: S.S.A.A. Field Pistol READY position.

MATCH PROCEDURE

Stage 1 Target - Pistol 10 metres 12 Rounds

Part A

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 1 round at the target in 3 seconds.

The Range Officer repeats the procedure for a total of 6 rounds.

Part B

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 2 rounds at the target in 4 seconds.

The Range Officer repeats the procedure for a total of 6 rounds.

Stage 2 Target - Rabbit 10 metres 12 Rounds

Part A

The competitor stands in the start position facing 1 target and on the signal to

commence fire, the competitor shall fire 2 rounds at the target in 4 seconds.

The Range Officer repeats the procedure for a total of 6 rounds.

Part B

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 3 rounds at the target in 6 seconds.

The Range Officer repeats the procedure for a total of 6 rounds.

Stage 3 Target - Pistol 15 metres 12 Rounds

Part A

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 2 rounds at the target in 4 seconds.

The Range Officer repeats the procedure for a total of 6 rounds.

Part B

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 3 rounds at the target in 6 seconds.

The Range Officer repeats the procedure for a total of 6 rounds.

Stage 4 Target - Feral Boar 20 metres 12 Rounds

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 6 rounds at the target in 15 seconds.

The Range Officer repeats the procedure for a total of 12 rounds.

Stage 5 Target - Feral Boar 25 metres 12 Rounds

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 12 rounds at the target in 90 seconds.

**S.S.A.A. FIELD PISTOL
FIELD EXERCISE
NOW, FOR SOMETHING DIFFERENT**

MATCH INFORMATION

Course Designer: Charles Hillan

Scoring Method: Fixed Time

Number of rounds: 60 rounds **Possible Score:**
600.24

Targets: Stage 1 – One (1) Pistol Target Type – T3/TA3
Stage 2 – One (1) Rabbit Target Type – TRB
7 Stage 3 – One (1) Pistol Target Type –
T3/TA3 Stage 4 – One (1) Feral Boar Target
Type –
TB02 Stage 5 – Three (3) Feral Boar Targets
Type – TB02 Refer stage details.

Start Signal: Audible **Stop Signal:** Audible

Start Position: S.S.A.A. Field Pistol READY position.

MATCH PROCEDURE

Stage 1 Target - Pistol 10 metres 12 Rounds

Part A

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 1 round at the target in 2 seconds.

The Range Officer repeats the procedure for a total of 6 rounds.

Part B

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 2 rounds at the target in 3 seconds.

The Range Officer repeats the procedure for a total of 6 rounds.

Stage 2 Target - Rabbit 15 metres 12 Rounds

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 2 rounds at the target in 3 seconds.

The Range Officer repeats the procedure for a total of 12 rounds.

Stage 3 Target - Pistol 20 metres 12 Rounds

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 6 rounds at the target in 10 seconds.

The Range Officer repeats the procedure for a total of 12 rounds.

Stage 4 Target - Feral Boar 25 metres 12 Rounds

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 12 rounds at the target in 30 seconds.

Stage 5 Target - Feral Boar 15 metres 12 Rounds

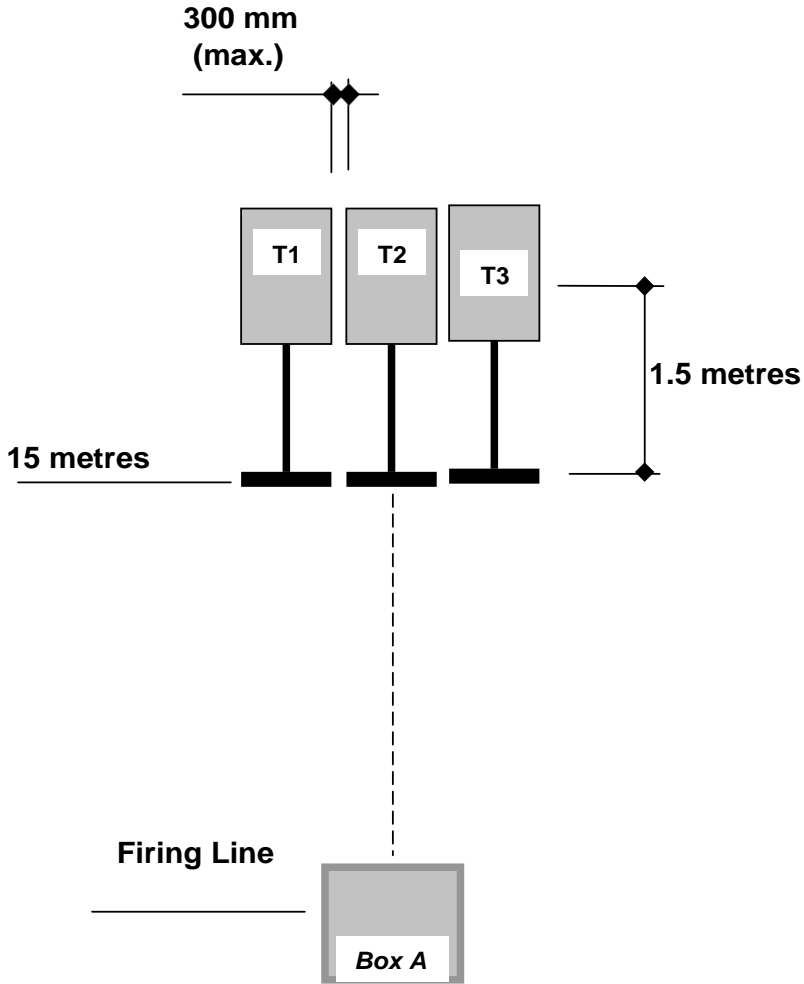
The competitor stands in the start position facing 3 targets and on the signal to commence fire, the competitor shall fire 2 rounds at each target in 6 seconds.

The Range Officer repeats the procedure for a total of 12 rounds.

Refer stage set up over page

**S.S.A.A. FIELD PISTOL
FIELD EXERCISE
NOW, FOR SOMETHING DIFFERENT**

SET UP FOR THE FIELD EXERCISE - STAGE 5



The number of competitors on the firing line is dependent on the individual range.

The competitor stands in Box 'A' in the READY position, facing three (3) targets and on the signal to commence fire, the competitor shall fire 2 rounds at each target in 6 seconds.

The Range Officer shall instruct the competitor to reload and adopt the Ready position, and the Range Officer repeats the procedure for a total of 12 rounds.

Unload and show clear.

**S.S.A.A. FIELD PISTOL
FIELD EXERCISE
A BIT FAR**

MATCH INFORMATION

Course Designer: Charles Hillan

Scoring Method: Fixed Time

Number of rounds: 48 rounds

Possible Score: 480.36

Targets: Stages 1 to 3- One (1) Pistol Target Type –
T3/TA3 Stage 4 - One (1)
Feral Boar Target Type –
TB02

Start Signal: Audible

Stop Signal: Audible

Start Position: S.S.A.A. Field Pistol READY position.

MATCH PROCEDURE

Stage 1 Target - Pistol 15 metres 12 Rounds

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 6 rounds at the target in 7 seconds from the STANDING POST REST POSITION.

The Range Officer repeats the procedure for a total of 12 rounds.

Stage 2 Target - Pistol 20 metres 12 Rounds

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 3 rounds at the target in 8 seconds from the SITTING POST REST OR KNEELING POSITION. The competitor may start in their chosen position.

The Range Officer repeats the procedure for a total of 12 rounds.

Stage 3 Target - Pistol 25 metres 12 Rounds

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 6 rounds at the target in 30 seconds from the PRONE POSITION.

The Range Officer repeats the procedure for a total of 12 rounds.

Stage 4 Target - Feral Boar 50 metres 12 Rounds

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 12 rounds at the target in 2 minutes.

HUNTER COURSE

The Hunter Course example depicts the three methods of scoring a Hunter Course. The example explains the use of the

- Fixed Time
- Shots Limited
- Shots Unlimited

methods of scoring. Hunter courses by default have been limited to 12 rounds, and designers should limit a stage to a maximum of 18 rounds.

Hunter course scenarios should be based on field conditions, be practical and challenging, and above all, be sensible. Designers may use paper, cardboard, plastic or steel targets in Hunter Course stages, and other equipment may be used as props to enhance the scenario.

Partial targets and no shoot targets may be used in a stage to challenge the shooter.

Partial targets are targets that are partially hidden by a representation of an object, that is, a tree, and a clump of grass or a piece of farm equipment. Any shots on the area that hides the target are not counted. The course designer may apply other penalties, that is, the missed shot.

No shoot targets may be targets representing 'non-vermin' species, placed on the range to increase the degree of difficulty for the competitor. Penalties for hitting no shoot targets are implemented by the course designer.

Course designers may apply other penalties to challenge the competitor. For example, when using the buffalo head (this is an unofficial target), any shots in the horns will reduce the competitor's score by half, as the trophy value has been ruined.

S.S.A.A. Field Pistol is a sport, and courses should be challenging and practical, and a pleasure to shoot.

**S.S.A.A. FIELD PISTOL
HUNTER COURSE
MUNDARING WALK UP - STYLE 1**

STAGE INFORMATION

Course	Mundaring Marksmen	
Designer:	Association	
Scoring Method:	Fixed Time	
Number of rounds:	12 rounds	Possible Score: 120.12
Targets:	6 type T3/TA3 targets	
Start Signal:	Audible	Stop Signal: Audible
Start Position:	S.S.A.A. Field Pistol READY position.	

STAGE PROCEDURE

The competitor has 90 seconds to complete this stage.

The competitor stands in the READY position in Box 'A'

The Range Officer will instruct the competitor to move forward at a walking pace towards the target Group 'A'.

Upon the first signal to fire, the competitor shall stop and fire 1 shot at each target in Group 'A' in any order in 4 seconds.

The competitor shall make the firearm safe and continue walking towards the target Group 'A'.

Upon the second signal to fire, the competitor shall fire 1 shot at each target in Group 'A' in any order in 3 seconds.

The competitor shall make the firearm safe and move to Box 'B' and when the competitor has both feet inside the confines of Box 'B', the competitor shall fire 2 shots at each of the targets in Group 'B' in any order in 8 seconds.

The 90 seconds maximum to complete the stage includes the time to reload. If the competitor exceeds the 90 second time limit, the Range Officer will instruct the competitor to unload and show clear. All targets shot up that point shall be scored. There will be no additional penalties for targets not hit.

**S.S.A.A. FIELD PISTOL
HUNTER COURSE
MUNDARING WALK UP - STYLE 2**

STAGE INFORMATION

Course Designer: Mundaring Marksmen Association

Scoring Method: Shots Limited

Par Time: 25 seconds

Number of rounds: 12 rounds

Possible Score: 120.12

Targets: 6 type T3/TA3 targets

Start Signal: Audible

Stop Signal: Last shot

Start Position: S.S.A.A. Field Pistol READY position.

STAGE PROCEDURE

The competitor stands in the READY position in Box 'A'

The Range Officer will instruct the competitor to move forward at a walking pace towards the target Group 'A'.

Upon the first signal to fire, the competitor shall fire 1 shot at each target in Group 'A' in any order.

The competitor shall make the firearm safe and continue walking towards the target Group 'A'.

Upon the second signal to fire, the competitor shall fire 1 shot at each target in Group 'A' in any order.

The competitor shall make the firearm safe and move towards Box 'B' and when the competitor has both feet inside the confines of Box 'B', the competitor shall fire 2 shots at each of the targets in Group 'B' in any order.

**S.S.A.A. FIELD PISTOL
HUNTER COURSE
MUNDARING WALK UP - STYLE 3**

STAGE INFORMATION

Course	Mundaring Marksmen	
Designer:	Association	
Scoring Method:	Shots Unlimited	
Number of rounds:	12 rounds (min)	Possible Score: 120.12
Targets:	6 type T3/TA3 targets	
Start Signal:	Audible	Stop Signal: Last shot
Start Position:	S.S.A.A. Field Pistol READY position.	

STAGE PROCEDURE

The competitor stands in the READY position in Box 'A'

The Range Officer will instruct the competitor to move forwards at a walking pace towards the target Group 'A'.

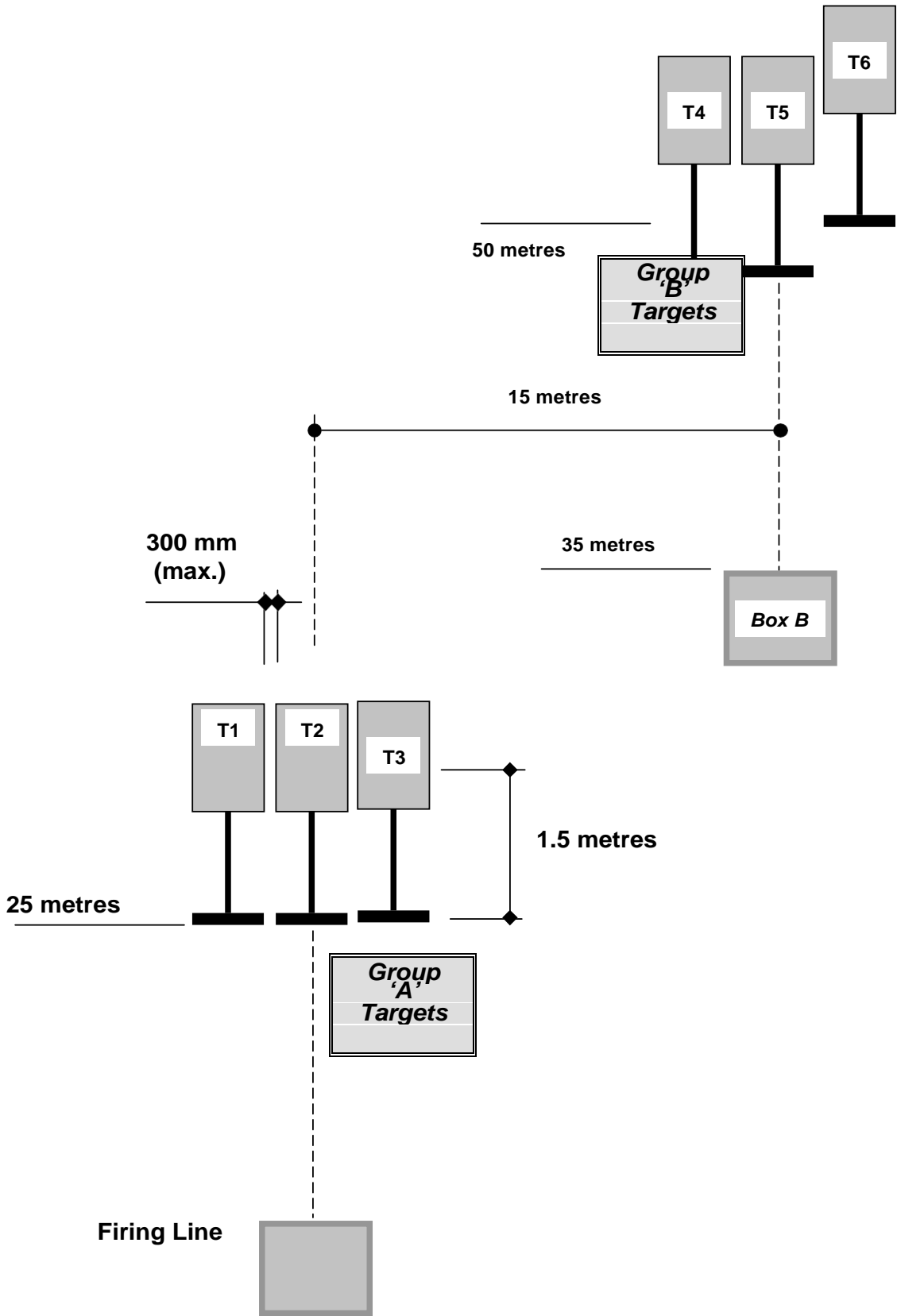
Upon the first signal to fire, the competitor shall fire 1 shot at each target in Group 'A' in any order.

The competitor shall make the firearm safe and continue walking towards the target Group 'A'.

Upon the second signal to fire, the competitor shall fire 1 shot at each target in Group 'A' in any order.

The competitor shall make the firearm safe and move towards Box 'B' and when the competitor has both feet inside the confines of Box 'B', the competitor shall fire 2 shots at each of the targets in Group 'B' in any order.

S.S.A.A. FIELD PISTOL
HUNTER COURSE
MUNDARING WALK UP



Box A

Course of Fire for Indoor Ranges

STAGE INFORMATION

Course Designer: Steve Gard - Mundaring Marksmen Association.

Scoring Method: Fixed Time

Number of rounds: 48 rounds Possible Score 480.48

Targets: 25/50 Rimfire Target TAA

Start Signal: Audible **Stop Signal:** Audible

Start Position: S.S.A.A. Field Pistol READY Position

STAGE SET UP

Each competitor stands on the firing line facing one (1) target. The competitor shall fire 6 rounds at each of the two (2) scoring zones on the target.

STAGE PROCEDURE

Stage 1 **10 metres** **12 Rounds**

The competitor stands facing 1 target and upon the signal to fire, the competitor shall fire six (6) rounds at the target OFFHAND ONLY in 60 seconds.

The Range Officer repeats the procedure for a total of 12 rounds.

Stage 2 **10 metres** **12 Rounds**

The competitor stands facing 1 target and upon the signal to fire, the competitor shall fire three (3) rounds at the target in 15 seconds.

The Range Officer repeats the procedure for a total of 12 rounds.

Stage 3 **15 metres** **12 Rounds**

The competitor stands facing 1 target and upon the signal to fire, the competitor shall fire twelve (12) rounds at the target in the KNEELING POSITION in 120 seconds.

Stage 4 **15 metres** **12 Rounds**

The competitor stands facing 1 target and upon the signal to fire, the competitor shall fire twelve (12) rounds at the target in the SITTING POSITION in 120 seconds.

STAGE INFORMATION

Course Designer: Steve Gard - Mundaring Marksmen Association.

Scoring Method: Fixed Time

Number of rounds: 48 rounds Possible 480

Targets: Target Crow TCW 3 Rabbit TRB 7

Start Signal: Audible **Stop Signal:** Audible

Start Position: S.S.A.A. Field Pistol READY Position

STAGE SET UP

Each competitor stands on the firing line facing one (1) target. The competitor shall fire the designated number of rounds at the target in a given time

STAGE PROCEDURE

Stage 1 **10 metres** **12 Rounds**

The competitor stands facing 1 Crow TCW3 target and upon the signal to fire, the competitor shall fire one (1) round at the target OFFHAND ONLY in 3 seconds.

The Range Officer repeats the procedure for a total of 12 rounds.

Stage 2 **10 metres** **12 Rounds**

The competitor stands facing 1 Crow TCW 3 target and upon the signal to fire, the competitor shall fire three (3) rounds at the target in 10 seconds.

The Range Officer repeats the procedure for a total of 12 rounds.

Stage 3 **15 metres** **12 Rounds**

The competitor stands facing 1 Rabbit TRB7 target and upon the signal to fire, the competitor shall fire six (6) rounds at the target in 20 seconds.

The Range Officer repeats the procedure for a total of 12 rounds

Stage 4 **15 metres** **12 Rounds**

The competitor stands facing 1 Rabbit TRB 7 target and upon the signal to fire, the competitor shall fire twelve (12) rounds at the target in 30 seconds. Including the reload.

VARMINT PISTOL COURSE

Varmint Pistol is a precision course and the target size, time and distance are set accordingly. The minimum distance for Varmint Pistol shall be 25 metres, and the maximum distance is 200 metres. Clubs are encouraged to develop additional Varmint courses of fire, but the balance of precision, time and distance must be maintained.

The targets and distances for Varmint Pistol courses should present the competitor a challenge, not a simple case of firing 12 shots and achieving a perfect score. The bullseye, crow and rabbit targets are generally used for 25 and 50 metres, whilst the feral boar is used for distances greater than 50 metres.

The starting position is the S.S.A.A. Field Pistol ready position that is standing in bay with pistol pointing down at 45 degrees. On the start signal, the competitor may adopt their shooting position.

Varmint Pistol time limits are between three to five minutes, and this will include the time to adopt the shooting position and reloading the pistol.

The number of rounds for a Varmint Pistol match is between 36 to 48 rounds.

Shooting position is any field position unless specified in the stage procedure. Varmint Pistol permits the use of bi-pods or pistol rests that can easily be carried in the field and weigh less than three kilograms. Slings may be used as a shooting aid unless prohibited in the stage procedure.

**S.S.A.A. FIELD PISTOL
VARMINT COURSE
MUNDARING VARMINT MATCH**

MATCH INFORMATION

Course	Mundaring Marksmen	
Designer:	Association Fixed Time	Possible Score:
Scoring Method:	48 rounds	480.
Number of rounds:		
Targets:	Stage 1 – One (1) Crow Target	Type – TCW 3
	Stage 2 – One (1) Crow Target	Type – TCW 3
	Stage 3- One (1) Rabbit Target	Type TBR 7
	Stage 4 – One (1) Feral Boar Target	Type – TB02
Start Signal:	Audible	Stop Signal:
		Audible
Start Position:	S.S.A.A. Field Pistol READY position.	

MATCH PROCEDURE

Stage 1 Target - Crow 25 metres 12 Rounds

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 2 rounds at the target **OFFHAND ONLY** in 15 seconds.

The Range Officer repeats the procedure for a total of 12 rounds.

Stage 2 Target - Crow 25 metres 12 Rounds

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 12 rounds at the target in 3 minutes. Any Field position.

Stage 3 Target -Rabbit 50 metres 12 Rounds

The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 12 rounds at the target in 4 minutes. Any Field position.

Stage 4 **Target - Feral Boar** **100 metres** **12**

Rounds The competitor stands in the start position facing 1 target and on the signal to commence fire, the competitor shall fire 12 rounds at the target in 5 minutes. Any Field position.