



## SILHOUETTE RULES

## QTS Inc Silhouette Rules

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## STANDARD INSTRUCTIONS

### TO BE ANNOUNCED BY RANGE OFFICERS AT EVERY SHOOT

#### Shooters will be called to the firing point

“All bolts are to be open, butts on the ground, no ammunition or magazines are to be placed in your rifle until the order to “COMMENCE FIRE” is given. The action or breech must not be closed until the rifle is pointing down range in a safe direction.

At the commencement of each 10 shot string, shooters may stand, sit or kneel in their respective bays with rifle butts on the ground or rifles laid flat, but may not settle in until given the order to do so.

At the end of the first five (5) shots of the 10 shot string. Shooters may stand, keel, sit or remain prone and get ready for their next five (5) shots.

When shooters have finished each of their ten shot strings, they are to remain in their bays until the order to “CEASE FIRE” is given and their rifle has been checked and cleared by a range officer. This procedure is to be followed when changing positions during a detail and when leaving the mound.

Scorers DO NOT move onto the shooting bays until the order to “CEASE FIRE” is given.

Scorers DO NOT stand up the silhouettes until given the order to do so.

All malfunctions and any other irregularities are to be reported to the Range Officer immediately they occur.

Shooters you will have a four (4) minute time limit for each five (5) shot string, time calls will be “One Minute to go”, “Thirty Seconds to go” and a count down of the last ten seconds.

\* **“Settle in please shooters”** (give shooters time to settle in).

**“Shooters this is your first/second....forty shot string.”**

**“Is there any shooter not ready?”** (wait a few seconds to ensure all shooters are ready)

**“Shooters you may COMMENCE FIRING”**

At the end of each four (4) minutes, or earlier if all shooters are finished –

**“CEASE FIRE – OPEN BOLTS – REMOVE MAGAZINES FROM YOUR RIFLE”**

**“Shooters confirm your scores with your scorer and move to your next position – or – get ready for your next five (5) shots.”**

**“Scorers Please stand the silhouettes.”**

\* **For each following five (5) shot string - repeat from \* Settle in .....etc**

## SMALLBORE SILHOUETTE RULES

### Rule 1.

- (a) Safety must be the first priority on all ranges at all times.
- (b) The silhouette range officer's instructions are to be obeyed explicitly at all times
- (c) All shooters are urged to wear eye and ear protection.
- (d) Danger flags must be flown when the range is in use.
- (e) For the purpose of safety, an open bolt is a bolt which is fully open and back.

Rule 2. All persons who are eligible by law may shoot.

### Rule 3. Equipment, Specifications and Limitations.

Any (rifle, devices, equipment, accessories etc) which may give an individual advantage over others and which are not mentioned in these rules and regulations are prohibited. The jury shall have the right, at any time, to examine a shooter's equipment and apparel. The responsibility shall be upon the competitor to submit questionable equipment and apparel for official inspection and approval in sufficient time prior to the beginning of a match so that it will not inconvenience other competitors or officials.

### Rule 4.

- (a) Rifles  
Silhouette Rifles. Maximum specifications come within factory produced sporting rifles, single shot or repeater, which fire a .22 rim-fire bullet. All tubular magazine, self-loading, automatic, target or modified target rifles are prohibited. The same rifle must be used for the duration of a competition, unless it is proved defective.
- (b) Weight.  
4.5 Kilos including sling and all accessories.
- (c) Barrels.  
Factory produced with a maximum diameter of 33mm at the breech and 18mm at the muzzle. Front and rear sights may be removed from the barrel. Barrels may be replaced with one of similar material (including stainless steel) and specifications.
- (d) Actions.  
Factory produced with original trigger. Lightening or modifications of triggers is to be allowed. Trigger shoe may be fitted. Triggers safe (action must be closed at normal rate without discharging.

### Rule 18.

- (a) Disputes.  
All protests and disputes over rules and equipment to be adjudicated on by a jury of five (5) qualified silhouette jurors with at least one (1) of the jurors being from the silhouette technical committee.
- (b) Protests.  
Shooters will have 15 minutes after final results and placings are posted in which to protest. The posting time should be listed on the result sheet.
- (c) Penalties.  
The range officer must advise a shooter if they are infringing on rules or safety.
- (d) Disqualification is the only penalty. Only a silhouette jury can disqualify a shooter.

### Rule 19.

All championship, prize and shield shoots must be under the control of a silhouette range officer who has passed a current silhouette range officer's course as set by the silhouette technical committee.

### Rule 20.

All silhouette jurors and silhouette range officers must hold current silhouette licences.

### Rule 21.

Silhouette range officers and silhouette jurors licences are current for a maximum of five (5) years.

### Rule 22.

Existing rules to stand as they are for the term of (5) years as at the 1<sup>st</sup> January. In special situations, rules may be added if not covered by existing rules.

### Rule 23.

Silhouette range officers and jurors must be 18 years old or over.



**Rule 7.**      Position Prone / Handicapped

- (a) No rest is allowed for the rifle or forearms, Forearms must be visibly clear of the surface being shot from. Physically handicapped persons may be assisted at the jury's discretion.
- (b) A shooter in the prone position can place their leg in an adjacent bay providing they do not disturb the shooter in that bay.
- (c) A silhouette shooting aid for the disabled must be easily transportable with maximum table size of 700mm x 700mm, with a flat surface covered with regulation matting.

**Rule 8.**      Coaching  
Coaching or spotting is not allowed during the competition.

**Rule 9.**      Wind Flags  
Wind flags are prohibited.

**Rule 10.**      Shots  
May be loaded singly or by magazine when the order is given by the silhouette range officer. At all times other than this, bolts must remain open with magazines and ammunition removed.

**Rule 11.**      Course of Fire.  
The standard course of fire will be forty (40) shot strings. Each shooter will fire ten (10) shots at each range followed by alternate detail of shooters who likewise will fire ten (10) shots at each range. Each shooter's course of fire will start from their drawn position.

**Rule 12.**      Order of shooting Silhouettes.

- (a) The set of silhouettes must be shot from left to right and must be shot in the correct order.
- (b) If a competitor, on their first shot, hits a target other than the first of the set, they must continue to shoot the remaining targets in correct sequence leaving the targets on the left unshot. These will be recorded as a miss.
- (c) If a shooter misses a target, they must not fire at that silhouette again. If they do so, the second shot will also be recorded as a miss.
- (d) If a shooter shoots another shooter's target, the other shooter will claim the strike, providing that this shooter has not fired at that target previously. The recipient must notify the range officer immediately they observe the cross fire on their target and produce their unfired round. Both shooters must then continue to shoot at their next correct target.
- (e) If a shooter should shoot the incorrect target, it will be recorded as a miss. i.e. if the cross fire hits the other shooter's target, they must not fire at their own missed target, but must shoot at the next target in the correct sequence.

- (f) When the shot leaves the end of the barrel, it is classed as a shot.
- (g) In the event of a target being accidentally spun sideways, it should be left and straightened after the four minute detail. The silhouette range officer is to be notified at the time of happening and a time limit of one (1) minute per shot allowed.
- (h) Targets to be painted white.
- (i) Definition of a strike. Targets must be laid flat or knocked off their platform.

**Rule 13.**      Scorers.  
Scorers must be behind the shooters and record every shot fires in the correct order. Scorers are not permitted to speak to the shooter during the event. After ceasefire has been given, the score is to be confirmed by the shooter prior to leaving the mound.

**Rule 14.**      Target Specifications – either self-standing or free standing.

- (a) The QTS Inc. master copy target sizes and base specifications is held by management. Target for Chickens to be 10mm plate. Pigs, Turkeys and Rams to be 6mm plate (target and base). For championship shoots, all silhouettes are to be within + or – 1.55mm of the master copy size.

<u>Bases:</u>	Rams	100mm x 40mm x 6mm
	Turkeys	45mm x 40mm x 6mm
	Pigs	75mm x 40mm x 6mm
	Chickens	45mm x 40mm x 10mm

- (b) Definition of a platform.  
Maximum width of top surface to be 100mm, the back edge of the silhouette to be aligned with the back edge of the platform.

- (c) Target Distances.

Chickens	35 metres
Pigs	55 metres
Turkeys	70 metres
Rams	90 metres

**Rule 15.**      Tie Breaking for Aggregate.

- (a) Aggregate count backs shall be the number of animals shot down at each individual range, commencing at the longest range.
- (b) If still a tie, then go to each individual animal missed, commencing from the first Ram to the last Ram, then through from the first Turkey to the last Turkey, the first Pig to the last Pig, the first Chicken to the last Chicken.