

Common Division Rules

All AAFTA divisions shall abide by the [AAFTA Safety Rules](#) defined in this Handbook, as well as the following rules.

Equipment

- A. Safe airguns of any power plant, shooting a single pellet.
- B. The use of more than one airgun is not permitted during the course of fire, except in the event of [Airgun Malfunctions](#).
- C. The use of shooting gloves is allowed.
- D. A one-point or two-point sling is allowed, as permitted by specific [AAFTA Division Rules](#).
- E. Non-electronic wind indicators attached to the gun are allowed.

Energy Level

- A. Airguns may not exceed the energy level permitted by specific [AAFTA Division Rules](#). The energy level is computed by pellet mass and muzzle velocity, using the following formula:

$$\text{Energy(ft-lb)} = \frac{\text{Mass(grains)} * \text{Square[Muzzle Velocity(fps)]}}{450436}$$

- B. Velocity readings may exceed by a 2% margin to account for Chronograph variance.
- C. Shooters will be given the opportunity to check their gun's energy level prior to the start of a match, and will be allowed to: adjust the energy level, replace the gun, or compete in another class.
- D. Once a match starts, airguns found exceeding the allowed energy level will result in disqualification for the competitor.

Sights

- A. Other than a scope mounted on the airgun, no separate range-finding device may be used.
- B. No laser device or flashlight may be used.

Ammunition

Any design of pellet that is completely constructed of lead, lead alloy, zinc or zinc alloy.

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. Hit-zones shall be round in shape. Hit-zones sizes shall range from 3/8" to 2". No fake hit-zones may appear anywhere on the target.
- C. Targets shall not be closer than 10 yards nor farther than 55 yards from the firing point.
- D. The Match Director shall assure that shooting lanes and physical limits of the firing points are clearly defined.
- E. A clear and unobstructed view of the hit-zone must be afforded from at least one shooting position; however, all competitors must have the same opportunity to shoot the target from the same shooting position.
- F. Any obstruction (grass, tree limb, etc.) shall be related to the Chief Marshal and removed prior to the first competitor shooting a lane. If an obstruction occurs by some natural condition during the match and only affects a limited number of shooters, the Match Director, at his/her discretion may remove the obstruction and allow the affected shooters reshoot the target. Otherwise, the obstruction must remain for the duration of the competition unless it creates a hazardous condition, such as a potential for ricochet.
- G. Based on the [Troyer Difficulty Rating System](#), and accounting for all difficulty factors except light and wind conditions, individual target difficulty shall be no more than 50T and average course difficulty shall be no more than 36T.
- H. Shooters may reset their own targets once they are given permission from the scorer.

Range-finding

- A. Range-finding must be done while the shooter is addressing the lane, and on the clock if timers are used.
- B. There are no position restrictions while range-finding, and the gun may be rested on allowed shooting equipment or support fixtures provided by the hosting club.

Shooting

- A. Any shooting position is allowed, but some targets may be designated for forced-position shots. See section on [Forced Shooting Positions](#).
- B. Other than using aids permitted by specific [AAFTA Division Rules](#) (slings, bipods, etc.), the gun must be supported solely by

the shooter's hands and body. The gun may not contact the ground. Any part of the body directly supporting the gun may not rest on the ground. The body may not lean on, or be supported by any features other than the ground or the shooting seat.

- C. Other than the arm, rifle slings may not be wrapped or attached to any part of the body.

Target Sequence

- A. The Match Director shall designate a sequence for shooting targets – by number, left-to-right, nearest-to-farthest, etc.
- B. A shot on a target out of sequence shall be recorded as a miss for the correct target in sequence.
- C. If the wrong target was knocked over, it shall be reset and then shooting shall resume on the correct target in sequence.

Timers

- A. The Match Director and/or Marshal 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. For example: 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 addresses the lane by doing any of the following:
 - 1) Sitting down for a sitting shot
 - 2) Shouldering the rifle for a kneeling/standing shot
 - 3) Kneeling/crouching to assess if a target can be shot prone
 - 4) Lying down for a prone shot
 - 5) Looking through the scope
- C. If a “cold” line/cease-fire is called while a timer is active, stop the timer and add up to 30 seconds to the remaining time, 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 Marshal or the Match Director will handle any disputes.

Scoring

- A. When the gun is addressing the lane/target, any discharge of air down the barrel and/or disengagement of the sear is considered

a shot. Shooters may announce their intention to discharge the gun into the ground without penalty of a miss.

- B. Scoring shall be on the basis of one point for each hit, and a zero for each miss.
- C. A hit will be awarded when the target falls; any movement of the hit-zone paddle which does not result in the target face plate falling will be recorded as a miss.
- D. Any challenge must be made to the Marshal prior to leaving the target. Any dispute not resolved at that time must be referred to the Match Director whose decision will be final.

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.

Protest Procedure

- A. Any protest must be made to the Match Director no later than 30 minutes after the end of each competition day.
- B. Any protest not made in the same day of the competition will not be considered.
- C. The protest will be analyzed/decided and the answer will be given on the same day.
- D. The Match Director's decision will be final.

Penalties

The penalty for deliberate infraction of the shooting rules, unsafe practice, unsportsmanlike conduct, or any form of cheating is disqualification.

Airgun Malfunctions

- A. The shooter will be given the opportunity to fix the gun, or replace it with a gun compliant with the rules of the class he or she is competing in.
- B. If a malfunction occurs during the course of fire, the shooter must stop the timer and immediately call a Marshal. Once the issue is resolved, the shooter may add up to a minute to the timer and continue shooting.
- C. If a malfunction cannot be resolved, the shooter will be forced to forfeit the rest of the match with all remaining shots counted as misses.