

# TARGET RIFLE AUSTRALIA Ltd

v2021.11.25



# PRONE SILHOUETTE RULES

## 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 with a Safety Flag inserted in the breech, butts on the ground, no ammunition or magazines are to be placed in your rifle until the START command is given. The action or breech must not be closed until the rifle is pointing down range in a safe direction. Mobile phones must be turned off or muted. \*(On-Call phones may be set on vibrate)

At the commencement of each ten (10) shot string, shooters may stand, sit or kneel in their respective bays with rifle butts on the ground or rifles laid flat. Shooters 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, kneel, 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 STOP command is given. Bolts must be open, magazines removed and safety flags inserted. Shooters may move to their next bay on instruction from the range officer.

At the end of each detail, all rifles must be deemed safe by the range officer before shooters leave the firing point.

Scorers DO NOT move onto the shooting bays until the STOP command 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 countdown of the last ten seconds.

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

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

“Shooters you may START.”

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

“Is there any shooter not finished?” If no reply, continue...

**“STOP – OPEN BOLTS – REMOVE MAGAZINES FROM YOUR RIFLE AND INSERT SAFETY FLAG.”**

**“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

## PRONE METALLIC SILHOUETTE RULES

### Rule 1. Safety:

- 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 with a Safety Flag inserted in the breech.

### Rule 2. Eligibility:

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.

\*These rules have been established to discourage the use of custom made, lightweight target rifles which would have a clear advantage over the rifles for which these rules have been introduced.

Accordingly, competitors should be aware that these rules are subject to ongoing revision in order to specifically exclude rifles which are outside the spirit of the class.

### Rule 4. Silhouette Rifles:

- a) **Silhouette rifles:** Maximum specifications to come within factory produced sporting rifles, single shot or repeater, which fire a .22 rim-fire bullet. All tubular magazines, 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 include sling and all accessories.

- c) **Barrels:** Factory produced original equipment with a maximum diameter of 33mm at the face of the breech and tapered to 19mm  $\pm$  at the muzzle as specified by the manufacturer. A tolerance of +0.1 is allowed for variations in manufacturing. Front and rear sights may be removed from the barrel. Barrels may be replaced with one of similar material (including stainless steel). They must be of the same specifications and profile as the Original Equipment Manufacturer (OEM). The barrel minimum length must be 460mm measured from the face of the breech to the muzzle. The barrel cannot be fluted and the rifling must not stop more than 20mm from the muzzle. The barrel, at a point 50mm in front of the face of the breech, must not measure larger than 33mm in diameter, and then tapering down to the muzzle. The forward  $\frac{1}{2}$  (half) of the barrel shall not exceed 21mm in diameter at any point.

\* These rules have been established to discourage the use of custom made, lightweight target rifles which could have a clear advantage over the rifles for which these rules have been introduced.

\*Accordingly, competitors should be aware that these rules are subject to ongoing revision in order to specifically exclude rifles which are outside the spirit of the class.

- 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.)
- e) **Stock:** The angle of the pistol grip to be no more than 70 degrees to the line of the bore. Factory produced. No thumb-hole stock to be allowed. Modification to stock, (lengthening or shortening) to be allowed by not more than 75mm from the original factory specifications. Bedding is allowed. Swivels, 40mm single or double point allowed.
- f) **Slings:** Slings are permitted. They must be one piece. To be worn above the elbow of one arm. Manufactured of leather or similar material of straight, non-shaped arm band construction, single or double point. Maximum width 40mm. Both points must be mounted forward of the trigger guard for a two-point sling. A sleeve on the sling is allowed, of soft flexible material no more than 5mm in thickness and no longer than 125mm to cover the swivel of the sling. Single point slings may be fitted with a quick release collar with hooks for adjustment to the upper arm. Clamp-on devices are prohibited.
- g) **Sights:** Open, aperture, or telescopic sights with a power not greater than 6.5X may be used. Variable scopes over 6.5X power may be used providing the variable adjustment can be taped at 6.5X. Taping method to be the responsibility of the host club. Seals should be in the form of a label or similar and placed in such a manner to show the integrity of the seal. Illuminated sights are permitted. Blinders are permitted but not attached to the rifle or its accessories. Corrective lenses may not be fitted to the rifle or telescope.
- h) **Ammunition:** To be factory produced standard velocity .22 calibre rim-fire bullets.

#### **Rule 5. Clothing-Accessories:**

Any normal clothing may be worn including cloth, denim jackets or coats. All leather or vinyl jackets or coats of any kind are totally prohibited. Any type of hat or cap may be worn. Ear Phones/Pods are prohibited unless 'Medically Approved.' Covered footwear is mandatory. Gloves of any kind are prohibited. If the elbows of a coat are wearing out, the person is allowed to repair them with a piece of self-material no more than 150mm long. Anything fitted to the clothing to locate a sling is not permitted. The jury of the day will determine the maximum amount of clothing a shooter may wear at that shoot if:

- a) A protest is submitted.
- b) At the request of the organising club.
- c) A meeting is convened by the jury.

#### **Rule 6. Shooting Mats:**

The shooter is allowed to use mats of a combined maximum thickness of 50mm when uncompressed and each mat must be laid flat of single thickness. A maximum thickness not to exceed 50mm, maximum width not to exceed 1.25metres, maximum length not to exceed two (2) metres.

#### **Rule 7. Position Prone / Disabled:**

- a) No rest is allowed for the rifle or forearms. Forearms must be visibly clear of the surface being shot from.
- 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) Physically disabled persons may be assisted at the jury's discretion.

- d) A silhouette shooting/aid (table) 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 scopes are 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 to START is given by the silhouette range officer. At all times other than this, bolts must remain open with magazines and ammunition removed and safety flags inserted.

**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 an 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 the 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 un-shot. 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, that other shooter will claim the strike, providing that he/she 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 un-fired 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 shooters 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 it happening and a time limit of one (1) minute per shot be allowed.
- h) If a shooter's target is accidentally knocked down before it has been shot at due to a faulty target system or ricochet etc, the shooter may claim the strike.
- i) Definition of a strike. Targets must be laid flat or knocked off their platform.
- j) Targets to be painted white.

**Rule 13. Scorers:**

Scorers must be behind the shooters and record every shot fired in the correct order. Scorers are not permitted to speak to the shooter during the event. After the STOP command 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 master copy of target sizes and base specifications is held by TRA management. Targets 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.

Bases: 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, and Count-back Procedure:**

- 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.
- c) The first miss working from the longest range from number one (1) Ram to the last Ram. The first ram missed is the first to be eliminated and so on, for each individual range.

e.g., 40 shot match: 0111111111 4th  
1011111111 3rd  
1101111111 2nd  
1111111110 1st  
80 shot match: 11110111111111111111 last  
11111111111111111110 first

- d) In the event that the shooters involved, cannot be separated by these means, a sudden death shoot-off will then take place.
- e) A shoot-off will consist of one (1) Ram, one (1) Turkey, one (1) Pig and two (2) chickens at the 90-metre range. After this, if more than one (1) shooter remains, five (5) chickens will be placed at the 90-metre range for each remaining shooter. Repeat the five (5) chickens until resolved.

Example of sudden death – the last shooter in the shoot off would come second. Only the first shooter would eliminate that shooter.

11111  
01111  
00111  
00011  
00001  
10000

### **Rule 16. Sighting-in Time:**

A sighting-in time of a minimum of 1 hour must be allowed in the program before the competition commences and to be under the control of a qualified silhouette range officer. Each shooter is allowed two (2) 10-minute sighting-in periods. No further sighting-in is allowed after the commencement of the competition.

### **Rule 17. Grading:**

- a) A shooter may be up-graded at any time either by nominating in a higher grade or by shooting the minimum qualifying score for a higher grade three (3) times in the last 5 X 40 shot scores. Shooters can only be down-graded at regrading times which are at the 30th of June and the 30th of December each year. This is calculated by taking an average of the best three (3) scores out of the last 5 X 40 shot scores. As at the 1st of January of each year, all clubs must forward to the grading officer, the last 5 X 40 club scores of each "ungraded" shooter in their club.
- b) New shooters at championship shoots who cannot produce their best two (2) out of three (3) silhouette scores in writing, witnessed by a club official, will automatically be graded in "A" grade until regrading.

'A' Grade 38.5 & above

'B' Grade 35 & under 38.5

'C' Grade 31 & under 35

'D' Grade under 31

### **Rule 18. Disputes – Protests – Penalties:**

- a) All protests and disputes over rules and equipment must be submitted in writing 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) 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) 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. Championships / Prize Shoots:**

- a) All championship, prize and shield shoots must be under the control of a qualified silhouette range officer who has passed a current silhouette range officer's course as set by the silhouette technical committee.
- b) The range officer may delegate an assistant range officer to help with rifle inspections at the end of a detail.

### **Rule 20. Range Officers:**

- a) All silhouette jurors and silhouette range officers must hold current silhouette RO licences and be current financial members of TRA
- b) Silhouette range officers and silhouette juror's licences are current for a maximum of five (5) years. After 5 years a short test will be taken before the licence is renewed for another 5 years.
- c) Silhouette range officers must be 18 years old or over.

### **Rule 21. Special Situations:**

In special situations, rules may be added if not covered by existing rules, subject to Rule 18.

## **SUPPLEMENTARY RULES FOR PAPER SILHOUETTES**

\*These rules apply to rifle ranges using paper silhouettes and are to be used in conjunction with TRA Prone Target Silhouette Rules 1 to 21.

\*The reference to “Scorers” during the course of fire of the silhouette match does not apply.

### **\*STANDARD INSTRUCTIONS**

As per the Standard Instructions for Paper Silhouettes following Rule 24.

#### **Rule 22. Shots on each target and crossfires:**

- a) 10 shots are to be shot at each target at each range by way of 2x5 shot strings.
- b) If a competitor notices a crossfire, they are to notify the Range Officer immediately.
- c) If on scoring a target more than 10 shots are found on a target then the Scorer is to check the numbers of shots on the targets of the shooters immediately beside the shooter. If insufficient shots are found on either of these Targets it is deemed that a crossfire has occurred and the shooter will be awarded the highest 10 shots. If no abnormalities are found the shooter is deemed to have overloaded the target and the highest score will be eliminated.
- d) To be deemed a strike the shot must be fully or partially inside of the White area of the Target. Shots that are fully or partially in the white area of the centre circle will be scored as an (X) and the number of X's at the end of the Match will be used for tie breaking purposes. A .22 calibre gauge to be used by the scorer where necessary.

#### **Rule 23. Paper Target Specifications:**

- a) The white area of a paper silhouette target will be the same as the QTS/TRA master copy specification with the addition of an inner centre circle.
- b) Body outline 5mm thick for all ornaments, actual size of silhouette is the white area and the bullet hole must touch this to score a hit.
- c) Inner centre circles dimensions as follows:
  - Chickens centre hit circle - 12mm outside diameter. 8mm inside diameter.
  - Pigs centre hit circle - 18mm outside diameter. 14mm inside diameter.
  - Turkey centre hit circle - 20mm outside diameter and 16mm inside diameter.
  - Ram centre hit circle - 29mm outside diameter and 23mm inside diameter.
- d) To score a centre hit the bullet hole must touch the white area of the centre circle.

#### **Rule 24. Tie Breaking Procedure:**

- a) Ties will be determined by the most X's (inner centre circle) shot by each shooter as per Rule 23(d).
- b) If the tie cannot be broken an Aggregate count back will be made from the longest range progressing back to the next longest range until the tie is broken.
- c) If still a tie a shoot off will be conducted by placing a chicken target at the ram range and each shooter firing 5 shots at the target. The shooter with the most strikes will be the winner and other placegetters will be also determined along the same lines. If a tie occurs in the shoot off, X's will be used to determine the winner. If the tie cannot be broken the process is to be repeated until a winner is determined.



## **STANDARD INSTRUCTIONS FOR PAPER SILHOUETTE TARGETS**

### **TO BE ANNOUNCED BY THE RANGE OFFICER AT EVERY SHOOT**

#### **SHOOTERS WILL BE CALLED TO THE FIRING POINT**

At the commencement of each 10 shot string shooters may stand, kneel or sit in their respective bay rifle bolts are to be open with a **Safety Flag inserted** in the breech, butts on the ground. Shooters may not settle in until given the order to do so. No ammunition or magazines are to be placed in your rifle until the order to START is given and the rifle is pointing down range in a safe direction. Mobile phones must be muted or turned off. \*(On-Call phones may be set on vibrate).

Shooters you will fire 10 shots on each target at each Range.

At the end of first 5 shots of the 10-shot string, shooters may stand, kneel, sit or remain prone and get ready for their next 5 shots.

When shooters have finished each of their 10 shot strings they are to remain in their bay until the STOP command is given. Bolts are to be open, magazines removed and **SAFETY FLAGS inserted**. Shooters may move to their next bay on the instruction of the Range Officer.

At the end of each detail, all rifles must be inspected before the shooter removes their gear from the Range.

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

Shooters you will have a 4-minute time limit for each 5 shots, time calls will be “One minute to go”, “Thirty seconds to go” and a countdown of the last 10 seconds.

**Settle in please shooters.** (Allow shooters time to settle in)

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

**Shooters you may START.**

At the end of each 4 minutes or earlier if all shooters have finished –

If before expiry of 4 minutes – **Is there any shooter not finished.** (If no reply, continue)

**STOP- OPEN BOLTS – REMOVE MAGAZINES FROM YOUR RIFLE AND INSERT SAFETY FLAG.**

**Shooters prepare for your next 5 shots,** then repeat from **\*Settle In etc – or – Move to your next position and lay your rifle flat on your mat.**

Once all rifles are safe – **Shooters please go forward and collect the shot Target from your bay and attach your Target to the frame. Please deliver all shot Targets to the specified Official** (as advised by the Range officer).

Once all targets are handed in – **Shooters please return to your bay and prepare for your next 10 shot string. PLEASE ENSURE YOUR SIGHTS HAVE BEEN ADJUSTED TO THE CORRECT SETTINGS FOR THE RANGE YOU ARE ON.**

**For each following 5 shot strings repeat from \*Settle In etc**