Clubs and Shooters Handbook

2023

American Airgun Field Target Association

AAFTA Official Field Target Rules

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AAFTA Division Rules

Competitors shoot in one of three divisions: Open, Hunter, or World Field Target Federation (WFTF) Division. These divisions offer classes typically based on power plant. Restrictions in each Division are intended to limit the means of support of the gun, and to ensure safety and fairness in competition.

If questions arise about the class a shooter will compete in, the Match Director shall have the final say.

Open Division

The Open Division rules are intended to promote diversity and innovation to advance the state of the art in the sport of Field Target. See section on Open Division Rules.

Hunter Division

The Hunter Division rules are intended to promote accessibility to the sport of Field Target, and the use of typical hunting equipment. As such, the rules shall enforce limits on the type of allowed equipment and shall allow for a broad range of competitor physical fitness and conditioning. See section on Hunter Division Rules.

World Field Target Federation (WFTF) Division

The WFTF Division rules are intended to promote International style Field Target competition, and as such shall closely resemble the World Field Target Federation (WFTF) Core Rules. See section on WFTF Division Rules.

Classification

Standard Classes

The hosting club will typically offer PCP and Piston classes for the Rifle Divisions, and Limited and Hunter classes for Pistol. The minimum number of shooters required for Place Awards at Nationals is five, and three at Regional or Grand Prix matches.

Additional Classes

The hosting club may offer additional classes based on level of expertise, age group or other criteria. These classes are generally offered if there are at least three shooters per class. For example, Junior or Senior classes. Match Directors should announce additional classes prior to the match, whenever possible.

Consolidating Classes

1. Per Power Plant: If there are not enough shooters of a given Power Plant to create a class in any Division, for example: (Hunter Piston < quorum) AND (Open Piston < quorum) AND (WFTF Piston < quorum), the Match Director may create an overall Power Plant class (e.g., a Piston Class). In this case shooters compete following the rules of their respective Division (i.e., WFTF shooters follow WFTF rules, and so on.).
2. Per Division: If there are not enough shooters to create classes in each Division, for example: (Open Piston < quorum) AND (Open PCP < quorum), the Match Director may create an overall class for the Division (e.g., an Open Class).
3. Per Class: If there are not enough shooters to create a class in a given Division, for example: (WFTF Piston < quorum), those shooters may compete in another Division provided that they comply with the rules of that Division (e.g., WFTF Piston shooters competing in the Open Piston class). Piston shooters also have the option of competing in the PCP class of their own Division.

The Match Director should accommodate shooter preferences whenever possible but ultimately will have the final say.

Match Director Roles

Any airguns declared unsafe to people or property by the Match Director will be barred from use.

Any concession requests regarding equipment constraints or handicaps should be delivered to the Match Director by a minimum of 24 hours prior to match commencement.

Any variations of the rules for Seating or Shooting Positions may be applied at the discretion of the Match Director in recognition of shooters disabilities, while ensuring that no unfair advantage is accrued over other competitors. In the event an advantage is obtained, those shooters shall compete in a separate class for awards.

In any matters arising and not covered by these rules the Match Director's decision will be final.

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.
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.
F. Kneeling rolls may not exceed 7 inches in diameter.

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 maximum of a 2% margin to account for variances between chronographs
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 of the competitor.
E. No energy-level adjustments allowed during the match. The Match Director may tape or mark the gun as may be possible to prevent tampering once the gun has been chronographed.

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

Pellets that are completely made of lead, lead alloy, zinc, zinc alloy, or similar all-metal material may be used. Airgun slugs may not be used.

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 and shall range from 3/8" to 2" in diameter. No fake hit-zones may appear anywhere on the target.

C. When reducers are used, they must be painted the same color as the faceplate.
D. When reducers are used, they must be attached to the front of the faceplate
E. Targets shall not be closer than 10 yards nor farther than 55 yards from the firing point.
F. The Match Director shall assure that shooting lanes and physical limits of the firing points are clearly defined.
G. Hit Zone must be clearly visible from any shooting position, or from the designated position on Forced Position shots.
H. 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.
I. 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.
J. 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 Shooting Position shots.
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.
D. A kneeling roll may be used to support the rear instep/ankle in the kneeling position.

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 gun for a Kneeling or 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.

E. When timers are required, any shooter discovered not using a timer during the match will be subject to a warning or disqualification at the Match Directors discretion.

Definition of a Shot

A. During the duration of the match, any discharge of air down the barrel and/or disengagement of the sear is considered a shot for scoring purposes.
B. Shooters may announce their intention to discharge the gun into the ground without penalty of a miss. However, looking through the scope is not allowed when blowing off a shot.

C. Any shots taken with the eye to the scope after completing a lane & prior to moving to the next lane, will count as misses for the next lane.

Scoring

A. Scoring shall be based on 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 hit-zone paddle which does not result in the target faceplate falling will be recorded as a miss.

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.

Target Protest Procedure

Target protests will be resolved in the following manner:

A. When the shooter feels they hit the kill zone & the target failed to fall or malfunctioned, they will stop shooting.
B. The shooter or a squad member will notify a Marshall immediately
C. The Marshall will inspect & test the disputed target with an AAFTA approved Target Tester.
D. If the Marshall finds the target to be functioning properly, the shooter will record that shot as a miss. The shooter will continue to shoot the remaining shots on that lane.

E. If the Marshall finds the target discrepant, the target will be repaired on site & verified with a Target Tester or if needed, replaced with a target of an equivalent kill zone size. The shooter will then retake that shot & continue to shoot the remaining shots on that lane.

Penalties

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

Airgun Malfunctions

A. If a malfunction occurs during the match, the shooter may retire from the firing line to try to repair the airgun. The match will continue without them and the shooter will receive misses for subsequent targets until they return to their designated squad.
B. If repairs cannot be made by the beginning of the second day of a match, a replacement gun may be used that is compliant with the rules of his or her class with match director approval.
C. If a malfunction cannot be resolved or a replacement gun is not available, the shooter will be forced to forfeit the rest of the match with all remaining shots counted as misses.
D. When in a two-person squad, if a shooter retires from the firing line to repair their airgun, the remaining shooter may join the nearest squad to continue shooting.

Open Division Rules

The Open Division shall abide by the Common Division Rules defined in this Handbook, as well as by the following rules.

Equipment

A. Rifles shall not exceed 20ft-lb of energy measured at the muzzle.
B. All forms of clothing are permissible.
C. Body support straps or harnesses are allowed, if they do not provide any means of support to the gun.

Sights

Any form of sighting system may be used.

Shooting

A single rifle sling is permitted that shall be attached to the rifle at a minimum of one and maximum of two points when a shot is taken.

Seating

A. The maximum height for any form of seat is 6 inches from the ground to the highest point of the seat, measured with the shooter sitting on the seat.
B. The seat can only be used as a seat and not any other means of shooting support, EXCEPT to support the rear instep/ankle in the kneeling position, or as back support on free-position extreme angle targets.

Hunter Division Rules

The Hunter Division shall abide by Common Division Rules defined in this Handbook, as well as by the following rules.

Equipment

A. Rifles shall not exceed 20ft-lb of energy measured at the muzzle.
B. Fore end depth is limited to a maximum of 6 inches, measured from the center of the barrel to the lowest part of the rifle forward of the pistol grip.
C. No shooting jackets, harnesses, straps, or shooting gloves that restrict movement (e.g., Anschutz or Creedmoor). Clothing worn by the shooter must not restrict body movement.
D. Knee pads or other forms of padding or risers placed between the arm, thigh, knee, leg and/or rifle may not exceed 2 inches in thickness.

Sights

A. Optical sights of any reticle style may be used but are limited to a maximum of 16 power magnification. Variable scopes of greater than 16X must be turned to the 16X or nearest lower factory marking on the scope.
B. No Windage or Elevation adjustments allowed during the match. Any shooter discovered adjusting windage or elevation during a match will forfeit all shots on that lane.
C. Optical sights with parallax adjustment may be adjusted so that the target is in focus. Range (yardage) markings may be used.

Shooting

A. A rifle sling may be used & must be attached to the rifle at two points, the fore end & butt stock. Slings may be attached & detached during a match. Single point slings are not allowed.
B. Adjustable components on the stock, including cheek & knee risers, may not be adjusted during a match. No equipment may be added or removed during a match except for a rifle sling. No butt-hooks or thigh-rests are allowed.
C. Only monopods, shooting sticks, or bipods may be used. Any such aids must rest on the ground and may not be driven or otherwise embedded into the ground or shooting pad, and cannot be attached to the gun: must release from the gun as the gun is picked up, and must not connect to

the gun with studs or devices that restrict gun movement. A single stop may be used in front or behind the gun support, but no other anchoring mechanisms are permitted. See Allowed Bipod Setups.

Seating

Any form of seat without back or arms support may be used, but the seat may NOT be used to support the gun while shooting.

Allowed Bipod Setups

WFTF Division Rules

The WFTF Division shall abide by the Common Division Rules defined in this Handbook, as well as by the following rules.

Equipment

A. Rifles shall not exceed 12ft-lb of energy measured at the muzzle.
B. All forms of clothing are permissible.
C. No harnesses or straps are permitted.
D. Elbow pads and knee pads are allowed.
E. Butt-hooks are allowed, but not thigh-rests.
F. Adjustable rifle stocks are allowed, but no hardware may be added or removed from the gun during the match, except where allowed by the Match Director due to physical limitations of the shooter.
G. The Digital Side Wheel (DSW) device is not allowed.

Sights

Any form of sighting system may be used.

Shooting

A. A single rifle sling may only be used to steady the aim if used in a prone, kneeling or standing position.
B. Only a kneeling roll may be used to support the rear instep/ankle on Forced Position Kneeling shots.

Seating

A. The maximum height for any form of seat is 6 inches from the ground to the highest point on the seat, measured with the shooter sitting on the seat.
B. The seat can only be used as a seat and not as any other means of shooting support, EXCEPT to support the rear instep/ankle on free-position kneeling shots, or as back support on free-position extreme angle targets.

Note: WFTF shooters are hereby advised that AAFTA WFTF Division Rules may differ from rules applicable at international events sanctioned by the World Field Target Federation (WFTF). For more information about WFTF Core and Comprehensive Rules, visit:
http://www.world-field-target-federation.com/Rules

Allowed Seat Use

Illegal Seat Use

Forced Shooting Positions

The range may be set up to require use of a forced position on designated targets. A sign declaring a forced shooting position must be used at a shooting lane. Regardless of any prescribed position, the shooter may opt to shoot the target offhand (standing). Aids such as straps, harnesses, monopods, shooting sticks, or bipods are not allowed on forced position shots.

KNEELING

There shall be only 3 points of contact with the ground (2 feet and 1 knee). The gun must be supported by both hands and one shoulder only. The arm supporting the gun must rest on the knee or leg. The rear foot shall be upright and straight in line with the knee. A legal seat or kneeling roll may be used to support the rear foot and/or ankle, provided that the foot and knee have contact with the ground. The seat may not be used to support the bum or thighs. The leading hand shall support the gun and be unsupported forward of the wrist joint.

A. An allowance for additional padding to fit between the thigh & the calf/foot can be requested from the Match Director prior to the start of a match. The pad cannot be larger than a legal-size kneeling roll. It will be at the Match Director's discretion to accept or deny any request.

This is a typical allowed Kneeling position.

NOTE: WFTF Rules allow only a kneeling roll for rear instep support.

OFFHAND (Standing)

No rigid support from the ground to the gun or the hand/arm supporting the gun is allowed. Other than using a sling, the gun is to be supported solely by the hands, shoulder, and cheek.

This is a typical allowed Standing position.Sample KNEELING Positions

Not Allowed: The gun must be supported by both hands and one shoulder only.

Sample OFFHAND (Standing) Positions

Not Allowed: Other than using a sling, the gun is to be supported solely by the hands, shoulder, and cheek.

Allowed (PFT): Pistol is held solely by the hands, and may not contact the arms, body, or any other kind of support. Eye-cup contact with the face is permitted.

Pistol Field Target Rules

1. Air pistols only. The maximum caliber is 0.25.
2. Muzzle energy limited to 12 foot-pounds.
3. Barrel length is limited to 15 inches including any attachments to the muzzle (e.g. moderator, or flip compensator). A wooden or other barrel-friendly dowel will be used to determine the length of the barrel, as measured from the tip of the barrel or muzzle attachment to the breech-face.
4. Fore end depth is limited to a maximum of 3 inches, measured from the center of the barrel to the lowest part of the gun forward of the trigger guard.
5. Attached cylinders at the rear of the Pistol are not allowed.
6. Overall length including any attachments must not exceed 25 inches.
7. No shooting jackets, slings, harnesses, or other bodily supports. Clothing or shooting gloves worn by the shooter must not restrict hand or body movement.

8. No shooting sticks or mono/bi/tripods.
9. Kneepads may not exceed 1 inch in thickness. The intent is to allow comfort, and not an extra form of support.
10. Sandbags, knee risers or butt stocks are not allowed.
11. Scope maximum magnification of 12x. Variable scopes of greater than 12X must be turned to 12X or the nearest lower factory marking on the scope. Clicking is allowed.
12. Seats up to 6 inches high allowed.
13. Time limits may be enforced.
14. Any shooting position is allowed so long as the pistol is fully supported by the competitor. Hangy-tanks are allowed but cannot contact the ground or shooter's anatomy while shooting.
15. Distance 10-35 yards
16. Kill zones sizes shall be 0.5" to 2" in diameter.
17. Forced Offhand (Standing) Shots: Pistol is held solely by the hands, and may not contact the arms, body, or any other kind of support.
18. Eyecup contact with the face is permitted.
19. Classes: AAFTA requires at least one sanctioned class for a legal match. Other classes may be added if desired. Sanctioned classes are:
    A. Limited Class: Rules as defined above.
    B. Hunter Class: Rules as defined above, but no turret adjustment allowed during the match (no clicking.). Any form of seat without back or arms support may be used. Monopods, shooting sticks, or bipods may be used, with the same restrictions as described in the Hunter Division Rules.
20. Standard Common Division Rules apply.

Pistol Rear Attachments

Allowed: Rear-mounted Velocity Adjuster
Reasoning: The Adjuster is an integral part of the gun, and in some cases an after-market upgrade. It does not provide additional support.

Not Allowed: Buffer tube to fit a butt stock, or rear-mounted air cylinder.
Reasoning: May provide additional support and weight balance behind the grip of the gun.

AAFTA Safety Rules

These Safety Rules will be strictly enforced. Anyone abusing these rules may be expelled from the shooting range and match participation.

1. All Airguns shall be kept unloaded until on the firing line, with the muzzle pointed downrange, and ready to fire.
2. Airgun muzzles shall, at all times, be pointed away from all persons.
3. When on the firing line, safe airgun procedures shall be observed including:
   A. No Airgun will be cocked or loaded until a shot is ready to be fired downrange.
   B. When an Airgun is cocked or loaded on the firing line, the SAFETY will not be released until the muzzle is pointed at the target and the shooter is ready to FIRE.
   C. When cocking piston airguns, the Shooter must hold the cocking lever or barrel while inserting a pellet to prevent the accidental discharge of the gun and prevent injury to one's self or other shooters.
   D. Safe spacing of shooters on the firing line is both judicious and courteous.
   E. Each shooter is responsible for his or her direction of fire, and safety toward other shooters.
   F. When the Range Safety Officer or Marshal declares the line "COLD", all Shooters will unload (firing pellets into the ground is an acceptable method as long as care is taken to make sure that the direction and surface of impact are safe), break the breech, open the loading port or bolt, or unlatch the cocking lever.
   G. A Marshal must be notified about the need to go downrange for any reason. The Marshal will, at his or her discretion, call for a "COLD" line and perform any required repairs downrange. On the field target course, the appointed Marshals will act as deputies of the Range Safety Officer (Chief Marshal).

H. For rifles, on all shots the trigger must be behind, and the muzzle past, the firing point. For pistols, on all shots the trigger and shooter's hands must be behind the firing point, and the muzzle no more than two feet behind the firing point.

I. The Range Safety Officer or Marshal will have the final decision on matters of "Safety on the Range".

4. Safety must be encouraged and enforced. Therefore, it is important that all shooters strive to practice safe airgun handling. It is also important that shooters remind anyone of safe airgun handling and, if necessary, report unsafe practices to the Range Safety Officer or Marshal.
5. NO children shall be allowed on the firing line. Junior Shooters MUST be cleared by the Range Safety Officer by being instructed on RANGE SAFETY.
6. A whistle or air horn that can be heard on the entire course shall be used to signal “hot” and “cold” line calls. A ceasefire or cold line shall be signaled with a single blast of the whistle or horn. Commencing fire or a hot line, shall be signaled with two blasts of the whistle or horn.

No alcohol will be allowed on the sight-in range or field target course.

AAFTA Grand Prix Rules

The intent of the Grand Prix is to promote participation at regional matches across the nation.

Qualifying Rules - Rifle Match

The following rifle match rules apply to have an event counted as part of the AAFTA Grand Prix:

A. Only AAFTA member clubs in good standing can host a Grand Prix match.
B. Except for the National match, a venue's locale or a hosting club is allowed a single Grand Prix match per season.
C. An announcement of the match must be submitted to the AAFTA Webmaster at least 60 days prior to the match.
D. The match must consist of 100 or more shots over at least 2 rounds not exceeding 60 shots each, with no more than 2 shots per target and 3 targets per lane. No more than 2 targets per lane are allowed at the National match.
E. No more than one round may be held per day, unless safety concerns due to impending weather conditions may dictate shooting two rounds in a single day (e.g., threat of severe thunderstorms.). The Match Director must inform at least one member of the Board of Governors (BoG) before making that decision.
F. If the same group of competitors shoot a course for more than one round, at least 50% of the targets must be moved a yard or more to vary the course for each round.
G. The designated courses for the match shall not be made available for shooting practice or range-finding prior to the start of the match.
H. At least one third of the targets per course must be beyond 40 yards. Targets beyond 45 yards must be full-size hit-zones (1.5+").
I. At least 10 but no more than 20 shots for the overall match must be Forced Position shots, with a minimum hit-zone of 3/4" and a maximum distance of 45 yards.
J. The Average Course Difficulty per course must be at least 28T and no more than 36T without light and wind conditions.
K. Individual target difficulty shall be no more than 50T without light and wind conditions.
L. Targets beyond 45 yards must have full-size hit-zone's (1.5+").
M. Minimum hit-zone of 3/4" on Forced Position shots.
N. Maximum distance of 45 yards on Forced Position shots.
O. As soon as a Grand Prix match starts, any targets outside of the Kill Zone & distance parameters, per the Grand Prix rules (ex. <1.5" KZ beyond 45 yards), will be considered a valid target provided the Troyer rating for the target does not exceed 50T. The target must be a minimum distance of 10 yards but not to exceed 55 yards.
P. At least 15 shooters must compete in the match, posting scores each day in their respective classes.
Q. There shall be no awards or prizes given for overall high score.
R. Shooters are not allowed during a match to move to the next designated lane until all squad members have completed their current lane. The squad will move as a group to the next lane. Any shooter discovered moving to a lane by themselves and ranging targets, shooting targets, etc. will forfeit all shots for that lane. Lane jumping, lane skipping or shooting lanes out of order is not allowed. Shots on lanes taken out of order will count as misses.
S. Chronograph testing is required for all days of competition at all Grand Prix matches. Shooters will be allowed to check the Energy Level compliance of their guns prior to the start of the match and adjust as needed. No adjustments can be made once the match has begun. The Match Director reserves the right to chronograph guns before, during, or after the match.

    - The shooter arrives at the designated Chronograph station and hands the Marshal his/her scorecard marked with the make and weight of the pellet they are shooting.

- At the Marshal's discretion, they may inspect the pellet and/or weigh one or more of the pellets on a calibrated scale.
- Velocity readings may exceed by a maximum of a 2% margin to account for variances between chronographs.
- The shooter has a maximum of 3 attempts to record a passing shot. If after 3 attempts a passing shot isn't recorded, the shooter will be disqualified from the match.
- The Marshal records the final reading in the shooter's scorecard and signs the card.

T. Timers must be used for all Grand Prix and National Championship matches.

	AAFTA Grand Prix - Rifle Match Maximum Allowed Distance, Yds					
Hit zone, in	**Free Position**	**Free Position + Ext Up/Down**	**Forced Kneeling**	**Forced Kneeling + Ext Up/Down**	**Forced Standing**	**Forced Standing + Ext Up/Down**
3/8	18.75	15.00	--	--	--	--
1/2	25.00	20.00	--	--	--	--
5/8	31.25	25.00	--	--	--	--
3/4	37.50	30.00	25.00	21.43	21.43	18.75
7/8	43.75	35.00	29.16	25.00	25.00	21.87
1	45.00	40.00	33.33	28.57	28.57	25.00
1 1/8	45.00	45.00	37.50	32.14	32.14	28.12
1 1/4	45.00	45.00	41.66	35.71	35.71	31.25
1 3/8	45.00	45.00	45.00	39.28	39.28	34.37
1 1/2	55.00	54.55	45.00	42.85	42.85	37.50
1 5/8	55.00	55.00	45.00	45.00	45.00	40.62
1 3/4	55.00	55.00	45.00	45.00	45.00	43.75
1 7/8	55.00	55.00	45.00	45.00	45.00	45.00
2	55.00	55.00	45.00	45.00	45.00	45.00

Qualifying Rules - Pistol Match

Venues hosting a qualifying Grand Prix rifle match may host a Pistol Match by complying with the following rules:

A. The match must consist of at least 40 but no more than 60 shots, with no more than two shots per target and 3 targets per lane.
B. Targets beyond 30 yards must have full-size hit-zone's (1.5+").
C. At least 4 but no more than 8 shots must be OFFHAND (Standing), with a minimum hit-zone of 1" and a maximum distance of 30 yards.
D. After applying the PFT Conversion to each target, according to Target Difficulty – Pistol Course formula, the Average Course Difficulty must be at least 30T and no more than 36T without light and wind conditions.
E. At least 6 shooters must compete and post scores in the match.
F. Individual target difficulty shall be no more than 50T without light and wind conditions.
G. Targets beyond 30 yards must have full-size hit-zone's (1.5+").
H. Minimum hit-zone of 1" on Forced Position shots.
I. Maximum distance of 30 yards on Forced Position shots.
J. As soon as a Grand Prix match starts, any targets outside of the Kill Zone & distance parameters, per the Grand Prix rules (ex. <1.5" KZ beyond 30 yards), will be considered a valid target provided the Troyer rating for the target does not exceed 50T. The target must be a minimum distance of 10 yards but not to exceed 35 yards.

K. Timers must be used for all Grand Prix and National Championship matches.

	AAFTA Grand Prix - Pistol Match Maximum Allowed Distance, Yds			
Hit zone, in	Free Position	Free Position + Ext Up/Down	Forced Standing	Forced Standing + Ext Up/Down
1/2	15.87	12.69	--	--
5/8	19.84	21.16	--	--
3/4	23.80	19.04	--	--
7/8	27.77	22.22	--	--
1	30.00	25.39	18.14	15.76
1 1/8	30.00	28.57	20.40	17.85
1 1/4	30.00	30.00	22.67	19.94
1 3/8	30.00	30.00	24.94	21.82
1 1/2	35.00	35.00	27.21	23.80
1 5/8	35.00	35.00	29.47	25.79
1 3/4	35.00	35.00	30.00	27.77
1 7/8	35.00	35.00	30.00	29.76
2	35.00	35.00	30.00	30.00

Scoring

A. Scores will be normalized based on the highest score for the match.
B. A shooter may compete in a given Grand Prix class even if there are not enough shooters for place awards in that class. If the shooter opts to also compete for place awards in a Consolidated Class, then the shooter must comply with the rules of the Grand Prix class and of the consolidated class.

Match Report

A. Troyer calculations per course, and a descriptive report that includes match results must be submitted to the AAFTA Webmaster no later than 10 days after the match.
B. Troyer calculations may be submitted separately from the match report, and must account for all applicable difficulty factors, including light and wind conditions.
C. Clubs are encouraged to use the standard Course Planning spreadsheets available for download on the AAFTA website.

Championship Awards

A. Awards will be presented at the last match of the Grand Prix season. The last match will be Nationals, unless that match is held prior to September. Otherwise, it will be the last match of the calendar year.
B. All AAFTA recognized classes may qualify for awards.
C. A minimum of two match scores are required per award, with the best three scores counted.
D. A minimum of 3 shooters with at least two qualified scores are required per award.

Season Tiebreaker (in order)

1. By shoot-off, if tied shooters are present at the last Grand Prix match.
2. If both shooters are not present at the last Grand Prix match of the season, the shooter that competed in more Grand Prix matches through the season will be declared the winner.
3. If the shooters have attended the same number of total matches, then the winner will be the shooter with the higher total normalized score across all of those matches.

Shoot-Off Procedure

A lane is set containing 2 targets at around 50T of difficulty each, with the far target set at 40+ yards (e.g., ½" hit-zone at 25 yards, and 1" hit-zone at 45 yards). Competitors with tied scores then proceed as follows:

Sitting:

- Each competitor takes one shot at the near target from the Sitting/Free position.
- If at least one shooter drops out but more than one remains, the near target round is repeated.
- If the remaining competitors are tied, each takes one shot at the far target from the Sitting/Free position.
- If at least one shooter drops out but more than one remains, the far target round is repeated.

Kneeling:

- If the remaining competitors are tied, each takes one shot at the near target from the Kneeling position.
- If at least one shooter drops out but more than one remains, the near target round is repeated.
- If the remaining competitors are tied, each takes one shot at the far target from the Kneeling position.
- If at least one shooter drops out but more than one remains, the far target round is repeated.

Standing:

- If the remaining competitors are tied, each takes one shot at the near target from the Offhand/Standing position.
- If at least one shooter drops out but more than one remains, the near target round is repeated.
- If the remaining competitors are tied, each takes one shot at the far target from the Offhand/Standing position.
- The far target round is then repeated until one shooter remains.

Troyer Difficulty Rating System

Circa 1995, Brad Troyer developed a simple method to estimate the difficulty of any target, and of an entire course. This can be very useful for planning the course layout so that there is a good mix of easy, moderate, hard and expert level shots on the course.

Target Difficulty – Rifle Course

The Target Difficulty rating formula is as follows:

Target Difficulty = (Distance / Kill Zone Size) * (1 + Difficulty Factors)

Where the Difficulty Factors are any additional factors for forced positions, target placement, or environmental conditions; these factors are defined in the following tables:

Non-Environmental Factors	
Type of Shot	**Factor**
Standing	0.75
Kneeling	0.50
Extreme Up/Down	0.25
Shots past 45 Yds	0.125

Environmental Factors	
Type of Shot	**Factor**
Windy	0.25
Extreme Light/Dark	0.25

Extreme Up/Down: Creates stress from the normal shooting position with shots typically at an angle of 15 or more degrees.

Windy: Winds strong enough to require windage hold-off, typically at distances beyond 25 yards.

Extreme Light/Dark: Light conditions that severely affect accurate ranging or visibility of the target.

The standard difficulty factor is 1. Any additional difficulty factors are added to 1. As an example, if a target with a 1.5" kill zone is placed at 50 yards (add 0.125 for distance past 45) and it is placed in a windy area (add 0.25 for wind), the Target Difficulty comes to:

Target Difficulty = (50 /1.5) * (1.0 + 0.25 + 0.125) = 45.83

Average Course Difficulty

To get the average course difficulty, simply take average of the individual target difficulties.

Course Difficulty Rating = Average of Target Difficulty Ratings

Target Difficulty – Pistol Course

To account for the relatively higher difficulty of shooting Pistol Field Target, a PFT Conversion factor of **1.575** is applied to the Target Difficulty formula:

Pistol Target Difficulty = PFT Conversion * (Distance / Hit-zone Size) * (1+ Difficulty Factors)

The rationale for applying a PFT Conversion factor is to have a common reference for individual Target Difficulty (max of 50T) and Average Course Difficulty (max of 36T), per Targets section in the Common Division Rules.

Rating Charts

The following charts were developed to relate the difficulty rating of individual targets (left chart), to the average course difficulty (right chart). These two separate charts were developed to account for

factors that may influence the overall course difficulty. For example, a single target with a difficulty rating of 36 is considered Hard, but since fatigue and concentration come into play across the entire course, an average course difficulty of 36 is considered Expert.

Individual Target Difficulty Ratings	
Easy	0 to <20
Moderate	20 to <30
Hard	30 to <40
Expert	40 and up

Average Course Difficulty Ratings	
Easy	0 to <25
Moderate	25 to <30
Hard	30 to <34
Expert	34 and up

Match Terminology

Hot Line: Safe to commence firing.

Cold Line: Cease fire, unload all guns.

Hit Zone: Synonymous with “kill zone” and the circular opening through which a pellet must pass to trigger the target mechanism causing the target to fall or otherwise indicate that a “hit” has occurred.

Shooters Meeting: A time when the Match Director will address all competitors and discuss rules, procedures, times, number shots, and other pertinent information prior to a match.

Shooting Pad: A location from which a shot must be taken at a target in a lane.

Lane Markers: Two poles, stakes, etc. used to identify body placement on a shooting pad.

Split: When a pellet hits the edge of a hit-zone on the target and "splits" into pieces, with one of the pieces striking the hit-zone.

Paddle: The round disc to be hit on the target that unlatches the trigger and allows the target face to fall.

Marshal: A volunteer that administers the rules concerning targets on the course. He also, enforces the safety rules.

Range Safety Officer: Calls the line on the practice range.

Blow-Off A Shot: When a competitor wants to shoot a pellet into the ground because of a bad pellet or mechanical problem. The placement of the “shot” must not be toward a target and must be in a safe direction including consideration of ricochets.

Squad or Squadding: A group of shooters all assigned to shoot the same lane.

Tie Breaker Lane: A lane designated before a match to break a tie score.

Time Limit: A time imposed on a shooter to prepare for and shoot a target.

Lane: A designated area in which a target is placed when shooting a match.

Air Bottle: SCUBA tank or equivalent.

Shooting Time: The time shooting will commence at a match.

Reset: When a string is pulled from the shooters pad to make the target ready for the next shot.

Etiquette

Author: Rodney Boyce (R.I.P., 2009)

A definition of Field Target is that it is a freestyle shooting sport that is a viable alternative to the other existing disciplines such as Ten Meter, Silhouette and Benchrest. However, the foundation the sport of Field Target is based on is gentlemanly conduct and good sportsmanship without which our shooting sport would become at the very best unpleasant. It behooves us all to not be distractive while others are shooting. Avoid walking behind and around a shooter trying to concentrate on range finding and shooting. Save idle chatter to moments when it does not disturb others. Admittedly, all this is obvious stuff, but I know that we have all been guilty of lapsing occasionally into a “no-think” state of being distractive.

If a shooter deliberately persists in trying to rattle a fellow competitor a terrible potential burden is placed on the Match Director. Shoot Rule No.9 states: "The penalty for deliberate infraction of the Shoot Rules, unsafe practice, ungentlemanly conduct or any form of cheating is disqualification." A protest invoking this rule would certainly be a loud sour note for any match.

The protocol of Field Target requires us to be gentlemen and supportive of each other. If a shooter makes a good shot, say so. It's music to our ears even if it's a "gimme".

1. Be quiet while a shooter is in the process of shooting.
2. Be mindful of other shooters while moving from lane to lane so as not to disturb a shooter in the process of shooting. Stop movement until the shooter has released his/her shot.
3. Be careful while moving from lane to lane so as not to disturb others equipment.
4. Refrain from the use of profanity and foul language while on the course or at the practice range.

Version History

2023

1. Revision to allow variable scopes capable of greater than 12x for Pistol Field Target
2. Addition of language restricting lane skipping or shooting lanes out of order
3. Addition to require timers to be used for all Grand Prix and National Championship matches

2022

1. Revisions to Airgun Malfunctions
2. Revisions to Season Tiebreaker (Grand Prix)
3. Clarification to Ammunition to prohibit the use of airgun slugs
4. Updated WFTF Division Rules regarding sling use

2021

1. Revisions to Targets regarding the use of reducers and target visibility
2. Addition to Timers regarding penalties for not using them when required
3. Revision and Addition to Definition of a Shot
4. Replacement of Target Malfunctions, Disputed Targets, Removing Targets and General Protest Procedure with “Target Protest Procedure”
5. Revisions to Airgun Malfunctions
6. Addition to Hunter Division Rules, Sights defining penalty for adjusting the sight during a match
7. Clarification added to Hunter Division Rules, Shooting regarding the use of slings
8. Clarification added to Hunter Division Rules, Shooting regarding stock adjustments and adding/removing equipment during a match
9. Addition of images to WFTF Division Rules, Seating to better define legal and illegal use of a seat
10. Addition of language regarding the use of additional padding for kneeling shots
11. Additions to Rifle Grand Prix Rules (O & R)
12. Chronograph testing requirement for GP matches added
13. Addition to GP Rifle Rules regarding targets outside of normal GP distance/KZ size standards
14. Addition to GP Pistol Rules regarding targets outside of normal GP distance/KZ size standards
15. Moved GP Notes into GP Rules for Rifle and Pistol
16. Addition to AAFTA Safety Rules to include requirement for whistle or air horn to be used to signal hot and cold lines.

2018

1. Definition of Standard Classes.
2. Revisions to Additional Classes and Consolidating Classes.
3. No Energy Level adjustments allowed during the match.
4. Revision to Ammunition to allow other all-metal designs.
5. Revision to target visibility requirements.
6. Revisions to Move Target Malfunctions and Disputed Targets.
7. Scope magnification increased to 16X for Hunter Division.
8. Slings allowed for WFTF on Sitting/Free position shots.
9. Add Sample KNEELING and OFFHAND (Standing) Positions.
10. 1” Knee-pads allowed for Pistol Field Target.
11. Attached cylinders at the rear of the Pistol are not allowed. Max overall length of 25”.
12. Full-size hit-zone's (1.5+") beyond 30 yards for Pistol GP.
13. Limited and Hunter listed as the only sanctioned Pistol classes.
14. Revisions to Grand Prix Rules.
15. Definition of Shoot-Off Procedure for Grand Prix matches.
16. Clarifications to Troyer Rating System.
17. PFT Conversion factor lowered from 1.75 to 1.575 to account for revised (as of 2017) maximum average course difficulty:
    New Max Troyer = 36T (without Wind or Light conditions)

    Old Max Troyer = 40T (Wind and Light factored in)

    New Factor = 1.75 * (New Max Troyer) / (Old Max Troyer)

    New Factor = 1.75 * 36 / 40 = 1.575
18. Clarifications for Team Competition.
19. Revisions to Awards Presentation,

2017

1. Revisions to Troyer Difficulty Rating System: 50T for targets and 36T for a course, excluding Wind and Light conditions.
2. Revisions to Target Visibility in Common Rules.
3. Add Protest Procedure to Common Rules.
4. Rename Pistol "Open" class to "Limited" to avoid misconceptions about intent.
5. Define "Forced Offhand Shots" for Pistol.
6. Revisions to Target Malfunctions in Guidelines: Use “should” instead of “must”.
7. Digital Side Wheel (DSW) device not allowed for WFTF.

2016

1. Meritorious Achievement Award to Ron Carlson
2. Energy Level calculation in Common Rules.
3. Allowed support while range-finding.

4. Add 30 seconds on timer after “cold line”.
5. Clarifications to Airgun Malfunctions.
6. WFTF Rules: compliance with international organization.
7. Barrel length measurement for Pistol Field Target.
8. Shots per target and targets per lane on Grand Prix matches.
9. Add section on Chronograph Testing.
10. Recommend standard deviation between 6 and 10 for Course Difficulty.
11. Remove “Max Distance” chart on Match Guidelines.
12. Specify allowed hit-zone sizes in Common Division Rules.
13. No slings allowed on sitting position for WFTF.
14. Best 3 scores counted for Grand Prix championship.

2015

1. Non-electronic wind indicators allowed.
2. No flashlights allowed.
3. Clarification of “Time per Shot” in Common Division Rules.
4. Add Range-finding section to Common Division Rules.
5. Allow set & forget adjustable components in Hunter Division.
6. No attached monopods/bipods in Hunter class.
7. Distance extended to 35 Yards on Pistol Field Target.
8. Add Grand Prix Match Rules, including PFT.

2014

1. Remove mention of the AAFTA Newsletter from the By-Laws.
2. Add mission statement for each division.
3. Add Common Division Rules section to consolidate rules applicable to all divisions.
4. Add section on Equipment Malfunctions.
5. Remove Prone from the list of Forced Position shots.
6. Redefine fore end depth for Hunter and Pistol.
7. Remove rules for a Hunter-only course.
8. Rename AAFTA National Event Match Rules as Match Guidelines.
9. Simplify the target testing procedure.
10. Add Troyer System for target and course difficulty.

2013

1. Add logo and the word “Guidelines” on title page.
2. Clarify stock requirements for Hunter class.
3. Clarify forms of support not allowed for Hunter.
4. Remove seat height requirement for Hunter class.
5. Clarify Forced Shooting Positions and defined them (with pictures) on a separate section.

6. Replace Empty Chamber Indicator (ECI) requirement in the Safety section, in favor of the 2007 wording for keeping guns unloaded.
7. Revert to the 2007 wording regarding muzzles pointing away from people at all times.
8. Add wording on Safety section about position of the rifle relative to the firing point, when a shot is taken.
9. Modify Target Distance table to show maximum distance allowed for specified hit-zone size and shooting position, rather than guidance for expert shots.
10. Recommend using spirit-level on Target Installation.
11. Recommend having spare targets on hand during a match.
12. Redefine Target Malfunction Procedure.
13. Add section on Repairing, Replacing, and Removing Targets.
14. Add hyperlinks throughout the document to ease navigation.

2012

1. Additional divisions/classes added.
2. WFTF rules explicitly inserted replacing reference to external WFTF Core Rules.
3. Pistol Field Target rules added.

2009

1. Associate Membership – remove newsletter.
2. AAFTA Division Rules
    i. Add Consolidation of Divisions/Classes
    ii. Add WFTF Division.
3. AAFTA PCP and Piston Division Shoot Rules
    i. There is a limit of 20fpe on pellet energy measured at the muzzle.
    ii. No laser device can be used.
    iii. Pellets may be made of lead, lead alloy, zinc, or zinc alloy.
    iv. Shooting positions have been refined. Prone position defined. *Offhand position removes restriction for support of the rifle.*
    v. These rules govern all other divisions where not defined.
4. AAFTA Hunter Division
    i. There is a limit of 20fpe on pellet energy measured at the muzzle.
    ii. Crossed sticks, etc. may rest on ground and may not be driven or embedded into the ground or shooting pad.
5. AAFTA Safety Rules
    i. Empty Chamber Indicator (ECI) requirement added.
6. *AAFTA National Event Match Rules*
    i. Title changed and "Regional or" removed to indicate that the BOG intends the strict rules to apply only to the AAFTA (not club) National Match. Added statement that these rules should be viewed as guidelines for local and regional matches.
    ii. Basically, all "should" s" are now "shall"s".

iii. Promotion will be via the AAFTA web site since the newsletter is no longer published.

iv. Prone shooters are accommodated by adding a 15" rule for non-designated targets; i.e., if not declared as off-hand/standing, kneeling, or prone, the target must be visible to prone shooters.

v. A testing method for targets was added but is not mandatory.

vi. No fake hit-zones are allowed on targets.

vii. Target difficulty rules have been expanded. *Distances up to 55yds added for kneeling and offhand.*

viii. Shooting order may be near-to-far or left-to-right at the Match Director's discretion.

ix. Squadding by ranking mandated for National matches.

x. Target malfunction rules changed: Malfunctioning targets will be discarded from the match, "malfunction" is redefined.

2007

1. By-Laws
    i) Article V revised
    ii) Article VII revised
2. AAFTA Division rules
    i) Revised to include Hunter Division
3. AAFTA Shoot Rules
    i) Heading changed to AAFTA PCP & Piston Div. Shoot Rules
    ii) 6.B Offhand position rule added.
    iii) 6.C Kneeling position definition added
    iv) 7.C Seat use revised
    iv) AAFTA Hunter Division Shoot Rules added

2005

1. By-Laws
    i) Article V revised
    ii) Article VI, Subparagraph C, revised

2. AAFTA Shoot Rules
    i) Section 4., Subparagraph A., revised
    ii) Section 6., Subparagraph A., revised

2004

1. AAFTA Classification (Division) Rules
    i) Changed to AAFTA Division Rules
    ii) Classes changed to Divisions, Sub-classes to Classes

2. AAFTA Shoot Rules
    i) Section 5., Subparagraph C., revised
    ii) Section 11., All Subparagraphs, revised

3. AAFTA Guidelines

i) Match Planning, Section 10., Subsection D., revised

ii) Class System, All Sections, revised

iii) Awards Presentation, All Sections, revised

2003

1. By-Laws

i) Article IV revised

2. Classification Rules

i) Removal of Standard Piston Class as a required AAFTA class.

ii) Unlimited Piston Class renamed to Piston Class.

iii) Additional Classes revised.

iv) Team Competitions revised.

3. AAFTA Shoot Rules

i) Section 1. Subparagraph C. added

4. AAFTA Guidelines

i) Targets, Section 6. revised

ii) Practice Area (Range), All Sections. renumbered

iii) Class System, All Sections, revised

iv) Awards Presentation, All Sections, revised

v) Target Malfunction Procedures

(1) Sections renumbered

(2) Final paragraph revised

2002

Base Handbook from which this Version History derives.