



PRACTICAL SHOOTING
OFFICIAL NATIONAL RULES

Revised Nov 2025

No. 7

HISTORY AND AMENDMENTS

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SSAA PRACTICAL SHOOTING

NATIONAL RULES

PISTOL, RIFLE AND SHOTGUN Centrefire and Rimfire

REVISED November 2025

RULE BOOK No. 7

These rules are for the conduct of Club, State and National Championships and have been compiled by the SSAA National Discipline Subcommittee, with amendments considered by the SSAA National Discipline Sub Committee and approved by the SSAA Inc National Board.

SECTION 1: AIMS AND OBJECTIVES

1.1 FUNDAMENTAL PRINCIPLES

- 1.1.1** SSAA Practical Shooting is a competitive shooting sport designed, constructed and conducted to ensure the principles of safety and sportsmanship are maintained for competitors, officials and spectators.
- 1.1.2** SSAA Practical Shooting is intended to offer a challenging and dynamic sport which tests the proficiency of the competitor and the reliability of their equipment.
- 1.1.3** SSAA Practical Shooting is intended to stimulate new ideas and designs in dynamic shooting techniques for competitors, firearms, ammunition and equipment.
- 1.1.4** SSAA Practical Shooting – handgun competition requires the drawing of a handgun from a holster and a mandatory course of training is required to participate.
- 1.1.5** SSAA Practical Shooting competition utilises handguns, shotgun and rifles for competitors to resolve shooting challenges in a course of fire.
- 1.1.6** SSAA Practical Shooting may be conducted at indoor or outdoor approved shooting ranges and will take place in all weather conditions where safe to do so.

SECTION 2: SSAA STANDARD RULES OFFICIAL NATIONAL RULES

The SSAA Standard Rules – Official National Rules are available to view and download on the SSAA website. www.ssaa.org.au/standard-rules.

The SSAA Standard Rules – Official National Rules set out the common rules applicable to all SSAA disciplines and take precedence over any relevant rule in all SSAA discipline rule books.

- 2.1 AIMS AND OBJECTIVES**
- 2.2 COMPETITOR'S ELIGIBILITY**
- 2.3 JUNIOR COMPETITORS**
- 2.4 PERSONS WITH DISABILITIES**
- 2.5 COMPETITOR'S RESPONSIBILITY**
- 2.6 STUCK LIVE ROUND: MANDATORY RULE**
- 2.7 RULE INFRINGEMENTS**
- 2.8 DISCIPLINE CHAIRMAN'S AUTHORITY**
- 2.9 PROTEST AND APPEALS COMMITTEE**
- 2.10 NATIONAL CHAMPIONSHIPS**

SECTION 3: FIREARM SPECIFICATIONS

3.1 HANDGUNS

- 3.1.1** All handgun types may be used for Practical Shooting (unless restricted by legislation) and provided the firearm can be secured in an approved holster.
- 3.1.2** All handgun types and classes will compete together under the same match conditions.
- 3.1.3** For each class of handgun, except Production, Production Optic and Classic, there will be two sections for scoring purposes – Self-loading and Revolver.
- 3.1.4** The minimum calibre for all handguns used for Practical Shooting will be .22 Long Rifle.
- 3.1.5** The minimum calibre for Open, Standard, Production, Production Optic and Classic classes will be 9 x19mm (9mm Luger).
- 3.1.6** Firearms chambered in 9 x19mm (9mm Luger) calibre will be scored as Minor only in Standard, Production, Production Optic, and Classic class provided the ammunition meets the minimum Power Factor of 125.
- 3.1.7** Firearms chambered in Small Pistol calibre will be scored as Small Pistol.
- 3.1.8** There will be no restriction on the weight of trigger pull, except in Production class and Production Optic class.
- 3.1.9** All handguns may be inspected at any time to ensure that the following components are serviceable:
- Safety mechanism
 - Disconnecter
 - Half cock notch
 - Hammer block
- 3.1.10** All handguns are to be carried in an approved holster at all times and may only be removed from a case or bag in a “designated safe area”.
- 3.1.11** Laser sights and trigger shoes are not permitted on any handgun.
- 3.1.12** Only one (1) handgun may be used by a competitor in all stages of a match. If during the match the original handgun becomes unserviceable, the competitor may (at the decision of the match director) continue to compete in the match using any handgun of the same type, provided the competitor does not gain any advantage over their prior handgun and all the ammunition passes the chronograph test.

If either the original or replacement handgun is Minor Calibre or Small Pistol, the match will be scored as Minor Calibre or Small Pistol, as appropriate.

3.2 HANDGUNS OPEN CLASS

- 3.2.1** Any handgun that meets the general requirements set out in Section 3.1.
- 3.2.2** Any type of sight or optic is permitted.
- 3.2.3** Extension magazines are permitted provided their overall length inclusive of any material fixed to the base plate does not exceed 170 mm. Replacement magazine bases are permitted.
- 3.2.4** Compensators, porting, barrel weights, slide rackers, and optics are permitted.
- 3.2.5** Grips, finishes or coatings may be of a non-factory specification.
- 3.2.6** Internal and external modifications are permitted.

3.3 HANDGUNS PRODUCTION CLASS

- 3.3.1** Any handgun that meets the general requirements set out in Section 3.1 and is a handgun model produced by a factory firearm manufacturer in a production run of 100 units or more, or a handgun assembled from original equipment manufacturers components which comply with the specifications of a factory produced handgun.
- 3.3.2** Any self-loading double action and/or safe action firearm with a minimum trigger pull for the first shot of 2.272kg (5lbs) and 1.36kg (3lb) for every subsequent shot fired.
- 3.3.3** Any self-loading double action *or* safe action firearm with a maximum barrel length of 135 mm.
- 3.3.4** All magazines must conform to the original equipment manufacturer's dimensions for factory magazines (unless restricted by legislation). Non-factory replacement magazine bases are permitted, provided they do not increase the magazine capacity and only add negligible weight.
- 3.3.5** Compensators, porting, barrel weights and optics are not permitted.
- 3.3.6** Production class will be scored as Minor only (subject to 125 Minimum power factor).
- 3.3.7** Grips, finishes, or coatings may be of a non-factory specification.
- 3.3.8** Grip tape, stippling of frames or grips, polishing and detailing of factory parts is permitted.

3.4 HANDGUNS PRODUCTION OPTIC CLASS

- 3.4.1** Any handgun that meets the general requirements set out in Section 3.1 and is a handgun model produced by a factory firearm manufacturer in a production run of 100 units or more, or a handgun assembled from original equipment manufacturers components which comply with the specifications of a factory produced handgun.
- 3.4.2** Any self-loading double action or safe action firearm with a minimum trigger pull for the first shot of 2.272kg (5lbs) and 1.36kg (3lb) for every subsequent shot fired.
- 3.4.3** Any self-loading double action and or safe action firearm with a maximum barrel length of 135 mm.
- 3.4.4** All magazines must conform to the original equipment manufacturer's dimensions for factory magazines (unless restricted by legislation). Unweighted or non-factory replacement magazine bases are permitted.
- 3.4.5** Compensators, porting and barrel weights are not permitted.
- 3.4.6** Production Optic Class will be scored as Minor only (subject to 125 Minimum Power Factor).
- 3.4.7** Grips, finishes, or coatings may be of a non-factory specification.
- 3.4.8** Grip tape, stippling of frames or grips, polishing and detailing of factory parts is permitted.
- 3.4.9** Optical sights are permitted and must be slide mounted only.

3.5 HANDGUNS STANDARD CLASS

- 3.5.1** Any handgun that meets the general requirements set out in Section 3.1 and is a handgun model produced by a factory firearm manufacturer in a production run of 100 units or more, or a handgun assembled from original equipment manufacturers components which comply with the specifications of a factory produced handgun.
- 3.5.2** Modifications to the firearm are permitted including replacement grips, extended safety mechanisms, magazine releases, thumb rests, magazine wells, replacement triggers, replacement springs, replacement barrels, fibre optic sights and beavertails.
- 3.5.3** Compensators, porting, or optics are **not** permitted.
- 3.5.4** Extension magazines are permitted provided their overall length inclusive of any material fixed to the base plate does not exceed 170 mm.(Unless restricted by legislation). Replacement magazine bases are permitted including weighted magazine bases.
- 3.5.5** Grips, finishes, and coatings may be of a non-factory specification, including but not limited to internal and external polishing and tuning of parts.

3.6 HANDGUNS REVOLVER STANDARD CLASS

3.6.1 Any revolver that meets the general requirements set out in Section 3.1 and is a revolver model produced by a factory firearm manufacturer in a production run of 100 units or more, or a handgun assembled from original equipment manufacturers components which comply with the specifications of a factory produced handgun.

3.6.2 Modifications to the revolver are permitted, including but not limited to, replacement grips, moon clipped cylinders, extended cylinder releases, replacement triggers, replacements barrels, chamber chamfering, replacement sights and general polishing and tuning of parts.

3.6.3 Compensators, porting, or optics are **not** permitted.

3.7 HANDGUNS REVOLVER OPEN CLASS

3.7.1 Any revolver that meets the general requirements set out in Section 3.1.

3.7.2 Modifications to the revolver are permitted, including but not limited to, replacement grips, moon clipped cylinders, extended cylinder releases, replacement triggers, replacement barrels, chamber chamfering, replacement sights and general polishing and tuning of parts.

3.7.3 Compensators, porting and optics are permitted.

3.8 HANDGUNS CLASSIC CLASS

3.8.1 Handguns in this class must specifically be based on the profile and contours of the classic 1911 / 1911A1 genre semi-automatic pistol design.

The firearm must have a single stack magazine, one piece metal frame, a slide with stirrup cuts.

3.8.2 Compensators, porting, and optics are **not** permitted.

3.8.3 Magazine capacity is limited to not more than 8 rounds (Major Power Factor) or 10 rounds (Minor Power Factor).

3.9 HANDGUNS SMALL PISTOL STANDARD CLASS

3.9.1 Any rimfire handgun that meets the general requirements set out in Section 3.1 and is a minimum calibre of .22 Long Rifle

3.9.2 Any rimfire handgun model produced by a factory firearm manufacturer in a production run of 100 units or more, or a handgun assembled from original equipment manufacturers components which comply with the specifications of a factory produced handgun.

3.9.3 Modifications to the firearm are permitted including replacement grips, extended safety mechanisms, magazine releases, thumb rests, magazine wells, replacement triggers, replacement springs, replacement barrels, fibre optic sights and beavertails.

3.9.4 Compensators, porting and optics are **not** permitted.

3.9.5 Extension magazines are permitted provided their overall length inclusive of any material fixed to the base plate does not exceed 170 mm. (Unless restricted by legislation). Replacement magazine bases are permitted including weighted magazine bases.

3.10 HANDGUNS SMALL PISTOL OPEN CLASS

3.10.1 Any rimfire handgun that meets the general requirements set out in Section 3.1 and is a minimum calibre of .22 Long Rifle.

3.10.2 Any type of sight or optic is permitted.

3.10.3 Modifications to the firearm are permitted including replacement grips, extended safety mechanisms, magazine releases, thumb rests, magazine wells, replacement triggers, replacement springs, replacement barrels, fibre optic sights and beavertails.

3.10.4 Compensators, porting and internal and external modifications are permitted.

3.10.5 Extension magazines are permitted provided their overall length inclusive of any material fixed to the base plate does not exceed 170 mm.(Unless restricted by legislation). Replacement magazine bases are permitted including weighted magazine bases.

3.11 POWER FACTOR: HANDGUNS

3.11.1 All classes of handguns will be classified into one of three power factor categories for scoring purposes: Major Power Factor - Minor Power Factor – Small Pistol.

3.11.2 All handguns chambered in 9 mm x 19 (9mm Luger) will be classified as Minor category only in Standard, Production, Production Optic and Classic Class (as long as they meet the 125 PF Minimum).

3.11.3 The power factor will be established by using the following formula: -

$$\text{Power factor} = \frac{\text{bullet weight (grains)} \times \text{velocity (feet per second)}}{1000}$$

3.11.4 Major Power factor shall have a minimum power factor of 160, minimum bullet weight 120 grains and a minimum bullet diameter of .354 inch.

3.11.5 Minor Power Factor shall have a minimum power factor of 125, minimum bullet weight of 115 grains and a minimum bullet diameter of .354 inch.

3.11.6 Small Pistol Power Factor shall have a minimum calibre of .22 Long Rifle and a minimum power factor of 35.

3.12 SHOTGUNS

3.12.1 All shotguns must comply with the relevant State or Territory legislation for competition purposes, inclusive of the maximum round capacity that applies to any shotgun magazine plus one round in the chamber.

3.12.2 All shotgun types and classes will compete under the same match conditions.

3.12.3 Any type of shotgun action is permitted.

3.12.4 Any calibre or bore is permitted.

3.12.5 Any barrel length or stock type is permitted.

3.12.6 Laser sights and trigger shoes are **not** permitted.

3.12.7 All types of shotgun actions must have a fully operational safety mechanism.

3.12.8 All shotguns must have an Empty Chamber Indicator (ECI) inserted into the breech of the firearm at all times when not being used in a course of fire. Shotguns may be carried between ranges outside of a bag, provided an Empty Chamber Indicator is clearly visible and the muzzle is pointed at the ground, subject to local range rules.

3.12.9 Only one (1) shotgun must be used by a competitor in all stages of a match. If during a match, the original shotgun becomes unserviceable, the competitor may (at the decision of the match director) continue to compete in the match using any shotgun of the same type, provided the competitor does not gain any advantage over their prior shotgun and all ammunition passes the chronograph test.

If either the original or replacement shotgun is minor calibre, the match will be scored as minor calibre.

3.12.10 All ammunition, magazines and speed loaders must be mounted on the competitor's belt at waist height or in a pocketed shotgun vest, should a competitor choose not to wear a belt to hold ammunition or magazines.

Magnetic ammunition holders are permitted.

Chest mounted ammunition carriers are **not** permitted.

3.12.11 All shotgun action types and calibres will compete in any match under the same match conditions.

3.12.12 There is no restriction on the weight of trigger pull for a shotgun provided it complies with rule 3.12.1.

3.13 SHOTGUNS STANDARD CLASS

3.13.1 Standard Class will be divided into the following action type divisions:

- Break barrel action
- Lever action
- Pump action
- Semi-automatic action
- Straight pull action
- Lever release and Button release action

3.13.2 All shotguns and equipment to be used in Standard Class must comply with rule 3.12.1.

3.13.3 Modifications to a shotgun in Standard class are restricted to the polishing of original internal or external parts, installation of heat shields, recoil pads, chokes, slings, replacement fibre optic sights, and changes to factory finishes.

3.13.4 Compensators, porting, optics, non-factory charging handles, ammunition carriers mounted to the shotgun, the use of speed loading devices and modifications to the original operation of the factory mechanisms are **not** permitted in Standard Class.

3.13.5 Shotguns in Standard Class may only be loaded directly by hand during the course of fire.

3.13.6 Shotguns with a detachable magazine are permitted to have the magazines loaded and mounted on the competitor in an unloaded start.

3.14 SHOTGUNS OPEN CLASS

3.14.1 Open Class will be divided into the following action type divisions

- Break barrel action
- Lever action
- Pump action
- Semi-automatic action
- Straight pull action
- Lever release action and button release action

3.14.2 All shotguns and equipment to be used in Open Class must comply with rule 3.12.1.

3.14.3 Modifications to a shotgun in Open class are **not** restricted. Optics, compensators, porting, polishing, heat shields, chokes, recoil pads, changes to factory finishes, non-factory charging handles, ammunition carriers mounted to the shotgun, the use of speed loading devices, guide rails, legal modifications to the original operation of the factory mechanisms, loading gates, shell carriers and gas or recoil systems is permitted.

3.14.4 Shotguns in Open Class may be loaded in any order directly by hand or with the use of loading aids, inclusive of speed loaders, speed tubes, round guides or firearm mounted ammunition carriers.

3.14.5 Shotguns with a detachable magazine are permitted to have the magazines loaded and mounted on the competitor in an unloaded start.

3.15 POWER FACTOR: SHOTGUNS

3.15.1 All shotguns chambered in 20 gauge or greater are scored as Major.
All shotguns chambered less than 20 gauge are scored as Minor.

3.15.2 All shotgun ammunition to be used in a competition must be specified by the match director.

3.16 RIFLES

3.16.1 All rifles must comply with the relevant State or Territory legislation for competition purposes, inclusive of the maximum round capacity that applies to any rifle magazine plus one round in the chamber.

3.16.2 All rifle types and classes will compete together under the same match conditions.

3.16.3 Firearms chambered in Rimfire calibres will be scored as Small Power Factor.

3.16.4 The minimum calibre for all rifles used for Practical Shooting will be .22 Long Rifle.

3.16.5 Any barrel length or stock type is permitted.

3.16.6 Laser sights and trigger shoes are **not** permitted.

3.16.7 All types of rifle actions must have a fully operational safety mechanism.

3.16.8 All rifles must have an Empty Chamber Indicator (ECI) inserted into the breach of the firearm at all times when not being used in a course of fire. Rifles may be carried between ranges outside of a bag, provided an Empty Chamber Indicator is clearly visible and the muzzle is pointed at the ground, subject to local range rules.

3.16.9 Only one (1) rifle must be used by a competitor in all stages of a single match. If, during a match, the original rifle becomes unserviceable, the competitor may (at the decision of the match director) continue to compete in the match using any rifle of the same type, provided the competitor does not gain any advantage over their prior rifle and all ammunition passes the chronograph test.

If either the original or replacement rifle is minor or small power factor, the match will be scored as minor or small power, as appropriate.

3.17 RIFLES STANDARD CLASS

3.17.1 Standard class will be divided into the following action type divisions.

- Break action
- Bolt action
- Lever action
- Pump action
- Semi-automatic action
- Straight pull action
- Lever release or Button release

3.17.2 All rifles and equipment to be used in Standard Class must comply with Rule 3.16.1.

3.17.3 Modifications to a rifle in Standard class are restricted to the polishing of original internal or external parts, installation of heat shields, recoil pads, slings, replacement fibre optic sights, and changes to factory finishes.

3.17.4 Bipods, compensators, porting, optics, non-factory charging handles, ammunition carriers mounted to the rifle, the use of speed loading devices and modifications to the original operation of the factory mechanisms are **not** permitted in Standard Class.

3.17.5 Rifles in Standard Class may only be loaded directly by hand during the course of fire.

3.17.6 Rifles with a detachable magazine are permitted to have the magazines loaded and mounted on the competitor in an unloaded start.

3.18 RIFLES OPEN CLASS

3.18.1 Open Class will be divided into the following action type divisions:

- Break action
- Bolt action
- Lever action
- Pump action
- Semi-Automatic action
- Straight Pull action
- Lever or Button Release action

3.18.2 All rifles and equipment to be used in Open Class must comply with Rule 3.16.1.

3.18.3 Modifications to a rifle in Open class are **not** restricted. Bipods, optics, compensators, porting, polishing, heat shields, recoil pads, changes to factory finishes, non-factory charging handles, ammunition carriers mounted to the rifle, the use of speed loading devices, guide rails, legal modifications to the original operation of the factory mechanisms, loading gates, shell carriers and gas or recoil systems is permitted.

3.18.4 Rifles in Open Class may be loaded in any order directly by hand or with the use of loading aids, inclusive of speed loaders, speed tubes, round guides or firearm mounted ammunition carriers.

3.18.5 Rifles with a detachable magazine are permitted to have the magazines loaded and mounted on the competitor in an unloaded start.

3.19 RIFLE SMALL POWER STANDARD CLASS

3.19.1 Any rimfire rifle with a minimum calibre of .22 Long Rifle.

3.19.2 All rifles and equipment to be used in Small Power Class Standard must comply with Rule 3.16.1.

3.19.3 Modifications to a rifle in Small Power Standard class are restricted to the polishing of original internal or external parts, installation of heat shields, recoil pads, slings, replacement fibre optic sights, and changes to factory finishes.

3.19.4 Bipods, compensators, porting, optics, non-factory charging handles, ammunition carriers mounted to the rifle, the use of speed loading devices and modifications to the original operation of the factory mechanisms are **not** permitted in Small Power Standard Class.

3.19.5 Rifles in Small Power Standard Class may only be loaded directly by hand during the course of fire.

3.19.6 Rifles with a detachable magazine are permitted to have the magazines loaded and mounted on the competitor in an unloaded start.

3.20 RIFLE SMALL POWER OPEN CLASS

3.20.1 Any rimfire rifle with a minimum calibre of .22 Long Rifle.

3.20.2 All rifles and equipment to be used in Small Power Class Open must comply with Rule 3.16.1.

3.20.3 Modifications to a rifle in Small Power Open Class are **not** restricted. Bipods, optics, compensators, porting, polishing, heat shields, recoil pads, changes to factory finishes, non-factory charging handles, ammunition carriers mounted to the rifle, the use of speed loading devices, guide rails, legal modifications to the original operation of the factory mechanisms, loading gates, shell carriers and gas or recoil systems is permitted.

3.20.4 Rifles in Small Power Open Class may be loaded in any order directly by hand or with the use of loading aids, inclusive of speed loaders, speed tubes, round guides or firearm mounted ammunition carriers.

3.20.5 Rifles with a detachable magazine are permitted to have the magazines loaded and mounted on the competitor in an unloaded start.

3.21 POWER FACTOR: RIFLES

3.21.1 All classes of rifles will be classified into one of three power factor categories for scoring purposes: Major Power Factor - Minor Power Factor – Small Rifle.

3.21.2 The power factor will be established by using the following formula: -

$$\text{Power factor} = \frac{\text{bullet weight (grains)} \times \text{velocity (feet per second)}}{1000}$$

3.21.3 Major power factor must achieve a minimum power factor of 340.

3.21.4 Minor power factor must achieve a minimum power factor of 160.

3.21.5 Small power factor must achieve a minimum power factor of 35 (minimum .22 long rifle calibre).

SECTION 4: HOLSTERS AND COMPETITOR EQUIPMENT

4.1 BELT

4.1.1 All competitors must wear an approved belt on which a holster or other approved equipment is carried and secured at the waist level. Two-piece belts comprised of a flexible inner belt and a rigid outer belt, connected by hook and loop fasteners are considered to be the most suitable.

4.1.2 An approved belt is one that is securely held in place by threading it through the belt loops of the competitors shorts or pants at a minimum of three points, sides, front or rear.

4.1.3 Female competitors may wear an approved belt and equipment at hip bone level. A regular belt may be worn at waist level but no equipment may be carried on the waist level belt.

4.2 HOLSTER

4.2.1 All handguns must be unloaded and secured in a case or bag when the competitor arrives at a range.

4.2.2 All handguns must be unloaded, decocked and the magazine well empty when carried in a holster and the competitor is not in the live firing area.

4.2.3 All competitors are prohibited from removing a firearm from a case, bag or holster unless the competitor is in an approved “designated safe area” or during the course of fire under instruction from a Range Officer.

4.2.4 All competitors must wear one only approved holster securely mounted on an approved belt when using a handgun in a Practical Shooting match. The position of the holster should not be altered for the duration of the match.

4.2.5 An approved holster must completely cover the trigger and trigger guard of the handgun when holstered and must prevent the activation of the trigger when the handgun is drawn from the holster.

- 4.2.6** The heel of the butt of the handgun when holstered, must be level with or above the top of the competitors' belt.
- 4.2.7** The muzzle of the handgun when holstered, must point downward to within 1 metre of the competitors' body when standing relaxed.
- 4.2.8** The maximum distance of any part of the inside surface of the holstered handgun from the competitor's body when standing relaxed, must not exceed 50mm.
- 4.2.9** An approved holster must retain the handgun during any of the following unloaded equipment tests and throughout the course of fire during an entire match:
- a standing jump
 - any activity within the course of fire
- 4.2.10** Failure of a holster during an unloaded equipment test will result in the withdrawal of the holster for the match. A competitor may redo the test with an alternative holster before the commencement of a match.
- 4.2.11** Failure of a holster during a course of fire will result in disqualification of the competitor from a match.
- 4.2.12** A competitor may remove an empty holster during a course of fire, however the handgun must be reinstated into the holster that is securely fixed to the competitors' belt at the completion of the course of fire.
- 4.2.13** The following holsters are **prohibited** for use in a Practical Shooting match.
- Shoulder Holster
 - Cross Draw Holster
 - Tie Down Holster
 - Drop Leg Holster
 - Chest Holster
 - Any Holster that does not comply with Rule 4.2.4, Rule 4.2.5, Rule 4.2.6, Rule 4.2.7, Rule 4.2.8

4.3 ANCILLARY EQUIPMENT

- 4.3.1** It is strongly recommended that appropriate eye and ear protection is worn by all competitors, officials and spectators.
- 4.3.2** All ammunition carriers, magazine pouches and speed loaders to be used during a match must be securely mounted on an approved belt at the competitors' waist.
- 4.3.3** Ammunition may be carried in a pocket or a pocketed vest and used in accordance with Rule 4.3.5.
- 4.3.4** Ammunition may be carried on a firearm in accordance with the rules relevant to the class of firearm nominated by the competitor for a match.

4.3.5 After exhausting or losing all ammunition worn on the belt, competitors may use extra magazines, speed loaders or ammunition from a pocket or vest without penalty and may load a firearm from any place under instruction by the Range Officer at the commencement of a course of fire.

4.4 CLOTHING

4.4.1 Military style camouflage or military style disruptive pattern clothing is **not** permitted.

4.4.2 Protective knee or elbow pads may be worn to protect against injury.

4.4.3 Wearing of enclosed footwear is mandatory for all competitors and officials and should not impede the safe movement of the competitor or an official during a course of fire.

4.4.4 Competitors clothing should not impede the safe drawing or reholstering of a handgun.

4.4.5 Competitors clothing should not display offensive or inappropriate words, logos or images. The Match Director will hold the final determination on any clothing considered to be inappropriate for the image of the sport.

SECTION 5: COMPETITOR AND READY CONDITIONS

5.1 START POSITION COMPETITOR - HANDGUN

5.1.1 Unless otherwise stated in the stage instructions, the start position will be standing facing down range with the competitor's hands naturally relaxed by their sides. The handgun will be loaded and holstered and all ammunition will be on the competitor's belt.

This shall be referred to as the **default start position**.

5.2 START POSITION COMPETITOR - SHOTGUN

5.2.1 Unless otherwise stated in the stage instructions, the start position will be standing facing down range with the firearm loaded. The shotgun stock is to be positioned into the shoulder, both hands on the firearm with the muzzle pointed at 45 degrees to the ground and the finger outside the trigger guard. All ammunition will be on the competitor or firearm as per the nominated class of the competitor.

This shall be referred to as the **default start position**.

5.3 START POSITIONS COMPETITOR - RIFLE

5.3.1 Unless otherwise stated in the stage instructions, the start position will be standing facing down range with firearm loaded. The rifle stock is to be positioned into shoulder, both hands on the firearm with the muzzle pointed at 45 degrees to the ground and the finger outside the trigger guard. All ammunition will be on the competitor or firearm as per the nominated class of the competitor.

This shall be referred to as the **default start position**.

5.4 READY CONDITION - HANDGUN

5.4.1 Unless otherwise stated in the course of fire the ready condition for handguns is:

- Single Action revolvers - all chambers loaded, hammer fully down
- Double Action revolvers - all chambers loaded, hammer fully down
- Single Action self-loading firearm.
 - round in chamber, loaded magazine in
 - hammer cocked
 - safety mechanism on safe.
- Double Action self-loading firearm.
 - round in chamber, loaded magazine in
 - (Production-Production Optic) - hammer fully down
 - (All other Classes) - hammer back, safety mechanism engaged
- Safe Action self-loading firearm
 - round in chamber, loaded magazine in
 - safety mechanism engaged

5.5 READY CONDITION: SHOTGUN AND RIFLE

5.5.1 Unless otherwise stated in the course of fire the ready condition for shotguns and rifles is:-

- Chamber loaded
- Loaded magazine in firearm
- Safety mechanism engaged or hammer half-cocked
- Bi-pods folded or in the carry condition
- Slings fixed to the firearm
- Stock positioned into competitors' shoulder, both hands on the firearm, finger off the trigger
- Muzzle pointed downrange at 45 degrees to the ground

SECTION 6: MATCH OFFICIALS AND DUTIES

6.1 To conduct a Practical Shooting match the following suitably accredited officials and staff are the recommended requirements:

6.1.1 Match Director

The official in charge of the entire match including range safety, design, construction, administration, club liaison, squadding, scheduling, coordination of all volunteers and services. The match director will review each stage before the commencement of the match. The match director holds overall authority for the match and the application of the rules. All officials are responsible to the match director for their conduct.

6.1.2 Chief Range Officer

The official responsible for the overall conduct of the courses of fire, the match briefing of the competitors and answering questions about the courses of fire. The Chief Range Officer is responsible for the safe and efficient operation of the match, directing the range officers for each stage, directing the competitors and spectators, and holds authority in all matters concerning safety.

6.1.3 Range Officer

The official responsible for all competitors during the course of fire and ensuring the rules are applied equally and impartially to all competitors. There should be a minimum of one accredited SSAA Range Officer per stage of a match or per squad. The Range Officer must remain close to the competitor at all times during their progress through the stage. The Range Officer's primary focus is the safety of the competitor and spectators and holds the authority over all competitors and spectators during a course of fire.

6.1.4 Chief Scorer

The official who receives and collates the scores from the range staff and is responsible for the publication of the results.

6.1.5 Range Scorer

There should be at least one scorer per stage. The scorer will be instructed by the range officer. The scorer may note any procedural or safety violations made by the competitor and has the authority to stop a competitor for safety violation. The scorer will score each target at the completion of the stage with the range officer and obtain the competitor's acceptance of the score before proceeding to the next competitor.

6.1.6 Range Patcher

There should be at least one range patcher per stage. They will follow the scorer and patch the targets after they have been scored and must remain at least 1 metre from the targets until instructed to patch by the scorer. Generally the competitors in the squad will be authorised to patch the targets at the completion of each competitor, under instruction from the range officer and range scorer.

6.1.7 Officials' ability to compete

All match officials are eligible to register as a competitor in a match. In the event of their disqualification from a match as a competitor for a safety breach, they may continue to conduct official duties. In the event of their disqualification as a competitor for unsportsmanlike behaviour or for disciplinary reasons, they are not permitted to continue to conduct official duties.

SECTION 7: RANGE COMMANDS

7.1 "COMPETITOR TO THE LINE"

The competitor moves to the start position on the live firing range with all appropriate equipment and awaits the next instruction from the Range Officer.

7.2 "LOAD AND MAKE READY"

The competitor must face down range with hearing and eye protection fitted correctly. The competitor will load the firearm and make it ready, then adopt the ready position as specified in the course of fire. If the ready position involves turning up range all procedures must be complete and the hands clear of the handgun before the competitor starts to turn. When the competitor adopts the specified position the Range Officer will assume they are ready and will give the next command.

"MAKE READY"

This is the alternative command for an unloaded start in the course of fire.

7.3 "ARE YOU READY?"

If the competitor is not ready, they must immediately verbalise NOT READY. If no answer is given within 3 seconds, the Range Officer will give the next command.

7.4 "STAND BY"

The competitor must remain in the ready position until the cue to commence firing is given. If the competitor moves from the ready position (false starts) before the "Fire" command, the Range Officer must order them to STOP. If no shots have been fired the Range Officer may reissue the command Are you ready? If shots have been fired the range is to be reset and the competitor allowed to reshoot. False starts will incur a warning for the first offence and a general procedural for each subsequent offence(s) in a stage.

7.5 "FIRE"

The command cue may be verbal, visual, audible or self-starting and must be activated within 5 seconds of the "Standby" command being given.

7.6 "IF YOU ARE FINISHED, UNLOAD AND SHOW CLEAR"

When the competitor is finished the course of fire, or in the case of a cease fire, the firearm must be immediately unloaded and held facing downrange ready for inspection by the Range Officer.

Rifles and Shotguns

- Must have the action opened, chamber and magazine empty
- After inspection the competitor is to immediately insert an empty chamber indicator and remove the firearm from the range.

Handguns

Self-loading

- Must have the magazine removed from the firearm and the slide locked open or held open by the competitor.

Revolvers

- Must have the cylinder swung clear of the frame and all ammunition removed from the cylinder by the competitor.

7.7 “IF CLEAR, HAMMER DOWN AND HOLSTER”

Rifles and Shotguns

- Must have the action opened, chamber and magazine empty
- After inspection the competitor is to immediately insert an empty chamber indicator and remove the firearm from the range.

Handguns

Self-loading

- The competitor must close the action, point the firearm in a safe direction, fire the action and return the handgun to the holster with the magazine well empty and the hammer down

Revolvers

- The competitor must close the empty cylinder into the frame and return the handgun to the holster.

7.8 “RANGE IS CLEAR”

The Range Officials and the competitor may move forward to score, instruct the range patchers and instruct competitors to retrieve spent brass.

SECTION 8: COURSE DESIGN

8.1 GENERAL PRINCIPLES

8.1.1 The maximum range at which targets in a Practical Shooting stage may be placed are:-

- Handgun 50 metres
- Shotgun 100 metres
- Rifle – Rimfire 100 metres
- Rifle – Centrefire 500 metres

8.1.2 Steel scoring targets, steel penalty targets or hard cover constructed of steel must **not** be engaged from a distance of less than 10 metres.

8.1.3 A match may consist of 1 course of fire and may comprise singularly of either approved paper, cardboard, frangible or steel targets or may comprise of a combination of any approved targets subject to Section 9.

8.1.4 A match may consist of handgun, shotgun or rifle in singularity or a combination of two or more firearm types in accordance with the principles of the Handgun-Shotgun-Rifle (HSR) supplementary match.

8.2 SAFETY IN COURSE DESIGN AND CONSTRUCTION

- 8.2.1** It is the responsibility of the Host Club to ensure that the course of fire locations and designs used on an approved range are safe and in accordance with local range rules.
- 8.2.2** It is the responsibility of the Host Club to prepare a suitable range surface depending upon the type of courses to be conducted and where practical.
- 8.2.3** It is the responsibility of the Host Club to provide a minimum of one designated and clearly demarcated Safe Area at an approved range.
- 8.2.4** It is the responsibility of the Match Director to ensure that all safe angles of fire, safe target and frame construction and the safe use of range equipment is maintained.

All potential ricochets are to be mitigated where practical.

- 8.2.5** It is the responsibility of the Match Director to ensure that courses of fire are not designed in such a way as to force a competitor into unsafe actions to complete the course of fire or cause intentional injury to the competitor.
- 8.2.6** Any simulated or natural obstacles may be used in a course of fire.
- 8.2.7** Any course of fire where more than one competitor is required to fire simultaneously must provide for a minimum distance of 2.5 metres of free space between the competitors.

8.3 COURSES OF FIRE AND PRINCIPLES

- 8.3.1** Courses of fire should be designed to test the accuracy, speed and power of the competitor and the reliability of their equipment.
- 8.3.2** Courses of fire should be regularly changed to avoid becoming routine.
- 8.3.3** Courses of fire should pose a challenge in which the competitor is permitted to solve the course safely and within their capabilities.
- 8.3.4** Courses of fire may be constructed using any approved targets singularly or as a mixture of targets in a stage, provided that no more than one size of paper or cardboard target is presented to the competitor on the same target frame.
- 8.3.5** All shooting challenges and time limits are acceptable provided they are safe.
- 8.3.6** Stage design or scenarios involving objects to be lifted, carried or moved, or obstacles to be overcome may be protested as too difficult or dangerous and consideration should be taken when constructing stages.
- 8.3.7** Courses of fire should only be constructed to permit the drawing of a firearm from a holster with the competitors' strong hand.

SECTION 9: TARGETS

- 9.1 APPROVED TARGETS – SEE APPENDIX No.1**
- 9.2** SSAA approved paper, cardboard and steel targets as outlined in Appendix No.1.
- 9.3** All steel targets must be reactive and fall, swing, or turn when hit.
- 9.4** Fixed steel targets or any steel that does not react when hit or turn on edge are **prohibited**.
- 9.5** The following steel targets may be used: -
- Round steel plates minimum 200mm - maximum 500mm in diameter
 - Square or Rectangular plates minimum 150mm x 150mm in size
 - Steel plate in the same shape as approved SSAA paper or cardboard targets
 - Small or Large Poppers – Australian Design
 - Reactive Spinning Plates – array of 5 or more hub mounted
 - Falling Plate Rack – array of 6
 - Reactive Plates – post mounted
 - Any other SSAA discipline approved steel targetry
- 9.6** Steel targets must be at least 6 mm in thickness and must be constructed from toughened steel plate of the following specifications:-
- 360 BHN minimum (470-521 BHN recommended) *Brinell Hardness Number*
- 9.7** Frangible targets of any kind designed to safely shatter on impact. i.e. clay discs.
- 9.8** Any other SSAA discipline approved targets.
- 9.9** Penalty targets may be paper, cardboard or steel, and must be clearly distinguishable from the scoring targets, either by an easily distinguished marking pattern or an alternate full colour to the scoring targets.
- 9.10** Paper and Cardboard targets should not receive more than 12 shots before scoring and patching in a course of fire.
- 9.11** Targets may be concealed by hard cover.
- 9.12** Hard cover is considered to be impenetrable and may not be shot through to achieve a score. Hard cover may be simulated by colouring an approved target.
- 9.13** Steel plates may be used as hard cover and must be identified as such with an alternative colour from any steel targets used in a course of fire or a match.

- 9.14** SSAA paper or cardboard targets cannot be altered from their original shape. Overlaid paper or cardboard targets may be trimmed to the outside shape of the underlying penalty target only. At least 50% of the A zone of a paper or cardboard target or steel target must be shown.

SECTION 10: RANGE EQUIPMENT

- 10.1** The minimum range equipment recommended for a National Championships is outlined in Rule 18.2.
- 10.2** Any range equipment which requires a competitor to climb onto, mount or scale must be strong enough to safely support the competitor and must be securely anchored to the ground.
- 10.3** All targets, target frames, props, walls, doors, windows, ports, fault lines, charge lines, steel poppers, hard or soft cover, must be securely fixed into position, so as not to alter position for the course of a match.
- 10.4** The maximum height of any obstacle to be climbed or scaled is 2 metres.
- 10.5** The maximum height of any obstacle to be climbed or scaled without any scaling aid is 1 metre.
- 10.6** Fault lines must be a minimum thickness above the ground of 10mm and must be defined as a solid bar of material where practical. i.e. Timber.
- 10.7** Charge lines must be a minimum thickness above the ground of 10mm and must be defined as a solid bar of material where practical. i.e. Timber.
- 10.8** All range equipment must be free of sharp or rough edges.
- 10.9** Tunnels may be used and constructed of any material. Tunnels may be round, square or rectangular in shape and any overhead material must be light enough so as not to cause injury to a competitor if dislodged during the course of fire.
- 10.10** The positioning of targets and all range equipment must **not** be changed once a match has commenced unless a safety issue has arisen. The authority to alter a stage for safety reasons is held by the Match Director.
- 10.11** The Match Director will decide if all competitors will be permitted to re-shoot an altered stage, or if the stage is to be removed from the match.
- 10.12** Ports, doors and windows may be constructed from wall panels.
- 10.13** Sacrificial timber uprights should be used to support paper and cardboard targets.
- 10.14** Steel target holders should have deflectors installed to reduce the chance of ricochet from flat steel surfaces.

SECTION 11: DEFINITIONS

11.1 String

A number of shots to be fired and the sequence in which they are to be fired in a fixed time standard exercise stage.

11.2 Stage

An individual shooting scenario which must be timed and scored individually to earn stage points.

11.3 Match

A practical shooting contest consisting of one or more stages.

11.4 Competition

A practical shooting contest consisting of one or more matches.

11.5 Procedural Error

A failure to comply with the stated procedure as specified in the stage or match information. Each procedural error will carry a penalty twice the maximum scoring zone of the target (usually 10 points). Where the breach of procedure gains an advantage, a procedural error will apply to each shot fired, otherwise one procedural error per occurrence.

11.6 Comstock Count

A shooting scenario with any number of targets that requires the competitor to place a minimum of 2 rounds on each target. The competitor may fire as many shots as are necessary to achieve this. The competitor is timed for completion of the course of fire.

11.7 Virginia Count

A shooting scenario with any number of targets which requires the competitor to place a minimum of 2 rounds on each target but limits the total number of rounds permitted to the minimum required to complete the course of fire. The competitor is timed for completion of the course of fire.

11.8 Fixed Time

A shooting scenario with any number of targets in which the competitor is told the time and maximum number of shots allowed to complete the course of fire.

11.9 Practical

A shooting scenario with any number of targets that must be engaged from cover. Any reloading must be done behind cover. No magazines (loaded or empty) can be left on the range behind the competitor. May be scored as Comstock or Virginia Count.

11.10 Timed Fire

A shooting scenario with any number of targets that requires the shooter to place a minimum of 2 shots on each target. Any number of shots may be fired to achieve this. The stage will be scored by the time taken plus one second for each B zone hit scored and 2 seconds for each C zone hit scored.

11.11 Strong hand / Weak hand

When strong hand and / or weak hand use is stipulated in a course of fire the competitors strong hand side will be the side the holster is attached to, and the weak hand side will be the side the holster is not attached to. Both hands may be used to safely clear a malfunction and reload. The hand not being used must not make contact with the arm being used to hold the firearm.

11.12 Disappearing Target

A target is deemed to be a disappearing target should the target start seen and finish unseen during the course of fire. A disappearing target may incur a penalty if not engaged by the competitor during the course of fire or where evidence of scoring is not present on the target.

11.13 Non-Penalty Disappearing Target

A target is deemed to be a non-penalty disappearing target should the target start unseen and finish unseen during the course of fire. A non-penalty disappearing target may incur a penalty if not engaged by the competitor, but no additional penalties will apply, other than the loss of a potential score should no shots be recorded on the target.

11.14 Fault Line

A permanent or raised line on the ground (red in colour) that defines the boundary of the course of fire and acts as a physical barrier. Competitors must remain within the internal dimensions of the demarcated area, or part thereof, defined by fault lines whilst engaging targets. Competitors are permitted to stand on a raised fault line. Any body part of a competitor grounded on the external side of a fault line (whilst firing a shot) will result in penalties as per rule 15.1.

11.15 Charge Line

A permanent or raised line on the ground that defines a limit of movement due to safety. Charge lines must be clearly noted in the stage instructions. Any body part of a competitor touching or grounded on the external side of a charge line will result in penalties as per rule 15.2.

11.16 Demarcated Area

The area marked out in a course of fire where live firing is permitted to occur.

SECTION 12: COURSES OF FIRE INFORMATION FOR COMPETITORS

12.1 Published courses and matches

Detailed written instructions and or illustrations of the stages are made available to all competitors in advance of the commencement of the stage or the match.

Stages for a National Championships should be published prior to the commencement of the match where achievable.

12.2 Unpublished courses and matches

Competitors may only view the stages immediately prior to the commencement of the stage, or are provided with a limited pictorial layout without target positions, or courses selected at random from a published list of possible courses.

12.3 Surprise courses and matches

Competitors start the stage or the match with minimal or no information other than the safety requirements and minimum rounds required to complete the stage.

12.4 Course of Fire Information

Stages or course of fire instructions must set out in detail the following minimum information:

- Range Identification
- Range Restrictions and Range Safety considerations
- No. and type of Scoring targets
- No. and type of Penalty Targets
- No. of Minimum Rounds required to complete the course of fire
- Start condition of Competitor
- Start condition of Firearm
- Mandatory reloading
- Procedure for the completion of the course
- Timing method

12.5 Standard Exercises

A stage consisting of one or more strings of Fixed Time or Virginia Count scored activities.

12.6 Field Course or Speed Shoots

A stage consisting of a shooting problem expressed as a course of fire which the competitor must decide how to approach and complete within the limits of the course instructions and safety requirements.

- Comstock Count, Virginia Count or Timed Fire system of scoring may be used
- The maximum number of rounds for a handgun stage will be 50 rounds
- The maximum number of rounds for a shotgun will be 25 rounds

- The maximum number of rounds for a rifle will be 15 rounds
- Any stage that requires a combinations of firearm types will combine to a total maximum of 50 rounds

12.7 Elimination Speed Shoots

A stage where competitors compete directly against each other in a process of elimination.

12.8 It is the competitor's responsibility to ensure they understand the Course of Fire.

12.9 Prior to the commencement of the stage, competitors may ask as many questions as necessary of the Range Officer to ensure they understand the published and verbal details of the stage but will not be provided with assistance in solving the challenge.

12.10 Once all competitors have indicated to the Range Officer that they understand the Course of Fire the Range Officer will commence the stage.

SECTION 13: SCORING

13.1 STAGE POINTS

13.1.1 The relative weight of each stage in a match will be determined by the maximum possible points available on each stage or course of fire.

13.1.2 The winner of the stage will be awarded the maximum possible points for the stage. All other competitors earn stage points relative to the winners' score.

13.1.3 The winner of the stage will be determined by calculating the hit factor. i.e. Total stage score minus procedural errors divided by the total time. The competitor with the highest hit factor will be the winner of the stage.

13.1.4 A tie or drawn stage will be determined by a count back of the number of "A"s, "B"s or "C"s.

If a tie or draw remains it may be determined by a shoot off on a similar stage.

13.1.5 Other competitors' stage points will be determined by calculating their hit factor as a percentage of the winner's hit factor, then calculating their stage points as that percentage of the maximum possible points for the stage.

13.1.6 Stage points will be calculated to a minimum of 3 corrected decimal places.

13.1.7 The minimum score on any stage will be zero.

13.2 SCORING RULES

- 13.2.1** Paper or cardboard targets will be scored according to the values of the scoring zones and the power factor of the ammunition in accordance with Appendix No.1, No.2, No.3.
- 13.2.2** Where a shot touches the line between scoring zones on a paper or cardboard target, the shot will receive the higher scoring value.
- 13.2.3** If the non-scoring border of a paper or cardboard target is missing, unclear or distorted, the range scorer may construct a fine line 5 mm from the edge of the cardboard and use that line to judge the placement and scoring value of shots in that section of the target. A scoring overlay may be used for this purpose.
- 13.2.4** Where a penalty target is hit but the shot touches the line on the outside of the penalty target and continues on to hit the shoot target obscured by the penalty targets, the competitor will be awarded both a penalty and the score on the shoot target (refer Appendix: 5)
- 13.2.5** Steel Penalty Targets when used and not designed to fall to score a penalty, must be painted an alternate colour to the scoring steel targets on the front surface and all edges. Any bullet strike on the front or edge of the penalty target will be scored as a penalty.
- 13.2.6** When hard cover is hit with a full diameter hole it does not incur a penalty other than a miss if appropriate. Where the shot touches the line of the hard cover a score will be recorded.
- 13.2.7** Paper and cardboard targets are considered to be impenetrable. The hole on any target struck by a bullet which has already passed through a target will be ignored (refer Appendix: 5).
- 13.2.8** On turning targets any bullet hole greater than one- and one-half calibres in diameter will not be scored.
- 13.2.9** Scoring will be judged by eye or gauged if the scorer is unsure and called out. Competitors may request gauges be used to determine close shots or double holes.
- 13.2.10** Steel targets may score either 5 points or 10 points depending on the design of the stage.
- 13.2.11** Frangible targets may score either 5 points or 10 points depending on the design of the stage.

13.3 STAGE SCORING PROCEDURE

- 13.3.1** It is the competitor's responsibility to ensure that the correct scores are entered onto the official scoring sheet or into an official electronic scoring device.
- 13.3.2** After the stage has been completed, the competitor must remain at least one metre from the target until the score has been entered by the range scorer and called to be patched. Failure to observe this rule may incur a procedural penalty.
- 13.3.3** If the competitor touches or interferes with a target before it has been scored, the target will be scored as a total miss with any appropriate penalties.
- 13.3.4** A competitor may challenge the score on any target. In the first instance the Range Officer will rule on the target but their decision may be appealed to the Chief Range Officer or Match Director. Their decision may only be challenged by raising a formal protest with the Protests and Appeals Committee. The target will not be patched until the challenge is settled and it may be removed for further consideration if necessary.
- 13.3.5** If a competitor challenges that a hit on penalty target was not theirs, but an unpatched hit from a previous competitor, the Range Officer and Range Scorer will count back the hits of the previous competitor only. If a penalty hit was recorded for that target by the previous competitor, the challenging competitor will not have the penalty applied.

If no penalty hit was recorded for the previous competitor, the penalty will stand.

13.4 ELECTRONIC SCORING AND SCORE SHEETS

- 13.4.1** Scores may be recorded on official scoring sheets or an electronic scoring device as determined by the Match Director.

Proprietary application software may be used to score at a National Championships.

Once the competitor has accepted and signed the score with the range scorer, no amendments can be made by the range scorer except to correct a mathematical error.

- 13.4.2** At a National Championships official electronic scoring devices may be used to record results. If electronic scoring is used, competitors must be afforded the opportunity to view their stage scores on the electronic device before accepting them.

Hard copy of scores and times can also be maintained by the range scorer where possible and accepted by the competitor.

13.4.3 If an official scoring sheet is found to be incomplete at the time of entering the scores the following steps will be taken:

Missing Name or Number	Identify the missing competitor and confirm the information with the Range Officer and competitor
Missing Signature	Enter scores
Incomplete scores, misses or times	Re-shoot

13.4.4 If it is not possible to identify the competitor where the Name or Number is missing from the score sheet the competitor's missing score sheets will score zero.

13.4.5 If a re-shoot is not possible the following will apply:

Missing time	Score as zero
Missing hits or misses	Score hits as presented
Extra hits	Score highest scoring hits

13.5 CALCULATION OF SCORES - MANUALLY

13.5.1 To calculate **Stage Scores** manually using a calculator or spreadsheet, follow this procedure for each stage.

- Calculate the HIT FACTOR for all competitors - score minus procedural error divided by time to a minimum of 3 corrected decimal places.
- Rank the competitors from high to low.
- Calculate the STAGE PERCENTAGE for all competitors compared to the top competitor's 100%.
- Allocate the maximum available STAGE POINTS to the top competitor.
- Use the stage percentage of each competitor to calculate their stage points for the stage.

13.5.2 To calculate **Match Scores** from the stage scores

- Add the stage points gained for each competitor for all stages.
- Rank the competitors from high to low.
- Calculate the MATCH PERCENTAGE for each competitor as a percentage of the top competitor's score.

13.5.3 Add any additional information which is needed to identify the winners.

13.6 SCORING PENALTIES

13.6.1 Scoring penalties for the different courses of fire are:

Fixed Time	Missed shot	Nil
	Over time shots	- 5 points per shot
	Extra shots	-10 points per shot
	Penalty targets	-10 points per hit
	Procedural	-10 points per error
Comstock Count	Missed shots	-10 points per miss
	Penalty targets	-10 points per hit
	Procedural	-10 points per error
	Target not engaged	-10 points per error
Virginia Count	Missed shots	-10 points per miss
	Extra shots	-10 points per shot
	Penalty targets	-10 points per hit
	Procedural	-10 points per error
	Target not engaged	-10 points per error
Practical	Procedural	As per scoring system
Timed Fire	Procedural	+ 5 seconds
	Missed Target	+10 seconds per miss

13.6.2 Disappearing targets will not be penalised for over time shots in the case of Fixed Time stages nor for missed shots in Comstock Count or Virginia Count stages.

13.6.3 Over time shots will not be penalised in Fixed Time stages unless they are more than 0.3 of a second over the specified time.

13.6.4 Extra shots fired in a Virginia Count may be penalised as either an extra shot or a procedural error but not both.

13.6.5 If a competitor does not complete the course of fire the stage will be scored to the point that the competitor stopped. The appropriate misses and penalties will be recorded for the targets not engaged.

13.7 STUCK LIVE ROUND

13.7.1 Refer rule 2.5 of the Standard National Rules.

In the event of a malfunction which results in a stuck live round which can not be simply removed from the breach end of the barrel, the firearm is to be made safe and removed from the range to a competent person for repairs.

The stage will be scored for the competitor in accordance with rule 13.6.5 and the competitor is subject to Rule 2.5 of the Standard National Rules.

13.7.2 The competitor may use a substitute firearm in subsequent stages in accordance with Rules 3.1.12, 3.12.8, 3.16.8.

13.8 SQUIB LOAD

A squib load is defined as a malfunction, where a projectile fails to leave the barrel of a firearm.

13.8.1 In the scenario where the match official or range officer stops the competitor during a course of fire, due to any concern that there was a squib load:

- if on inspection a projectile is NOT present in the barrel the competitor is eligible to reshoot the stage.
- if on inspection a projectile IS present in the barrel the competitor is not eligible to reshoot the stage, as it is a firearm malfunction.
-

13.8.2 In the scenario where the competitor stops themselves due to any concern that there was a squib load:

- regardless of whether there is a projectile in the barrel or not, the competitor is not eligible to reshoot the stage.

13.8.3 In all scenarios the stage is to be scored. In the event of a re-shoot being provided to the competitor, then the competitors' score will be edited accordingly after the re shoot of the stage has been completed.

SECTION 14: CHRONOGRAPH

14.1 A chronograph will be used to determine the power factor of a competitor's ammunition for handgun, shotgun and rifle (as appropriate).

14.2 It is the responsibility of the Host Club or organisation to ensure that a suitable commercially available and calibrated chronograph is available for use at a National Championships.

14.3 If a chronograph is unavailable, challenges to ammunition power factor cannot be enforced by the Match Director.

14.4 The following testing procedure to establish the power factor of all registered competitors' ammunition will be used:

- This procedure must take place before the completion of the final scores.
- Five rounds of ammunition will be selected at random from a competitor's ammunition used in the match.
- The selection of ammunition for testing will be conducted by a nominated match official and may take place at random, before, during or after the match.
- The competitor is to witness the selection of ammunition being placed in a sealed bag with their name marked on the bag.
- One round of ammunition will be deconstructed and weighed to determine the actual bullet weight. This may occur before the live firing testing procedure.
- Should no equipment be available to safely deconstruct the round, then the competitors stated bullet weight will be used.

- With the competitor present at the chronograph stage, three rounds of sample ammunition will be fired over the match chronograph using the competitor's firearm, by the nominated match official.
- The power factor of the competitors' rounds of ammunition will be calculated using the actual bullet weight and the average velocity of the three rounds fired.
- If the power factor does not reach the declared minimum, the fourth round will be fired over the chronograph and the power factor recalculated using the actual bullet weight and the average velocity of the three highest rounds of the four fired.
- The competitor is permitted to witness the procedure and must provide their match firearm for the test procedure.
- The test results are to be documented in hard copy and witnessed by the testing official and the competitor.
- Any competitor refusing to provide sample ammunition will be scored as small pistol power factor for the match.

14.5 All handgun and rifle ammunition may be subject to chronograph testing.

SECTION 15: PROCEDURAL AND GENERAL PENALTIES

- 15.1** Shots fired while in breach of a fault line will carry 1 procedural penalty for each shot fired, if an advantage is gained by the competitor, but only 1 procedural penalty per target if no advantage is gained. Breaching of a fault line by a competitor without firing a shot will not be penalised.
- 15.2** A charge line is deemed to have been breached if the competitor grounds any part of their body on the out of bounds side of the charge line whether or not a shot has been fired.
- 15.3** Unless otherwise stated competitors must engage targets from specified shooting positions. Competitors may return to the shooting position they have left to correctly engage the targets if they can do so safely.
- 15.4** Any target not engaged during a course of fire will be penalised 1 procedural penalty plus any missed shots on the target.
- 15.5** Any roofing material from a tunnel dislodged by a competitor while traversing the tunnel will incur 1 procedural error.
- 15.6** Where "strong hand only" or "weak hand only" is specified in the course instructions procedural penalties shall be applied for each shot fired while using the incorrect hand.
- 15.7** If the competitor moves from the ready position (false starts) before the "Fire" command, the Range Officer must order them to STOP. If no shots have been fired the Range Officer may reissue the command "*Are you ready ?*" If shots have been fired the range is to be reset and the competitor allowed to reshoot. False starts will incur a warning for the first offence and a general procedural for each subsequent offence(s) in a stage.
- 15.8** Competitors may request a penalty in lieu of attempting a part of a course requirement on the grounds of incapacity or previous injury. This penalty shall be not less than 10 seconds or 10 percent of the possible points for the stage.

SECTION 16: UNSAFE GUN HANDLING AND SAFETY PENALTIES

16.1 On a live firing range 180 degrees is defined as

- The plane formed by a +90 degree and -90 degree arc from the 0 degree intercept with the rear stop butt

16.2 Unsafe gun handling will result in the disqualification of the competitor from the stage and the match. Examples of unsafe gun handling are listed below (non-exhaustive list).

16.2.1 Allowing the muzzle of a firearm to break the + - 90 degree / 180 degree arc of fire as defined in Rule 16.1 during a course of fire.

16.2.2 Discharging a firearm over a stop butt or berm.

16.2.3 Discharging a firearm whilst transitioning a firearm from one hand to another.

16.2.4 Discharging a firearm at a steel target closer than 10 metres.

16.2.5 Drawing a firearm from a holster up range.

16.2.6 Drawing a firearm from a holster without the instruction of a range officer during a course of fire (firearms may be holstered and reholstered by a competitor during the course of fire with the safety mechanism engaged where present).

16.2.7 Allowing the finger of the competitor to be inside the trigger guard whilst changing shooting positions or moving during a course of fire.

16.2.8 Sweeping the muzzle of a firearm over any part of the competitor's body (loaded or unloaded) during a course of fire.

16.2.9 Dropping or causing a firearm to fall to the ground at any time during the course of fire (loaded or unloaded).

16.2.10 Dropping or causing a firearm to fall to the ground from a holster at any time outside of a course of fire and re holstering the firearm without calling for a Range Officer to handle and clear the firearm.

16.2.11 Having a firearm loaded at any time on an approved range other than on the firing line and under control of the Range Officer.

16.2.12 Handling of a firearm on the range premises where not permissible or without an ECI inserted in a longarm.

16.2.13 Holstering of a loaded firearm without the safety mechanism engaged before the commencement of fire.

16.2.14 Using a firearm to open a door, port or window or interrogate movement to any other range equipment with a firearm.

ACCIDENTAL DISCHARGE

- 16.3** An accidental discharge of a firearm will result in disqualification of the competitor from the stage and the match subject to Rule 16.4.
- 16.4** If the cause of accidental discharge can be proven to be due to breakage of part of the firearm, and the competitor fulfilled all normal safety requirements adequately, the competitor will not be disqualified from the match but will be scored according to Rule 13.6.5 for the stage.
- 16.5** The broken firearm is to be immediately removed from the range for conveyance to a licensed repairer.
- 16.6** An accidental discharge by a competitor will result in an immediate cease fire from the Range Officer to prevent any further action on the part of the competitor during a course of fire.
- An accidental discharge is defined as:**

- Any shot fired in any direction declared unsafe by the Range Officer
- Any shot fired over or outside of a stop butt or berm
- Any shot striking the ground within 3 metres of the competitor
- Any shot fired prior to or after a range command permitting the action
- Any shot fired while loading or reloading a firearm
- Any shot fired while taking remedial action with a firearm
- Any shot fired while transitioning a firearm from one hand to another
- Any shot fired during movement except when the competitor is consciously engaging a target

SECTION 17: GRADES AND CLASS RECOGNITION

17.1 GRADES

- 17.1.1** The following percentage parameters will be used to allocate a competitors' grade:

85%	to	100%	MASTER
75%	to	84.9%	A
60%	to	74.9%	B
40%	to	59.9%	C
0%	to	39.9%	D

17.2 GRADING

17.2.1 Grading of a competitor for each class and type of firearm can be established by competing in a Practical Shooting match at a Club, State or National level.

17.2.2 Grades for a competitor do not cross classes of firearms or firearm types. Competitors who seek a grade in more than one class or type of firearm must compete in a grading match with the appropriate firearm.

17.2.3 State or National Championships are grading matches. The results at an approved State or National Championship will be used to grade a competitor subject to the natural grading method of comparing a competitor's final match result against the top result for the match in each class.

17.2.4 Establishing Grades

An ungraded competitor will receive their initial grading on the basis of their final match score, attained at a grading match.

17.2.5 Downgrading

For a competitor to go down a grade they must do so by applying to the National Discipline Chairman (in writing) with due reason for the request and supported by documentary evidence (i.e. score sheets, medical certificate) that will assist any final determination by the National Discipline Chairman.

17.2.6 Nomination to a Higher Grade

For a competitor to go up a grade at any time, they must achieve the overall score for the higher grade and provided there are at least three competitors of that higher grade nominated for the match.

17.3 CLASS RECOGNITION FOR AWARDS

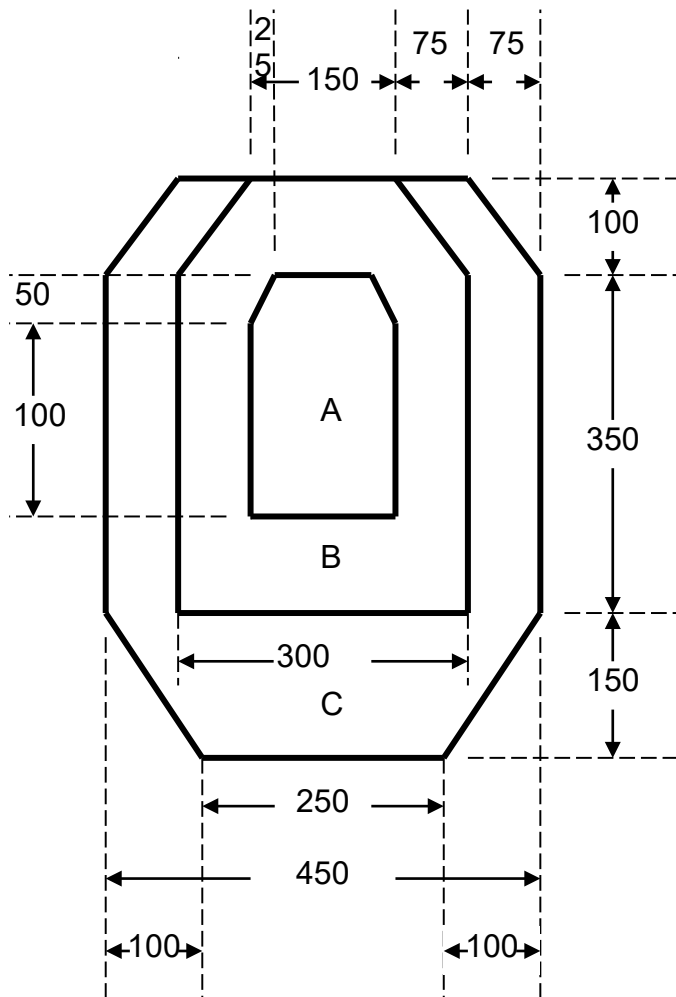
17.3.1 A minimum of 3 competitors for a firearm class must be nominated prior to the commencement of a match, to qualify a class competitor for awards.

17.3.2 In the event that less than 3 competitors are registered in a firearm class, prior to the commencement of a match, a competitor may be provided with the option to re categorise into another class with a suitable firearm.

SECTION 18: NATIONAL CHAMPIONSHIPS

- 18.1** The Host Branch for a National Championships should have facilities to conduct several stages of a Practical Shooting match concurrently.
- 18.2** The recommended minimum range and stage equipment required for a National Championships is:
- 10 x standard moveable PST 1 target frames (ground level)
 - 10 x standard moveable PST 1 target frames (1 metre above ground)
 - 10 x standard galvanised temporary fence panel frames (2400mm W x 2100mm H)
 - 10 x steel poppers (small and large – Australian Design)
 - 10 x 250 mm round steel plates with suitable stands (1 metre above ground)
 - 5 x standard competitor start boxes (1 metre x 1 metre squares)
 - Appropriate supply of PST1 Cardboard Targets
 - Appropriate supply of PST2 Cardboard Targets
 - Appropriate supply of electronic shot timers, target staplers, scoring overlays
 - Chronograph, Bullet Puller, Digital Reloading Scale
 - Trigger Pull Gauge
- 18.3** Awards at a National Championships will be in accordance with Appendix No.8.
- 18.4** SSAA National Team selection will be based on the results of the National Championships in accordance with the National Discipline selection criteria.

APPENDIX 1: SSAA PRACTICAL SHOOTING TARGET PST1

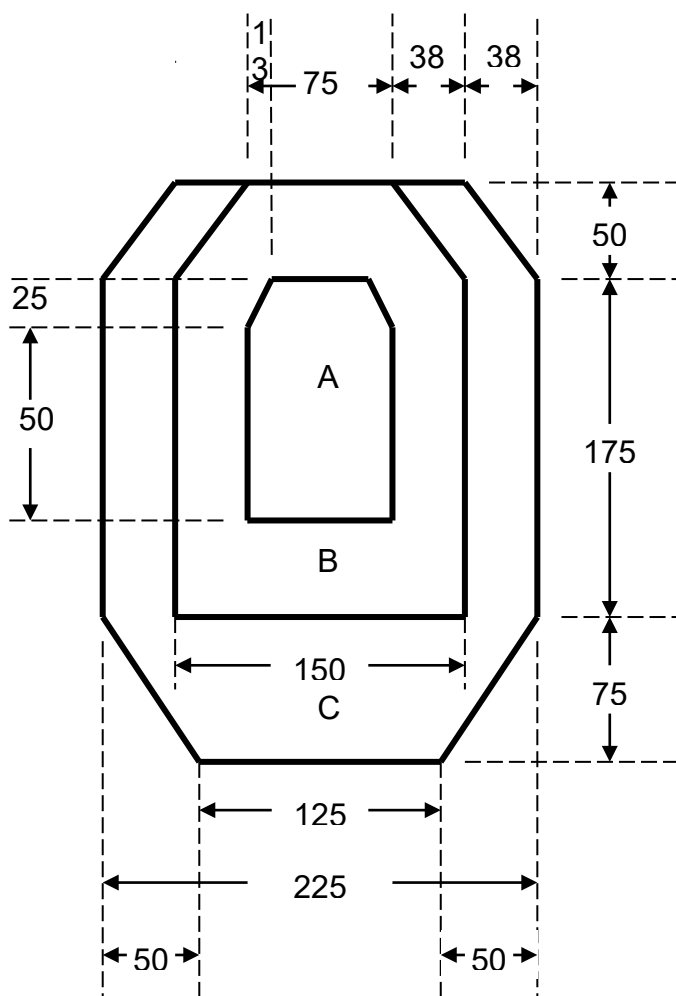


Penetrable Targets are considered to have a 5mm non-scoring border on both sides.
 Front side of Target is beige in colour and is marked with scoring zones
 Rear side of Target is white in colour and can be used as a penalty target
 All figures are in millimetres
 Measurements are to the outside of the line.
 The lines delineating the scoring zones should note be visible from a distance of 10 metres

Scoring Zones

Major		Minor		Small Pistol - Rimfire	
A	5	A	5	A	3
B	4	B	3	B	2
C	2	C	1	C	0

APPENDIX 2: SSAA PRACTICAL SHOOTING TARGET PST2 (Mini)



Penetrable Targets are considered to have a 5mm non-scoring border on both sides.

Front side of Target is beige in colour and marked with scoring zones

Rear side of Target is white in colour and can be used as a penalty target

All figures are in millimetres

Measurements are to the outside of the line.

The lines delineating the scoring zones should note be visible from a distance of 10 metres

Scoring Zones

Major

A	5
B	4
C	2

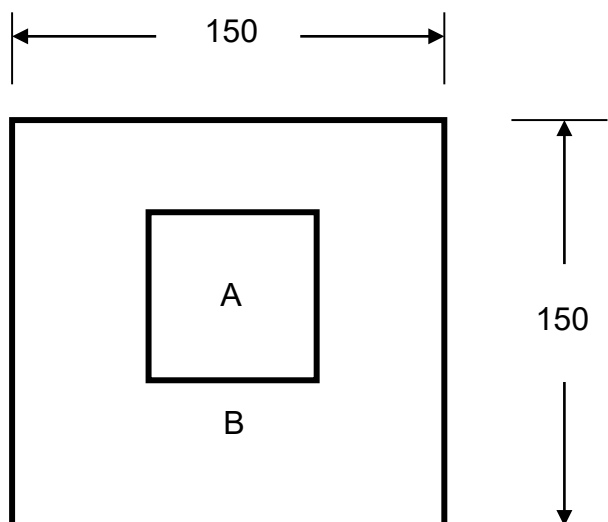
Minor

A	5
B	3
C	1

Small Pistol - Rimfire

A	3
B	2
C	0

APPENDIX 3: SSAA PRACTICAL SHOOTING TARGET PST3



Centre square is 50mm by 50mm

Penetrable Targets are considered to have a 5mm non-scoring border on both sides.

Front side of Target is beige in colour and marked with scoring zones

Rear side of Target is white in colour and can be used as a penalty target

All figures are in millimetres

Measurements are to the outside of the line.

The lines delineating the scoring zones should note be visible from a distance of 10 metres

Scoring Zones

Major

A 5
B 4

Minor

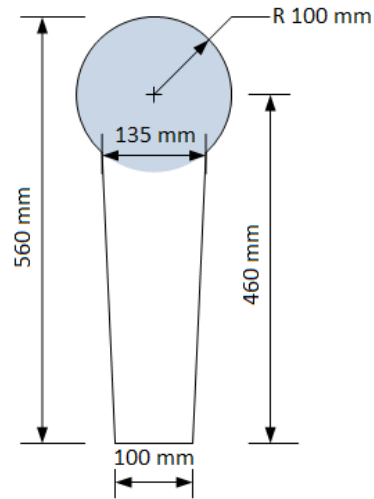
A 5
B 3

Small Pistol - Rimfire

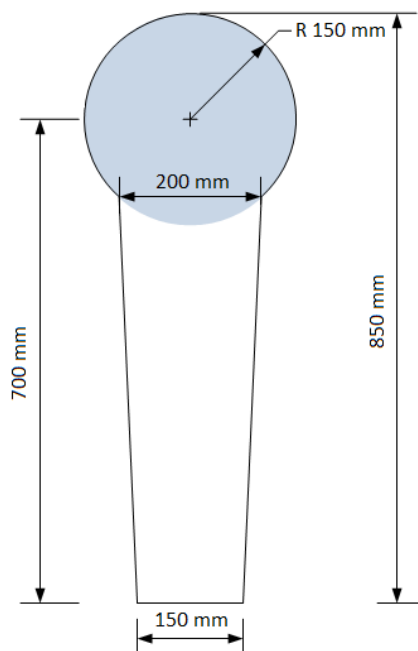
A 3
B 2

APPENDIX 4: STEEL POPPER – FALLING STEEL TARGET AUSTRALIAN DESIGN

MINI POPPER



LARGE POPPER



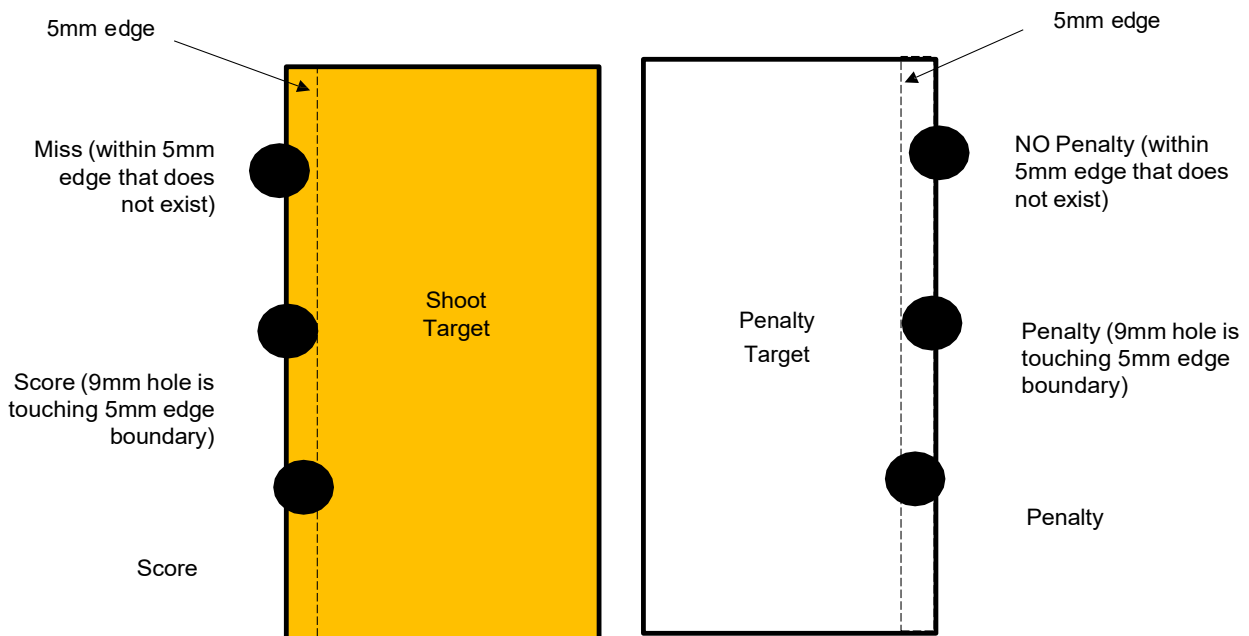
APPENDIX 5: SCORING EDGE HITS ON SHOOT AND PENALTY TARGETS

There is a 5mm non-scoring edge around all paper targets, including penalty targets. The outside 5mm does not exist on paper target for any scoring or penetration purposes. Measure from the edge using ruler or gauge. Do not rely on any printed edge lines as they are approximate positioning guides only.

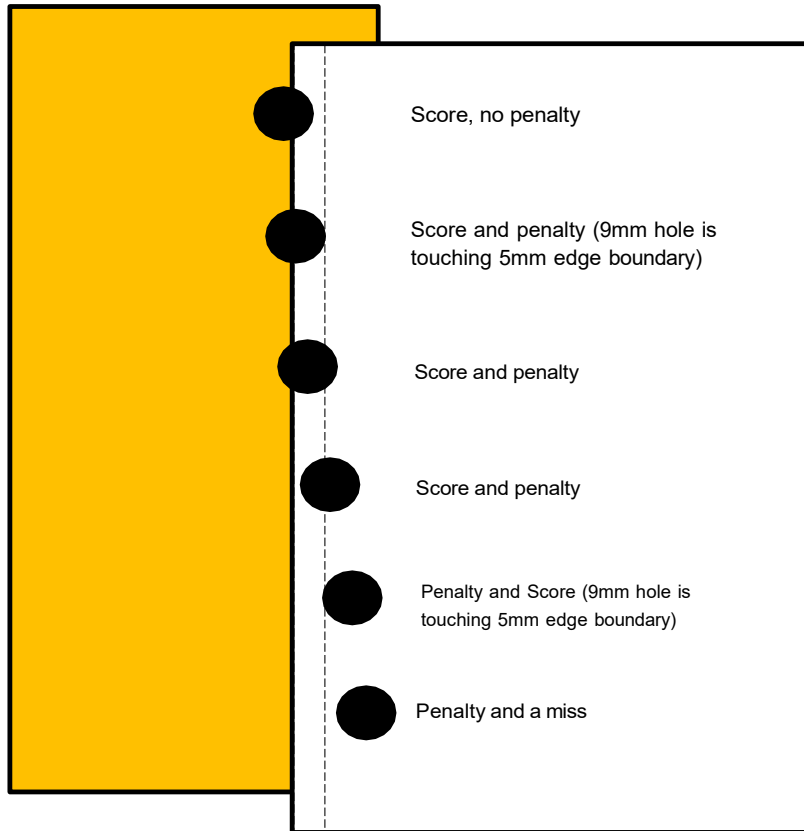
When a shot touches any scoring area on any paper target it scores the value or penalty that it touches. There is no need for part of the bullet to be inside the area, the bullet only needs to touch the boundary.

Use 9mm hole gauge and 5mm boundary gauge on gauge card if in doubt.

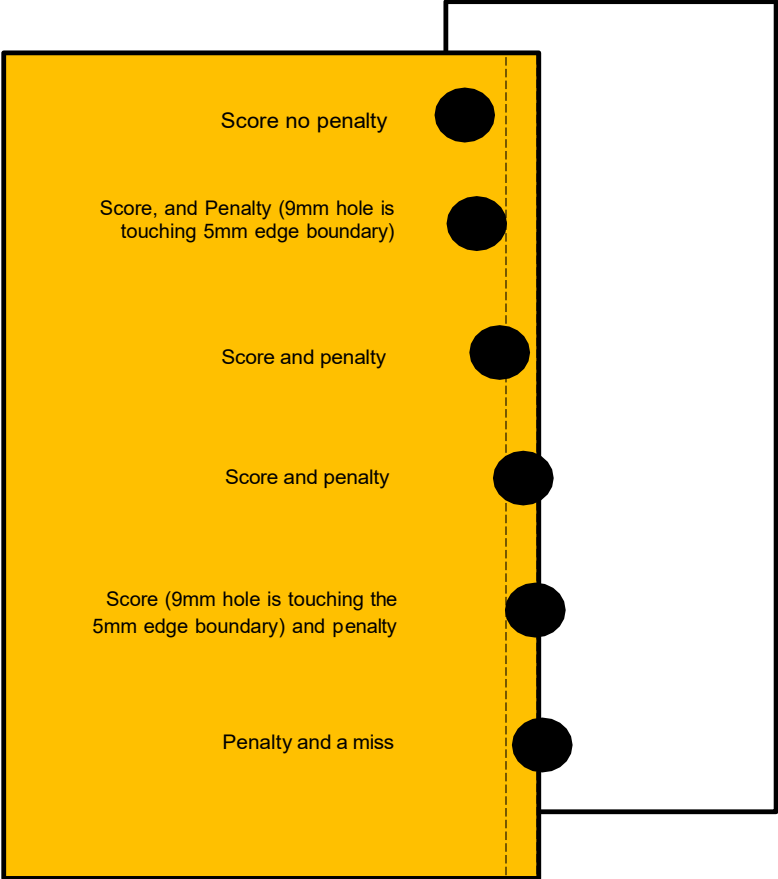
Standalone Targets



Penalty Target in Front of Shoot Target



Shoot Target in Front of Penalty Target



APPENDIX 6: CALIBRATION OF STEEL TARGETS

Initial Calibration of Steel Targets

1. Poppers (steel falling targets) to be used in match must be calibrated with ammunition fired from the match calibration handgun prior to the commencement of the match.
2. Steel targets should be calibrated to fall when hit with .22 long rifle ammunition, meaning the minimum power factor in accordance with rule 3.11.3 and 3.11.6.
3. For calibration each popper must fall when hit in the calibration zone.
4. For calibration and scoring during the match the calibration zone on the steel popper is the circle at the top popper.
5. For calibration and scoring during the match the popper should fall when hit with a single shot from the furthest position that it may be engaged from during the course of fire.

Calibration Challenge by a competitor

- 1 Should a steel popper fail to fall when hit during a course of fire the competitor has 3 choices of action.
 - a. The competitor continues to shoot at the target until it falls. In this scenario there is no further action required as the popper is scored as a hit
- 2 The competitor continues the course of fire and does not challenge the calibration of the popper.
 - a. In this scenario there is no further action required and the popper is scored as a miss
- 3 The competitor continues the course of fire and challenges the calibration of the target at the completion of the course of fire.
 - a. In this scenario the popper and associated props / targets are to be left untouched by any person
 - b. If a match official violates this rule the competitor will be given a reshoot
 - c. If the competitor violates this rule the target will be classed as a miss
 - d. If the popper falls for any non-interference reason (e.g. wind) then the competitor will be given a reshoot

Calibration Test

In the absence of environmental interference or target mechanism failure, the following procedure will be carried out by the Chief Range Officer or Match Director with the Range Officer, Ranger Scorer and Competitor in attendance.

This test is to be completed before the next competitor is called to the stage.

1. Using the match calibration handgun with minimum power factor ammunition the Chief Range Officer or Match Director is to engage the popper under challenge from a position on the stage as near as possible to the position that the competitor engaged the challenged steel target during the course of fire.
2. If the first shot hits the popper anywhere and it falls, the popper will be classed as calibrated and the competitor scored as a miss.
3. If the first shot hits the popper anywhere and it does not fall the popper will be classed as uncalibrated and the competitor will be awarded a reshoot.
4. The popper must be re calibrated prior to the re shoot.
5. If the first shot by the Chief Range Officer or Match Director fails to hit the target, additional shots must be undertaken to obtain an outcome.

APPENDIX 7: TRIGGER PULL TEST PROCEDURE

This procedure is to be used to determine a minimum trigger pull weight requirement where specified in a class of handgun.

This procedure is to be conducted by the Match Director or nominated official prior to the commencement of competition.

This procedure is to take place in a designated safe area in the presence of the competitor.

First Shot 2.272kg

1. The unloaded handgun will be prepared as if the handgun is ready to fire a double action shot
2. The trigger weight or scale will be attached as closely as possible to the centre of the trigger face
3. The trigger of the handgun must either
 - (a) Raise and hold a 2.272kg weight when the muzzle of the handgun is pointed vertically skywards, and the handgun is gently raised;
 - (b) Register not less than 2.272kg on a scale using a procedure determined by the Match Director
4. The above test will be conducted 3 times;
5. If the hammer or striker does not fall on any 1 of the 3 attempts in (a) above, or if the scale registers not less than 2.272kg in (b) above, the handgun has passed the test
6. If the hammer or striker falls on all three (3) attempts in (a) above, or if the scale registers less than 2.272kg in (b) above, the handgun has failed the test and the firearm will be re classified as appropriate.

Every subsequent shot 1.36kg

1. The unloaded handgun will be prepared as if the handgun is ready to fire a safe action shot
2. The trigger weight or scale will be attached as closely as possible to the centre of the trigger face
3. The trigger of the handgun must either
 - (c) Raise and hold a 1.36kg weight when the muzzle of the handgun is pointed vertically skywards, and the handgun is gently raised;
 - (d) Register not less than 1.36kg weight on a scale using the procedure specified
4. One of the above tests will be conducted 3 times;
5. If the hammer or striker does not fall on any 1 of the 3 attempts in (a) above, or if the scale registers not less than 1.36kg or 3.5lbs weight in (b) above, the handgun has passed the test;
6. If the hammer or striker falls on all three (3) attempts in (a) above, or if the scale registers less than 1.36kg or 3.5lbs weight in (b) above, the handgun has failed the test and the firearm will be re classified as appropriate

APPENDIX 8: NATIONAL CHAMPIONSHIPS AWARDS

SSAA PRACTICAL SHOOTING - HANDGUN: NATIONAL CHAMPIONSHIPS AWARDS

Overall Class		Production		Classic	
Open	1st-2nd-3rd	Master	1st-2nd-3rd	Master	1st-2nd-3rd
Standard	1st-2nd-3rd	A Grade	1st-2nd-3rd	A Grade	1st-2nd-3rd
Production	1st-2nd-3rd	B Grade	1st-2nd-3rd	B Grade	1st-2nd-3rd
Production Optic	1st-2nd-3rd	C Grade	1st-2nd-3rd	C Grade	1st-2nd-3rd
Revolver	1st-2nd-3rd	D Grade	1st-2nd-3rd	D Grade	1st-2nd-3rd
Revolver Open	1st-2nd-3rd				
Classic	1st-2nd-3rd	Production Optic		Small Pistol Standard	
Small Pistol Open	1st-2nd-3rd	Master	1st-2nd-3rd	Master	1st-2nd-3rd
Small Pistol Standard	1st-2nd-3rd	A Grade	1st-2nd-3rd	A Grade	1st-2nd-3rd
		B Grade	1st-2nd-3rd	B Grade	1st-2nd-3rd
		C Grade	1st-2nd-3rd	C Grade	1st-2nd-3rd
		D Grade	1st-2nd-3rd	D Grade	1st-2nd-3rd
Grade Medals					
Open		Revolver Standard		Small Pistol Open	
Master	1st-2nd-3rd	Master	1st-2nd-3rd	Master	1st-2nd-3rd
A Grade	1st-2nd-3rd	A Grade	1st-2nd-3rd	A Grade	1st-2nd-3rd
B Grade	1st-2nd-3rd	B Grade	1st-2nd-3rd	B Grade	1st-2nd-3rd
C Grade	1st-2nd-3rd	C Grade	1st-2nd-3rd	C Grade	1st-2nd-3rd
D Grade	1st-2nd-3rd	D Grade	1st-2nd-3rd	D Grade	1st-2nd-3rd
Standard	1st-2nd-3rd	Revolver Open		Overall Match Medals	
Master	1st-2nd-3rd	Master	1st-2nd-3rd	Match	1st-2nd-3 rd
A Grade	1st-2nd-3rd	A Grade	1st-2nd-3rd	Junior	1st-2nd-3 rd
B Grade	1st-2nd-3rd	B Grade	1st-2nd-3rd	Sub-Junior	1st-2nd-3 rd
C Grade	1st-2nd-3rd	C Grade	1st-2nd-3rd		
D Grade	1st-2nd-3rd	D Grade	1st-2nd-3rd		

APPENDIX 9: SUPPLEMENTARY MATCHES

A9.1 SPECTRUM RIFLE MATCH RIMFIRE

- a) Maximum 28 rounds per match
- b) Rifle specifications: .22 Long Rifle cartridge only
- c) Supported positions; supports as supplied by host Branch
- d) Competitors unable to adopt a mandated position may use the next most difficult position, e.g. Prone – Sitting, Sitting – Kneeling, Kneeling - Offhand

A9.1.1 COURSE OF FIRE – SCORING

25 metres / yards

Official Rimfire Target (Target A)

Rapid Fire Offhand

4 rounds in 30 seconds x 2 = Total 8 rounds

Possible Score 80.8

60 metres / yards

Steel Target (RF Silhouette Chicken)

Supported – 8 rounds in 2 min 30 seconds

Supports as supplied by host branch

2 rounds standing, 2 rounds kneeling, 2 rounds sitting, 2 rounds prone

Can be shot in any order

2 min 30 sec = Total 8 x rounds x 10 points per Hit

Possible Score 80.0

77 metres / yards

Steel Target (RF Silhouette Turkey)

Kneeling or Offhand – 4 rounds in 6 min

6 min = Total 4 x rounds x 10 points per Hit

Possible Score 40.0

100 metres / yards

Steel Target (RF Silhouette Turkey)

Prone or using supports as supplied by host branch

8 rounds in 2 min 30 sec

2 min 30 sec = Total 8 x rounds x 10 points per hit

Possible Score 80.0

TOTAL POSSIBLE SCORE 280.8

A9.2 SPECTRUM RIFLE MATCH CENTREFIRE

- a) Maximum 28 rounds per match
- b) Rifle specifications: All Class's - Major and Minor Power Factor
- c) Supported positions; supports as supplied by host Branch
- d) Competitors unable to adopt a mandated position may use the next most difficult position, e.g. Prone – Sitting, Sitting – Kneeling, Kneeling - Offhand

A9.2.1 COURSE OF FIRE – SCORING

50 metres / yards

Official Centrefire Target 100m / yds (Target B)

Rapid Fire Offhand

4 rounds in 30 sec = Total 8 x rounds

Possible Score 80.8

200 metres / yards

Steel Target

(CF Silhouette Chicken)

Supported– 8 rounds in 2 min 30 sec

Supports as supplied by host branch

2 rounds standing, 2 rounds kneeling, 2 rounds sitting, 2 rounds prone

2 mins 30 sec = Total 8 x rounds x 10 points per Hit

Possible Score 40.0

300 metres / yards

Steel Target

(CF Silhouette Pig)

Kneeling or Offhand – 4 rounds in 6 min

6 min = Total 4 x rounds x 10 points per Hit

Possible Score 40.0

Dual Range Stage

Steel Targets

Prone or using supports as supplied by host club

4 rounds per range (8 rounds in 2 min 30 sec)

385 metres / yards Steel Target **(CF Silhouette Turkey)**

500 metres / yards Steel Target **(CF Silhouette Ram)**

2 min 30 sec = Total 8 x rounds x 10 points per Hit

Possible Score 80.0

TOTAL POSSIBLE SCORE 280.8

A9.3 PAR TIME STEEL ONLY MATCH

A9.3.1 TARGETS

Targets for a Par Time Steel Only match will be of any type outlined in Rule 9.3 (with the exception that steel targets that can turn on edge are permitted).

Texas Star and Falling Plate Racks are permitted provided they are consistent for each competitor.

A9.3.2 There is no minimum Power Factor for Par Time Steel Only Matches. Steel targets must fall to score.

A9.4 SCORING

A9.4.1 The Raw Score is the number of targets down on a stage after the competitor has fired the last shot.

A9.4.2 The competitor's **Stage Score** is the **Raw Score** minus any applicable penalties.

A9.4.3 The competitor's **Match Score** is the combined total of all **Stage Scores**. The competitor with the highest **Match Score** is the winner.

A9.4.4 Tie Breaker Stage

Competitors are required to knock down every piece of steel on the tie-breaker for a total time.

In the event of a Match Score tie, the fastest total time on the tie-breaker stage will determine the winner.

A9.5 PENALTIES

A9.5.1 An Over Time shot is any shot that is fired more than 0.30 seconds over the Par Time of the stage.

A9.5.2 Each Over Time Shot will incur a one-hit penalty from the Raw score whether it is a hit or a miss.

A9.5.3 Any hit fired from an illegal position will not count towards the competitor's stage score. A miss fired from an illegal position will not incur penalties, unless the shots are over time shots.

A9.6. TIE-BREAKER STAGE

A9.6.1 In the event a tie-breaker stage requiring specific shooting positions, any hits from the wrong position will result in 0.5 seconds per hit added to the total time.

A9.6.2 Any targets left standing on the tie-breaker stage will result in 3 seconds per target added to the total time.

APPENDIX 10: HSR MATCH

(Handgun – Shotgun – Rifle)

The Rules outlined in Sections 1 to 18 including appendices apply to all HSR matches, in addition to the following requirements for a Practical Shooting Course of Fire involving the competition use of multiple firearms.

SSAA HSR Practical Shooting matches offer the competitor the unique challenge of combining a mixture of competition handgun, shotgun and rifle skills across a variety of targets in a single course of fire.

A10.1 COURSE DESIGN & EQUIPMENT

1. HSR matches are fundamentally limited by the *Range Danger Area* of an approved live firing range.
2. HSR matches involve the use of multiple firearm types in a single course of fire.
3. HSR course designers and officials must ensure full consideration is given to the ballistic characteristics of projectiles used in rifles and shotguns, when designing courses of fire on traditional handgun approved live firing ranges.
4. HSR matches should strongly encourage the use of rimfire and pistol calibre rifles, using lead projectiles, on approved shooting ranges with restricted range danger templates.
5. HSR matches requiring the competitor to use both a handgun and a longarm in a course of fire must only permit the use of a bucket style or duty holster. This design of holster is proven to be a reliable and secure platform to mitigate the risk of a handgun falling loose during movement by the wearer. Bucket style holsters are proven to demonstrate an increase in retention without intervention by the wearer during a normal range of motion.
6. HSR matches expressly prohibit the use of race type handgun holsters due to the increased risk associated with competitors failing to lock the handgun retention device.
7. HSR matches by their very nature involve two firearms being in the course of fire at any one time. Stringent safety protocols must be followed to mitigate any possibility of officials or competitors being placed at risk.
8. HSR matches must be structured to ensure officials are provided with extensive opportunity to clear all firearms in the course of fire, prior to making the range safe.

A10.2 COURSE RESTRICTIONS

1. HSR matches must use at least two different firearm types within the course of fire or the match. This may be a combination of two or three firearm types, and only one of each type of firearm in any combination.
2. HSR courses of fire must **not** stipulate complex movements or engagement with climbing, crawling or jumping obstacles with a loaded handgun in a holster.
3. HSR courses of fire must **not** stipulate complex movements or engagement with climbing, crawling or jumping obstacles with a loaded longarm.
4. HSR courses of fire must **not** stipulate running with a loaded longarm attached to the competitor with a sling or any other attachment, whilst interrogating targets with a handgun.
5. HSR courses of fire must **not** consist of more than thirty (30) rounds for handgun, ten (10) rounds for shotgun and ten (10) rounds for rifle in a single stage.
6. HSR matches must **not** stipulate re holstering a loaded handgun during a course of fire.

A10.3 RIFLE AND SHOTGUN STAGING AREA

1. Each course of fire must provide a place for competitors to place a long arm. This may be in the form of a rack or table.
2. A staging table must be orientated next to a stop butt or side berm to prevent any person moving in front of the muzzle.
3. A staging rack must be constructed with a maximum 60 degree angle on the supporting face of the rack and all long arms must be placed into the rack with the muzzle pointed to the ground.
4. All firearms in a staging area must be unloaded, with the magazine removed from the firearm and an **Empty Chamber Indicator** inserted in the breech.
5. Staging areas must be used to secure an unloaded long arm at the commencement of a stage and place an unloaded long arm into it during the course of fire before transitioning to another firearm.

A10.4 FIREARM TRANSITION

1. During a course of fire a competitor will be required to transition a firearm in order to use another firearm.
2. The transition of a firearm must occur at a designated transition point in the course of fire.
3. A handgun may be re-holstered during the course of fire provided it is completely unloaded of all ammunition, the chamber is empty, magazine removed and the hammer is down.
4. A competitor is deemed to have transitioned a firearm once they have released the firearm and moved 1 metre away from the firearm.
5. A competitor may not return and use a firearm that has been transitioned.
6. A firearm to be transitioned, must be completely unloaded.
7. Any competitor that transitions a loaded firearm will be disqualified from the match.
8. A competitor must completely transition one firearm before proceeding to use another firearm.

Example Scenario No.1 transitioning to a handgun from a shotgun

The shotgun must be placed into the transition location and completely out of the hands of the competitor before drawing the handgun.

Example Scenario No.2 transitioning to a rifle from handgun

The handgun must be placed into the transition location or re-holstered completely before the rifle is picked up.