

AAFTA Hunter Division Shoot Rules

Just about any airgun can be used for field target. However, some guns are too powerful or too low power to be efficiently used. Most guns shooting less than 650 fps aren't used since the accuracy of such guns typically suffer at longer distances. Many guns shooting more than 20 ft. lbs. might not be eligible at many matches. A lot of matches follow the AAFTA recommended power limit of 20 ft. lbs. in their competitions. Some of the more popular spring guns include

- Note: Hunter Division is a new division. These are the Hunter rules we will use at the 2007 National Match, but we encourage all member clubs to experiment with these rules and provide feedback to the board of governors about your experiences.
1. **Airguns:**
 - A. Any safe sporter style airgun of any power plant (Piston, PCP, etc.)
 - B. Match style rifles must have any adjustable components set to minimum adjustment, butt pads centered. No butt hooks.
 2. **Sights:**
 - A. Optical sights of any reticle style may be used, but are limited to a maximum of 12 power magnification. Variable scopes of greater max power than 12X must be turned down to 12X or lower.
 - B. No turret adjustment allowed during the match. (No clicking.)
 - C. Optical sights with parallax adjustment (adjustable objective, or sidewheel focus), may be adjusted so that the target is in focus. Range (yardage) markings may be used.
 - D. No separate range finding device may be used.
 3. **Ammunition:**
 - A. Any design of pellet that is completely constructed of lead or lead alloy only.
 4. **Targets:**
 - A. Silhouette "fall-when-hit" targets resettable from the firing point will be used. Silhouettes may be of typical airgun quarry, or targets appropriate to shooting sports.
 - B. Targets should not be closer than 10 yards, nor further than 55 yards from the firing point.
 - C. The match director should assure that shooting lanes and physical limits of the firing points are clearly defined.
 - D. A clear and unobstructed view of the hit zone must be afforded from at least one shooting position.

- E. Shooters may reset their own targets once they are given permission from the scorer.
5. **Scoring:**
- A. Scoring shall be on the basis of one point for each "hit" and a zero for each miss.
 - B. A hit will be awarded when the target falls, any movement of the kill zone paddle which does not result in the target face plate falling will be recorded as a miss.
 - C. When a gun is shouldered, any discharge of air down the barrel and/or disengagement of the sears shall be recorded as a miss if the target does not fall. A shooter may announce their intention to discharge the gun into the ground without penalty of a miss.
6. **Shooting Position:**
- A. Any shooting position is allowed, but the range may be set up to necessitate use of a forced position on some targets. If a kneeling position is stipulated, the shooter may opt to shoot the target offhand (standing) instead. A sign declaring a forced shooting position may be used at the lane.
 - B. A rifle sling attached to the rifle at two points may be used.
 - C. Monopods, shooting sticks, bipods may be used, but NOT tripods.
 - D. When shooting in a match on the same course with the other divisions (as at the National Match), Hunter Division shooters can NOT use terrain features or lane markers for support. If shooting a Hunter only course, terrain features (trees, stumps, fence, etc.) may be used for support.
 - E. No shooting jackets, harnesses or straps. Clothing worn by the shooter must not restrict body movement.
7. **Seating:**
- A. Any form of seat without back or arms and having a maximum height of 15 inches may be used.
 - B. The seat may NOT be used as a 'bench rest' to support the rifle while shooting.
8. **Disputed Scores:**
- A). Any challenge must be made to the Marshall prior to leaving the target.
 - B). Any dispute not resolved at that time will be referred to the match director, whose decision will be final.
9. **Penalties:**
- The penalty for deliberate infraction of Shoot Rules, unsafe practice, ungentlemanly conduct, or any form of cheating is disqualification.

10. **Target Sequence:**
 - A. The match director shall designate a sequence for shooting targets, by number, left-to-right, nearest-to-farthest etc.
 - B. The timer can be started by a squad member or the shooter, and can be placed so the shooter can monitor his or her own time. Timers are to be started when the shooter 1) sits down for a sitting shot, 2) shoulders the rifle for the first time for a kneeling/standing shot, or 3) lays down for a prone shot.
 - C. If the wrong target was knocked over, it shall be reset and then shooting shall resume on the correct target in sequence.

11. **Time per Shot:**
 - A. The Match Director and/or Marshall may impose a time limit per lane or per target before or during the match. Match Directors should note the use and limits of timers in the match announcement, if possible. Timers should be of the countdown type with an audible alarm when times runs out. Typical time allowed is one (1) minute per shot with one (1) minute set-up time per lane, ex. Four (4) shots on a lane equal five (5) minutes of time for that lane.
 - B. The timer can be started by a squad member or the shooter, and can be placed so the shooter can monitor his or her own time. Timers are to be started when the shooter 1) sits down for a sitting shot, 2) shoulders the rifle for the first time for a kneeling/standing shot, or 3) lays down for a prone shot.
 - C. If a "cold" line/cease-fire is called while a timer is active, stop the timer and add an additional 15 seconds to the time remaining and restart the timer when "hot" line/resume-fire is called.
 - D. Any shots taken after the alarm sounds will be counted as a miss. In case of a tie with the alarm, and the squad members agree on the tie, then the shot is given to the shooter. A Marshall or the match director will handle any disputes.

12. **Tied Scores:**

In the event of two (2) or more shooters tying for an award, a shoot-off, or other tie-breaking system will take place.

13. **Match Director:**

In any matters arising and not covered by these rules, the match director's decision will be final.