



SHOTGUN
OFFICIAL NATIONAL RULES

Revised Nov 2023

No. 5.0

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These Rules, for the conduct of National Championships, have been compiled by the Discipline subcommittee, with amendments by the SSAA National Discipline Chairmans' conference and approved and ratified by the SSAA Inc National Board.

SHOTGUN NATIONAL RULES

Revised Nov 2023

No. 5.0

SECTION 1: AIMS AND OBJECTIVES

1.1 AIMS AND OBJECTIVES

- 1.1 To provide a training and development platform for international and national shotgun competitions.
- 1.2 To participate in international and national shotgun competitions.
- 1.3 To develop skills and knowledge of the shooting sports.
- 1.4 To provide a set of standard national shooting rules which will guide competitors and assist competition organisers in the orderly and consistent management of shotgun competitions.

SECTION 2: SSAA STANDARD RULES

The SSAA Standard Rules cover common rules, including the protest and appeals process that apply to all disciplines.

The current edition of the Standard Rules is available on the SSAA website at www.ssaa.org.au/standard-rules

These Standard Rules should be used with each disciplines current rule book and they take precedence over any standard rule that may be in a discipline's rule book.

The Rules covered are shown as heading and subheadings in this rule book.

2.1 COMPETITOR'S ELIGIBILITY

2.2 JUNIOR COMPETITORS

2.3 PERSONS WITH DISABILITIES

2.3.1 Authorisation

2.3.2 Substitute position

2.3.3 Awards, trophies, records, etc.

2.3.4 Protests

2.4 COMPETITOR'S RESPONSIBILITY

2.4.1 Competitors and Officials to be familiar with the Rules

2.4.1.1 Competitors and Firearms Licence

2.4.2 Sportsmanship

2.4.3 Behaviour

2.4.4 Range Safety Rules

2.4.5 Safety Equipment

2.4.6 Clothing

2.5 STUCK LIVE ROUND: MANDATORY RULE

2.6 RULE INFRINGEMENTS

2.7 DISCIPLINE CHAIRMAN'S AUTHORITY

2.8 PROTEST AND APPEALS COMMITTEE

2.9 NATIONAL CHAMPIONSHIPS

2.9.1 Disruption to Competition

2.9.2 National Championships and Other Shooting events

2.9.3 Supplementary Events

SECTION 3: COMPETITOR SAFETY

3.1 All firearms carried on or about the shotgun range must be held in a position of safety, with breech open and unloaded at all times. Once a shotgun has been cleared it may be placed in a gun bag or slip for the purposes of protection and ease of carrying from layout to layout.

3.2 Stands (cages) are to be provided for all Sporting Clays and 5-Stand events including practice. The Stand (cage) is to have a horizontal cross bar a minimum 800 mm from ground level with a horizontal bar above head height to restrict gun movement beyond 12 o'clock for driven overhead targets.

- 3.3** Whilst at a shooting stand, no shells are to be chambered until the firearm is facing down range and the competitor is ready to shoot.
- 3.4** Shooting on the grounds at any place other than the firing point is prohibited except where a pattern plate is available and then only with permission of an authorised official.
- 3.5** Shooting a firearm in any position other than from the shoulder is prohibited (with the exception of persons with a disability). Persons intentionally discharging a firearm in a manner other than described above, will be immediately disqualified from the competition by the Referee and the incident shall be reported to the Shoot Director in writing. See also Rule 2.6: Infringements
- 3.6** During 5-Stand competition, the competitor must not close the firearm until the result of the previous competitor's target has been called. This includes shotgun competitions where the competitor must immediately open the firearm upon having completed firing at the target/s. The competitor must not attempt to turn around or move out of the cage or stand until the firearm has been unloaded and the last competitor has completed their target sequence. The Referee will then call change.
- 3.7** Competitors experiencing a misfire or malfunction must remain with the gun pointed downrange until the Referee arrives to adjudicate. The firearm must not be tampered with until an adjudication has been made. Any occasion where the competitor has failed to prepare the firearm to operate correctly (e.g. safety is on or the gun is not loaded) will result in a lost target penalty.
- 3.8** During an event, competitors must remove all cartridges from the firearm immediately upon the waving or exposure of a red flag /signal from the trap house, or under official direction.
- 3.90** Triggers which function on release are not allowed.
- 3.10** Before the competitor calls for a target, the ready position must be adopted and the competitor's feet shall be positioned within the limits of the stand (Sporting Clays and 5-Stand) or one foot on the pad (Low Field and High Field).
- 3.11** A competitor must fire in turn and at their target only. Dry mounting of the firearm at any time will incur a warning and subsequent infringements will incur a lost target penalty. Competitors will be given one warning per event and the lost target will be deducted from the last target hit at the end of the offending round. It is an infringement of the rules to aim at, or shoot at another competitor's target.
- 3.12** A penalty of disqualification shall be imposed for intentionally shooting at fauna on the shotgun range/s.
- 3.13** For Sporting events, a competitor must not move into a stand before the preceding competitor has completed their turn, and stepped out of the stand. For 5-Stand, all competitors must not move into the next stand until the whole squad has completed their round.

SECTION 4: SHOOTING ETIQUETTE

- 4.1** Each competitor must be ready when called to the stand. The competitor must take sufficient ammunition and equipment to complete the round. Any competitor who is not present for the start of the competition, or at the start of each round shall be called two (2) minutes after the initial call and if not present will receive a final call three (3) minutes after the initial call. Failing to take up position in the squad, the competitor will be penalised with the loss of targets at that stand and any subsequent stands, until they are present and regain their position in the squad.
- 4.2** For Sporting Clays competition, one sighter of each target can be r thrown for the first competitor of each squad at the first visit to each stand, and during subsequent rounds where the targets have been changed. If the trap is concealed, an additional sighter target may be thrown at the request of the first competitor. On occasions where the next squad is present to observe a full sequence of targets thrown by the previous squad, then the following squad an commence without requesting sighter targets thrown. Simultaneous pairs and Rafale pairs sighter targets are to be thrown in conjunction with the single targets. Simultaneous pairs may be thrown twice at the request of the first shooter to order the option of the best course to take.
- 4.3** When the competition is Low Field the competitor on the first pad is entitled to see a target released on their call.
- 4.4** When the competitor is ready to call for a competition target, the competitor shall give a distinctive call for the release of the target.
- 4.5** If a competitor deliberately delays the competition, or acts in an unsportsmanlike or unsafe manner, the Shoot Director may give the competitor a warning and for subsequent infringements may disqualify the person from the competition. See Rule 2.6 Rule Infringements
- 4.6** A copy of these Rules shall be available at every SSAA shotgun competition.

SECTION 5: COMPETITOR DUTIES AND RESPONSIBILITIES

5.1 ACTING AS A SCORER OR REFEREE

All competitors may be required to share the duties of Scorer or Referee, on a roster basis, as required. Scorers and Referees should make themselves familiar with this Rule Book and have a reasonable understanding of the rules.

5.2 HANDLOADING

As shotgun shooting encourages and facilitates the handloading of ammunition, it is the responsibility of the competitor to ensure that all safe practices and codes outlined for such procedures are diligently observed.

5.3 TIMING

The onus to complete firing within the time limits as laid down in Rule 25.4 of these Rules, is entirely the responsibility of the competitor, however the Host Branch should institute all procedures to assist in this regard.

SECTION 6: ELIGIBILITY TO HOST SSAA COMPETITIONS

SSAA National Championships shall be held on a SSAA Branch or Affiliated Club approved range and may consist of any of the following championships:

- 6.1 SSAA SPORTING CLAYS**
- 6.2 SSAA HIGH FIELD**
- 6.3 SSAA LOW FIELD**
- 6.4 SSAA 5-STAND**
- 6.5 SSAA BIRDBRAIN**
- 6.6 SSAA SKEET**
- 6.7 SSAA DOWN THE LINE (DTL)**
- 6.8 SSAA TOWER**

SECTION 7: GRADING

7.1 ESTABLISHING GRADES

An ungraded competitor will be graded at the conclusion of their first 100 consecutive targets. They will hold this grade for the length of the competition and be regraded if required at the end of the competition.

They will hold this grade until they complete the next competition and then regrade to their relevant percentage until regrading occurs after 200 recorded targets.

7.2 SPORTING CLAYS & 5-STAND

In Sporting Clays and 5-Stand competitors shall be regraded after each block of 200 targets after the last grading for upgrading or completion of event. Any increase in handicap is to be made and that handicap is to be used at their competition. (Refer to the Grading Card Reckoner). All competitive shooting as well as shoot offs in blocks of 25 targets are to be recorded on the Grading Card.

7.3 DOWNGRADING

Downgrading shall automatically [the NDC meeting agreed to add the word 'automatically' to this sentence] be determined after 400 targets. A competitor can only be downgraded one grade from their highest obtained grade. For a competitor to be downgraded more than one grade, they must do so by applying to the National Shotgun Chairman in writing with due reason and supported by documentary evidence (i.e. Score sheets, medical statements, etc.) that will help the Chairman to reach a decision.

7.4 REGRADING

It is the responsibility of the competitor to manage their card. A competitor will remain in the grade in which they commenced the competition even if during the competition they qualify to be in a higher or lower grade. The exception being that after a competitor begins an event and is obviously under-graded, the competitor may be re-graded at the discretion of the Shoot Director. A competitor will regrade their card after 200 rounds. if they are eligible to be in a higher grade.

7.5 GRADES: SPORTING CLAYS AND 5-STAND

AA Grade 84% and above
A Grade 74% and under 84%
B Grade 60% and under 74%
C Grade less than 60%

7.6 GRADES: HIGH OR LOW FIELD

AA Grade 87% and above
A Grade 75% and under 87%
B Grade 65% and under 75%
C Grade less than 65%

7.7 GRADES: BIRDBRAIN

AA Grade 77% and above
A Grade 67% and under 77%
B Grade 55% and under 67%
C Grade less than 55%

7.8 GRADING CARDS

Grading cards may be obtained from SSAA National t or either the National or State Shotgun Discipline Chairman. The competitor shall be responsible for keeping it up to date.

SECTION 8: CLASSES

For National Championships competitors are divided into, and nominate in the following categories.

8.1 OPEN

Open to all competitors and can be further divided into AA, A, B and C Grades.

8.2 VETERAN

A Veteran is any person under 70 years and on or past their 60th birthday.

8.3 SUPER VETERAN

A Super Veteran is any person on or past their 70th birthday.

8.4 JUNIOR

A Junior is any person under the age of 18 years. Juniors are divided into two classes, see Rule 2.2

8.4.1 Junior - under 18 years and 15 years and over.

8.4.2 Junior - under 15 years.

8.5 SSAA Championship medals shall be available for all National Championships and the medals awarded shall be:

High Gun	Gold
AA Grade	Gold, Silver, Bronze
A Grade	Gold, Silver, Bronze
B Grade	Gold, Silver, Bronze
C Grade	Gold, Silver, Bronze
Veteran	Gold, Silver, Bronze
Super Veteran	Gold, Silver, Bronze
Ladies	Gold, Silver, Bronze
Junior U 18	Gold, Silver, Bronze
Junior U 15	Gold, Silver, Bronze

8.5.1 The winning of a Junior Medal does not preclude the junior from winning any other medal.

SECTION 9: COURSE OF FIRE

9.1 SSAA SPORTING CLAYS

Sporting Clays is shot over a layout of clay target traps that are usually set up in a natural bushland setting. The traps present competitors with clay targets that simulate field shooting a variety of game such as ducks, rabbits, quail and pheasants. Targets can be standard, midi or mini in size or battues and rabbits. Single targets or a variety of pairs can be used. Traps can be concealed in the bush or on towers with the targets only visible in cleared areas. Squads of up to six (6) competitors shoot from designated areas at the same, known targets. Gun position is at the discretion of the competitor in a safe position. A round is 25 targets. An event can comprise of any number of targets, at the discretion of the event organizer.

9.2 SSAA LOW FIELD

Low Field (or Field) Shotgun is shot off pads that are either level with or one metre back from the front of the trap house. They can also be one metre either above or below the trap. There are ten (10) shooting pads, numbered 1 - 10, five on either side of the traphouse, that are placed 1.2m to 1.8m (centres) apart. The shooting pads are 3m – 5m from the trap house. Squads of up to six competitors shoot alternatively from their designated positions. When it is a competitor's turn to shoot, they will move to the designated pad, load and call for the target(s) with the shotgun clearly off the shoulder in a safe position, then unload and return to the rear of the shooting position. Competitors will rotate over the ten (10) positions, (five at a time) until the competition is completed.

9.3 SSAA HIGH FIELD

High Field Shotgun has similar shooting positions and routines as Low Field. However, the trap is located in a tower 10m (+/- 1m) above the ground, causing the competitors on both sides of the tower to look up and backwards to sight the target as it leaves the trap.

9.4 SSAA 5-STAND

5-Stand is a sporting clays layout established in a smaller space. It is named for its five shooting stations or cages that are lined up in a straight line close to each other at a minimum of 2 metre centres and recommended maximum of 3 metres, can be a larger distance depending on circumstances. The five shooting stations are surrounded by six to eight numbered traps that present competitors with a wide variety of targets from any angle including from behind, from towers, vertical shots and rabbits. All targets generally converge in an area in front of the stands. Competitors rotate through the five stands and will receive an identical mix of targets in the order displayed on the menu boards. Single and double targets will be presented. There is a menu board in front of each station. Gun position can be at the discretion of the competitor.

Only the first squad can view sighter targets. Subsequent squads will make themselves available to see the competition targets shot by the previous squad. Exception: If you are scoring and referring and do not arrive in time to view. This is at the discretion of the umpire. Scoring and referring is to be done by the previous squad.

Exception: At the beginning of the competition, the following squad will score and referee for the first squad of the competition, unless arranges scorers and referees are appointed by the club.

9.5 SSAA BIRDBRAIN

Birdbrain is the name given to the original form of 5-Stand that was introduced by SSAA in 1990. The rules for Birdbrain closely resemble 5-Stand rules for guns, ammunition, grades, stands, shooting order, gun position, types of clays used and scoring.

- 9.5.1 Shooting will take place in squads of five competitors with each competitor shooting a round of 25 targets at each layout. All competitors will shoot exactly the same targets at each stand; however the targets will be in a random order unknown to the competitor.
- 9.5.2 There will be no menu boards. Only the first squad can view sighter targets. Subsequent squads will make themselves available to see the competition targets shot by the previous squad. The release of Report pairs will be identified with an audible signal and a synchronised visible light out front at the time the referee releases the first target, For Simultaneous and Rafale pairs the audible signal and synchronised visible light out front shall be heard and seen in conjunction with the release of the targets.
- 9.5.3 Where available, a computer controller, may be used to present targets in an unknown order. If a controller is not available, targets can be released manually in a random order unknown to the competitor.

9.5.4 As the targets are completely unknown to competitors, their flight trajectories need to be directly in front of the five stand/cages and competitors. All target trajectories should be set to have each clay target traverse through an imaginary “window” in front of the five shooting stands/cages and not outside the peripheral vision of the five competitors when they are facing forwards. This “window” can be established by extending at arm’s length 1 metre in front of the middle (3rd) stand/cage, a rectangular frame 40cm x 30cm high.

SECTION 10: FIREARM POSITION

10.1 LOW FIELD AND HIGH FIELD.

10.1.1 The firearm butt shall be held visibly out of the shoulder in a safe position.. When ready, the competitor will give a distinctive call. The Referee will immediately release a target upon the call of the competitor and the target must be visible to the competitor within three seconds of the call.

10.1.2 The firearm will not be placed on the shoulder until the target is visible. The first infringement in each round will incur a warning and subsequent infringements will incur a lost target.

10.1.3 The letter ‘**W**’ for warning shall be noted on the score sheet by the Referee / Scorer. The second and subsequent infringement in each round shall be scored in the following circumstances:

10.1.3.1 ‘**Lost**’ for a single target.

10.1.3.2. ‘**Lost**’ and ‘**no target**’ for a Report pair.

10.1.3.3. ‘**Lost**’ and ‘**lost**’ for a Simultaneous or Rafale pair.

10.2 5-STAND, SPORTING AND BIRDBRAIN

10.2.1 5-Stand, Sporting and Birdbrain may be shot with the gun on the shoulder if preferred. When ready, the competitor will give a distinctive call. The Referee will immediately release a target upon the call of the competitor and the target must be visible to the competitor within three seconds of the call.

10.2.2 The gun will not move before the target is visibly in front of the cage, otherwise a ‘**no target**’ shall be called and a warning given to the competitor. The target shall be called for again.

10.2.3 The letters ‘**SP**’ (slow pull) shall be noted on the score sheet by the Referee / Scorer, at the discretion of the Referee with the time limit of 20 seconds. The second and subsequent infringement in each round shall be scored in the following circumstances:

10.2.3.1 ‘**Lost**’ for a single target.

10.2.3.2 ‘**Lost**’ and ‘**lost**’ for a Simultaneous or Rafale pair..

SECTION 11: REFUSALS

11.1 The competitor cannot refuse any legal target unless the target is not called for, if the target is thrown after an unacceptable delay or a delay of more than three seconds for 5-Stand and Sporting Clays. If a competitor refuses a target but the Referee decides there is no valid reason for the refusal the Referee shall call:

11.1.1 **'Lost'** for a single target.

11.1.2 **'Repeat the pair, second shot only to score'** for Report pairs.

11.1.3 **'Lost'** and **'lost'** for a Simultaneous or Rafale pair if no shots are fired at the targets..

11.2 If a competitor does not see a valid target the Referee shall call:

11.2.1 **'Lost'** for a single target.

11.2.2 **'Repeat the pair, second shot only to score'** for Report pairs.

11.2.3 **'Lost'** and **'lost'** for a Simultaneous or Rafale pair if no shots are fired at the targets.

11.3 A baulk can be called by the competitor if, after the release of the target, an unexpected distraction to the competitor has been witnessed, then the target can be reinstated at the discretion of the Referee.

SECTION 12: FIREARM MALFUNCTION

12.1 A competitor shall be allowed one firearm malfunction not attributable to the competitor on each round without penalty. If the firearm can no longer function safely then the competitor has two minutes to obtain a replacement firearm. other than any being used by the remaining competitors in the squad with the exception of Sporting Clays. If the competitor cannot make use of another firearm, the competitor may, at the discretion of the Referee leave the squad and appeal to the Shoot Director to continue the remainder of the round in another squad. In Sporting Clays, a firearm from a fellow squad member can be used. Each malfunction shall be scored on the score sheet as **'M'** at the time that the incident occurred. This letter will be placed at the scoring point on the score sheet. On the second and any subsequent malfunction during a round the Referee shall call:

12.1.1 **'Lost'** for a single target.

12.1.2 **'Repeat the pair, second shot only to score'** for Report pairs.

12.1.3 **'Lost'** and **'lost'** for a Simultaneous or Rafale pair if no shots are fired at the targets.

12.2 In the case of a malfunction and the competitor opens the firearm or alters any mechanism in any way on any occasion, before the Referee has examined the firearm, the call shall be.

12.2.1 **'Lost'** for a single target.

12.2.2 **'Repeat the pair, second shot only to score'** for Report pairs.

12.2.3 **'Lost'** and **'lost'** for a Simultaneous or Rafale pair if no shots are fired at the targets.

- 12.3** If the competitor has accidentally fired the firearm for any reason after the call for the target has been made and does not attempt to engage the target with the remaining shot. The call shall be.
- 12.3.1** 'Lost' for a single target.
- 12.3.2** 'Repeat the pair, second shot only to score' for Report pairs.
- 12.3.3** 'Lost' and 'lost' for a Simultaneous or Rafale pair if no shots are fired at the targets.
- 12.4** Interchanging firearms between competitors during the round is permitted, if agreed upon by the Shoot Director, prior to competition starting or for a firearm malfunction.
- 12.5** The configuration of the firearm cannot be changed during the round of 25 targets. Exception: Chokes can be changed between sporting stands as long as the change does not impact the shooting of other competitors.

SECTION 13: FIREARMS AND AMMUNITION

- 13.1** All smooth bore shotguns are allowed providing their gauge does not exceed 12 gauge and the barrel / overall length shall comply with Australian State and Territory laws.
- 13.2** No additional handicap will be given to competitors using firearms of a gauge smaller than 12 gauge.
- 13.3** Shot size shall be no larger than number 7 (2.41mm) for lead or steel shot. The weight of the shot shall not be more than 32 grams (1 & 1/8 ounces).
- 13.4** Some shooting ranges have special restrictions placed upon them as a condition of their Range License, e.g. shot size, type, weight, etc. and these restrictions will need to be complied with. If in the Referee's opinion a competitor's ammunition appears unsafe to use, the Referee should refer this to the Shoot Director who has the authority to ban any cartridge from being used.
- 13.5** Any competitor found using cartridges of the incorrect weight or shot size may be disqualified from the competition.
- 13.6** Black powder cartridges are not permitted.
- 13.7** A maximum of two cartridges is allowed in the firearm at any one time.
- 13.8** If it is a ammunition malfunction, the competitor is allowed 2 malfunctions per round without penalty, a maximum of 4 per competition before they are required to replace their ammunition. If the Referee declares the ammunition faulty, then the competitor has two minutes to obtain replacement ammunition. Each malfunction shall be scored on the score sheet as 'M' at the time that the incident occurred. This letter will be placed at the scoring point on the score sheet. On the third and any subsequent malfunction during a round or after 5 per competition the Referee shall call:

13.8.1 'Lost' for a single target.

13.8.2 'Repeat the pair, second shot only to score' for Report pairs.

13.8.3 'Lost' and 'lost' for a Simultaneous or Rafale pair if no shots are fired at the targets.

SECTION 14: RANGE SETTING AND TARGETS

14.1 The targets to be used may include standard targets as well as a mixture of exotic targets.

14.2 Targets other than standard size shall be used specifically for 5-Stand and Sporting Clays. Examples: Mini, Midi, Battue and Rabbit.

14.3 Targets, whether they are broken or not, after being thrown shall at all times remain the property of the Host Branch / Club and shall not be picked up to determine a score.

14.4 All shooting layouts will be equipped with sufficient traps to conduct a competition that complies with the rules for that championship.

14.5 All targets should be set within the effective range of a 12 gauge shotgun, when loaded with the maximum permissible load / shot size. All targets must be set to be shootable within the effective range of a shotgun and be visible for sufficient time for a competitor to fire up to two aimed shots at each one, with a balance of targets suitable for all grades.

14.6 In Sporting Clays and 5-Stand Championships targets shall be thrown at various speeds, singles, doubles or pairs, from in front of, behind, low, high or above, straight away, crossing, quartering or incoming from either side, in the open or partly hidden by trees, bushes or other obstacles.

14.7 Targets are to be set so that they are clearly visible against the background. Careful consideration needs to be given to the colour of the clay target used, the shooting background and expected light conditions. Where possible, the colour of the targets should contrast with the background. Traps should be set so that clay targets show sufficient face to competitors to make them readily visible. Targets that remain side on to competitors should be avoided.

14.8 Targets should not be set to end their flight in trees.

14.9 Targets should not be set that can only be shot at the end of their trajectory, particularly battues.

14.10 In general, layouts for Sporting Clays and 5-Stand Championships should be designed to present a wide range of targets using a variety of different clay targets. Each layout should contain a mixture of standard and exotic targets. Each layout of 25 targets can have up to 20% of exotic targets that include the following targets types: battue, rabbit, midi and mini clay targets. Standard clay targets can be presented as loopers.

- 14.11** When establishing a layout, traps are to be positioned, and targets presented in such a way, that they afford maximum safety to the trapper, competitor, referee / scorers and any spectators. Targets and fragments should fall well clear of all participants.
- 14.12** Menu boards will be positioned in front of each competitor's stand during Sporting Clays and 5-Stand Championships. In 5-Stand Championships the menu boards will list the traps from which targets will be presented at each station, and should indicate exotics.
- 14.13** Once the trajectories of clay targets in a 5-Stand or Sporting Clays layout has been established and fixed, any variation in trajectory cause by the wind will not cause a target to be considered a "No Target", unless the Referee so declares. Wind effected targets are legal targets unless the Referee decrees otherwise in extreme circumstances.
- 14.14** In 5-Stand and Sporting Clays, each trap, or trap location will be identified, in a clockwise order, with large visible numbers or letters beginning 1, 2, 3 or A, B, C etc.
- 14.15** Shooting cages should be suitable for right and left handed competitors of all heights.
- 14.16** When establishing layouts consideration should be given to sun position throughout the competition.

SECTION 15: TRAPS

- 15.1** Any trap that will throw a clay target the required distance may be used. Automatic Traps are preferred for competition. In the event of any layout being equipped with a hand cocked or hand loaded trap the Referee must ensure the trapper has sufficient time to reload the trap before the next call is made.
- 15.2** The Host Branch / Club shall ensure all traps, whether they are manually or automatically operated shall have appropriate safety procedures in place for the trap operators. The attention to safety for the manual trap operator and the access of approach to any automatic traps shall be specifically addressed.

SECTION 16: TARGET ADJUDICATION

The Referee shall adjudicate on all targets.

16.1 SINGLE TARGETS

- 16.1.1** The call '**one**' shall be made by the Referee when at least one visible piece has broken off the target. The call '**one**' shall only be made whilst the target is in flight and has not contacted any obstructions. Note: a rabbit target is the only target that is intended to be influenced by an obstructive path, i.e. ground conditions.

16.1.2 The call '**lost**' shall be made by the Referee:

16.1.2.1 When the target has not been hit.

16.1.2.2 When the target is only dusted or deflected.

16.1.2.3 If the competitor cannot fire the firearm due to human error (e.g. safety catch is on, insufficient ammunition, lever or mechanism is in the incorrect position).

16.1.2.4 If a competitor encounters the second firearm or ammunition malfunction of any round.

16.1.2.5 In the case of a malfunction and the competitor opens the firearm or alters any mechanism in any way on any occasion, before the Referee has examined the firearm. (Refer to Section 12)

16.1.2.6 If the competitor has accidentally or prematurely fired the firearm after the competitor calls for the target, and fails to hit the target

16.1.2.7 If a competitor fails to fire the second shot for no apparent reason.

16.2 SIMULTANEOUS AND REPORT PAIRS

16.2.1 Report Pairs. The call '**One – one**' shall be made by the Referee when a visible piece has been broken off each target of the pair. In the event that both targets of a Report pair are broken with the first or second shot the both targets will be scored 'one – one'.

16.2.2 Simultaneous Pairs and Rafael Pairs in Sporting Clays and 5-Stand. The adjudication is made when a visible piece has been broken of each target by either the first shot or the second shot. A competitor may choose to fire both shots at one target for a score of '**One and lost**'. If both targets are struck by either the first or second shot the score will be '**One and one**'.

16.3 NO TARGET – REPORT PAIR

16.3.1 When the first target is called '**no target**' or the firearm / ammunition has a malfunction on the first shot of a Report pair and the malfunction is the first or second malfunction of the round, '**no targets both**' will be called and the pair shall be called again with both shots to count. Competitors are allowed two malfunctions per round. If the competitor has another malfunction the Referee will deem the target '**Lost**'. Refer to sections 12 & 13.

16.3.2 When the second target is called '**no target**' or the firearm / ammunition has a malfunction on the second shot of a Report pair and the firearm / ammunition malfunction is the first malfunction of the round, '**no target**' will be called and the pair shall be thrown again. The Referee shall call '**Repeat the pair, result of the first shot shall stand, second shot only to score**'.

(**Note** - A Report pair can be scored over two calls to achieve a result, e.g. if the first target is a '**legal target**' and is shot at and scored one or lost but the second target is a '**no target**', the score of the first shot will stand and the pair will be thrown again to determine the result of the second shot).

16.4 NO TARGET- NO PAIR - SIMULTANEOUS AND RAFALE PAIRS IN SPORTING AND 5-STAND

16.4.1 When either target of a Simultaneous or Rafale pair is called '**no target**' or the firearm / ammunition has a malfunction on the first or second shot of a Simultaneous or Rafale pair and the malfunction is the first malfunction of the round, '**no pair**' will be called and no score recorded.

Scoring of Simultaneous or Rafale pairs shall be made on the same pair released, i.e. No score will be made on the first pair & the competitor will repeat the pair with the score to count. Refer to section 12 & 13.

16.4.2. A pair will be thrown again with the score for both targets to count.

16.4.3 If a valid target is released but not seen by the competitor, the call will be '**lost**'. If a valid Report pair of targets is released and the first target not seen by the competitor, the call will be '**lost**' on the first target. A fresh pair will then be released. The first target will be scored '**lost**' with the second target adjudicated upon.

SECTION 17: FURTHER INSTANCES OF NO TARGETS

17.1 The call '**no target**' shall be made by the Referee:

17.1.1 When the competitor calls for the target with the incorrect gun position. The Referee will issue one warning. Subsequent infringements will result in the target being called '**lost**'.

17.1.2 When the target is thrown before the competitor has called.

17.1.3 When a target is broken other than the result of a shot taken.

17.1.4 When a target contacts an obstruction during normal trajectory (except for a rabbit).

17.1.5 When a target is thrown from the incorrect trap.

17.1.6 When more than the correct number of targets is thrown.

17.1.7 When the Referee declares a target has an irregular flight.

17.1.8 When a rabbit target has not landed within three metres after departure from the machine.

17.1.9 When a target is of the incorrect type.

17.1.10 When a target is of the incorrect colour.

17.1.11 When the target is thrown after a delay in excess of three seconds.

17.1.12 When a rabbit breaks with an obvious delay after the first shot is fired, the call shall be "Repeat the target, you are only to use one shell". The score will be determined by this result.

SECTION 18: SHOOT OFFS

18.1 Shoot offs should be conducted over blocks of ten targets. The competitors will shoot in single file. The shooting order will be decided by the Shoot Director, e.g. the first competitor will shoot at the first stand, then the second competitor and so on. The second competitor will be the first competitor at the second stand and so on. Exception: National Championships: Competitors are to shoot one round of 25 targets if time permits, if time does not permit then the shoot off is over blocks of ten targets. If scores are equal, competitors are to compete by single target elimination, i.e. each competitor is to fire at one target at a time until one competitor misses.

SECTION 19: NATIONAL PROFICIENCY MEDAL AWARDS

19.1 A National Shotgun Proficiency Medal Award can only be won whilst shooting in a SSAA organised shotgun competition under these Rules and therefore may only be obtained by a financial SSAA member.

19.2 A National Shotgun Proficiency Medal Award is available for National 5-Stand or Sporting events, on a once only basis, for shooting the following continuous breaks. All requests for a break badge shall be made to the Shotgun National Discipline Chairman, accompanied by proof of the relevant continuous break. State and Club event are the responsibility of the Club running the event.

19.2.1 Shooting a continuous break of 25 targets.

19.2.2 Shooting a continuous break of 50 targets.

19.2.3 Shooting a continuous break of 75 targets.

19.2.4 Shooting a continuous break of 100 targets.

19.2.5 Shooting a continuous break of 125 targets.

19.2.6 Shooting a continuous break of 150 targets.

19.2.7 Shooting a continuous break of 175 targets.

19.2.8 Shooting a continuous break of 200 targets.

SECTION 20: SPECIFIC RULES FOR SPORTING CLAYS

Sections 3 to 19 of this Rule Book shall apply in conjunction with the following:

SECTION 21: TRAJECTORY OF TARGET

21.1 At each stand target trajectories shall be the same for each competitor in height, distance and speed.

- 21.2** If the targets have been set by the Host Branch / Club and during the competition become inconsistent because of weather, then the targets will continue to be scored providing that there is no distinct advantage or disadvantage to the competitor during the engagement of the target.

SECTION 22: ORGANISATION OF CHAMPIONSHIPS

- 22.1** Shooting will occur in squads with a maximum of six (6) competitors.
- 22.2** For the release of the targets the competitor only is permitted to make the call.
- 22.3** At all competitions a sighter target must be thrown at each station of the first round and rounds thereafter where the targets have been altered.
- 22.4** All Rules applying to Simultaneous doubles also apply to Rafale pairs.
- 22.5** In case of a malfunction of a trap during the shoot the Referee may decide for the squad to continue onto the next stand and return to the previous stand at the end of the round to complete the 25 targets.

SECTION 23: REFEREE'S DUTIES

- 23.1** The Referee shall announce all specific conditions relating to a stand before the squad commences shooting, e.g. number and type of targets, the target sequence whether single or doubles, whether Simultaneous or Report.
- 23.2** The Referee must ensure competitors are in their correct positions as nominated by the score sheet. The Referee must make all calls clear to the competitor concerned.
- 23.3** The Referee may choose to nominate another person to assist in the adjudication of pair targets.
- 23.4** The Referee may alter targets during the event in order to bring the trajectory of the target back to the original path.

SECTION 24: ROLL CALL

- 24.1** In Sporting Clays competition the targets of an absent competitor shall not be thrown but will be scored zero until such times as the competitor can present themselves to the stand when it is their turn to shoot.

SECTION 25: TIME DELAYS

- 25.1** Time allowed for changing stands will be determined by squad backup and the distance between stands however, if a competitor is absent when the squad is ready to commence shooting, then Section 24 can apply.

- 25.2** After a competitor's call the target will be released immediately, however, on occasions due to the nature of the course, traps may be concealed and the flight of the target may not be exposed to the competitor immediately on the call. The Shoot Committee should set a course to permit the flight of the target to be exposed to the competitor within three seconds of the call.
- 25.3** Section 12.1 governs competitors repairing or replacing a firearm during a round.
- 25.4** A competitor should call for the target in a prompt and reasonable time. A maximum of 20 seconds is permitted for the calling of the target by the same competitor after the previous target has been scored.
- 25.5** Any intentional delay caused by the competitor may be brought to the attention of the Shoot Director by the Referee. A penalty may be handed down against the competitor.

SECTION 26: SPECIFIC RULES FOR 5-STAND

Sections 3 to 19 of this Rule Book shall apply in conjunction with the following:

SECTION 27: TARGET SEQUENCE

- 27.1** Targets may be thrown as singles, Report pairs or Simultaneous pairs. The target should be released immediately on the call of the competitor. The first competitor shall always make the first call after a change of stand.

SECTION 28: TRAJECTORY OF TARGET

- 28.1** At each stand target trajectories shall be the same for each competitor in height, distance, and speed.
- 28.2** If the targets have been set by the Shoot Committee and during the competition become inconsistent because of weather, then the targets will continue to be scored providing that there is no distinct advantage or disadvantage to the competitor during the engagement of the target.

SECTION 29: TARGET ADJUDICATION

- 29.1** As per Sections 12, 16 and 17

SECTION 30: SHOOTING STATION

- 30.1** In preparation for the call, the competitor must be in the cage or stand with the firearm pointing towards the shooting area, before cartridges can be chambered.

- 30.2** The action of the firearm can only be closed when it is the competitor's turn to shoot.
- 30.3** All firearms must be open and empty of cartridges before a competitor turns around in a cage or stand from the shooting area or whilst walking from stand to stand. Any infringement of this Rule shall be deemed to be unsafe and may incur disqualification from the competition.
- 30.4** With reference to 5-Stand, competitors will not change cages or stands until the last competitor in the squad has finished shooting that series of targets.

SECTION 31: SIGHTER TARGETS

- 31.1** At each layout and at the start of shooting on each day the Referee shall release a single target from each trap for all competitors to view. Refer to rules 4.2, 9.4 and 9.5.2
- 31.2** For championships consisting of pairs the first squad shall also view all pairs to be thrown for the round. This shall also apply on occasions when each layout has been altered for the next round.

SECTION 32: REFEREE DUTIES

- 32.1** The Referee must ensure competitors are in their correct positions as nominated by the score sheet. The Referee must make all calls clear to the competitor concerned.
- 32.2** The Referee must ensure that the sequence of pairs of targets and the degree of difficulty are consistent for each squad.
- 32.3** The Referee may choose to nominate another person to assist in the adjudication of a pair of targets.
- 32.4** The Referee may alter targets during the event in order to bring the trajectory of the target back to the original path.

SECTION 33: SHOOT OFFS

- 33.1** Shoot offs should be conducted over two shooting stands where possible. The competitors will shoot in single file e.g. the first competitor will shoot all five (5) targets at the first stand then the second competitor and so on. The second competitor will be the first competitor at the second stand.
- 33.2** All single targets, Simultaneous pairs and Rafale pairs will be thrown as sighter targets to the competitors before the shoot off commences.
- 33.3** Major placing shoot offs at National Championships should be conducted over full rounds of 25 targets.

- 33.4** For shoot offs consisting of four competitors or less, an additional competitor may be invited to participate in the shoot off. This person will be positioned last in the squad and the targets engaged by this competitor will have no bearing on the event.

SECTION 34: NATIONAL SHOTGUN TEAMS

- 34.1** At the National 5-Stand Championships two teams may be selected to compete internationally. There will be an Open Team and Graded Team, each of five members.
- 34.2** The Open Team will comprise the top five competitors, regardless of grade or category, based upon the combined competition points gained during the Approved Selection Procedure for that year.
- 34.3** The Graded Team will comprise the top five competitors from A, B and C grades and the Veterans/Super Veterans categories and the lady competitor, based upon the combined competition points gained during the Approved Selection Procedure for that year.
- 34.4** Team selection is open to all competitors who are SSAA members at the time of the National Championship.
- 34.5** An eligibility list of reserve competitors will be established.
- 34.6** All team members must be able to meet the SSAA Approved Selection Criteria and conditions on the SSAA Competitor Agreement Form.

SECTION 35: DEFINITION OF TERMS

- 35.1** Simultaneous Pair – Both (two) targets are released simultaneously from either one or two traps. When using an electronic controller in 5-Stand to release simultaneous pairs there may be a slight pause between the release of the initial target and the second one.
- 35.2** Report Pair – The first target is released on the call of the competitor and the second target is released on the report of the first shot. One or two traps can be used.
- 35.3** Rafale Pair – Two targets are thrown from the same trap on the same trajectory. The first target is thrown on the competitor's call while the second target is released immediately after, and as quickly, as the trap will permit. Both targets shall have similar flight paths with the appearance of one target followed by the other. The intention is to view both targets in flight together.
- 35.4** The standard clay target is approximately 110mm in diameter in a variety of colours.
- 35.5** A midi clay target is approximately 90mm in diameter in a variety of colours.

- 35.6** A mini clay target is approximately 75mm in diameter in a variety of colours.
- 35.7** A super-mini clay target is approximately 60mm in diameter in a variety of colours.
- 35.8** A battue is a flat, slender disk approximately 110mm in diameter in a variety of colours. As it leaves the trap it is side on to the competitor but near the top of its trajectory it turns to face the competitor.
- 35.9** A rabbit target is a specially designed clay target, approximately 110mm in diameter that can be thrown or bounced along the ground. It can be in a variety of colours. It can also be thrown as an aerial target.
- 35.10** A rocket target is approximately 110mm in diameter in a variety of colours. It is heavier than a standard target and therefore maintains its velocity over a greater distance.
- 35.11** A looper is a clay target thrown in a curved or arched trajectory.
- 35.12** A 'crow' target is one that is thrown vertically in front of the competitor.
- 35.13** A flash target is a standard target with an additional pouch of powder attached to one side. When hit they disintegrate into a large cloud of dust. They are usually coloured and used mainly for shoot offs or demonstrations.