

**RULES FOR CSFTA HUNTER WINTER LEAGUE  
(2017-2018)**  
**ANY QUERIES CONCERNING THE CSFTA WINTER LEAGUE HUNTER SERIES,  
PLEASE EMAIL [timoffen+csftahft@gmail.com](mailto:timoffen+csftahft@gmail.com)**

**ELIGIBILITY**

1. For the 2017-2018 season, the Hunter Winter League will be made up of a minimum of 10 teams and a maximum of 16 teams. There will be 1 division, and shooting will be in one session, 3 competitors to a lane (2 sessions will be required if more than 10 teams participate)
2. Teams may consist of up to 12 shooters - any 5 to be selected to shoot each venue, 4 highest scores to count.
3. Each team will be allocated 1 void card. This void card can be used for a member of the team, another club member, or can be given to another club's team providing they are shooting within the same session. Void cards will not be transferrable between sessions. Once a shooter has shot on a void card in a session / division, from then on their scores will be recorded in that division's scores irrespective of which session / division they shoot in from that point on. Once a void shooter shoots in a team, all of his past void scores (if he has any up to that point) will be moved and recorded in the division his team is shooting in, and his void scores will be highlighted in red so those scores cannot count towards the teams end of year scores.
4. To win the individual championship title, any competitor must compete as a bona fide team shooter at least once for their scores to count.
5. A team shooter must be a bona fide member of that team's home club. Unless authorised by a Winter League meeting, no team transfers will be permitted after the opening round of the competition.
6. A maximum of two substitutes will be permitted to shoot for a team but these substitutes must not have shot previously for any other team.
7. As insurance is no longer provided by BFTA, the organisers request that participating clubs provide proof of Public Liability Insurance before the start of the season or at the first shoot.

**FEES**

1. Hunter Winter League fees will be £35 per team and will be payable in **CASH** at the first round. All monies collected will fund trophies when expenses for stationery have been deducted.
2. There will be a charge of £2 per team member per round (in addition to team entry fee) which will go to the hosting club. It will be the Team Captain's responsibility to collect these fees and give them to the hosting club's Winter League Co-ordinator.
3. Each team will be allocated a void card which will cost £2, this should be paid for by whomever uses the card.

**TEAM CAPTAINS**

1. Team captains are responsible for ensuring that their team is ready to shoot at its allotted time.
2. Team captains must walk the course and agree all aspects of the course, especially those of safety, prior to the shoot commencing.
3. Captains will be required to attend a briefing promptly at 9.00am - start time being scheduled for 9.15am, and for the afternoon session (if applicable), to attend the briefing at 12.30pm – start time being schedule for 12.45pm.
4. Prior to the start of their round, all captains will be given a Team Sheet on which they must record the names of their official team. This team sheet must be returned to W/L co-ordinator before the team commences its shoot.
5. Official scorecards will be issued, marked with the teams start peg and lane details. Only the entries recorded on these Official scorecards will count towards the Winter League team results.

**BOOKING IN**

Booking in is the responsibility of the hosting club. Scorecard packs & chronograph will be provided to the next club at each shoot. The hosting Club's Winter League Co-ordinator is responsible for handing out the team scorecards & collecting in the team sheets. At the end of each session, he/she should collect all the scorecards & marry them up with the team sheets. At the end of the day, all scorecards should be passed to the Winter League coordinator/CSFTA HFT Secretary or a Member of the Bisley club if the Secretary is not available.

## **SCORING**

1. Scoring is two points for a knockdown, one point for hitting metal, zero points for a miss. It is the responsibility of team captains to ensure that cards are filled out correctly and legibly. A team's score will be the total of the four best scores of the official team members.
2. In the team event, the scores will be totalled over ALL rounds and the team with the highest total in each division will be deemed the winner of that division.
3. In the case of a tie, the next highest scoring member of the team at the last shoot will be used to decide the winner, then if still tied, the 5th shooter from the previous round will be used, until a result is achieved.
4. The Individual champion, of each division, will be decided using their best five out of six scores. In the event of a tie, countback will be used to determine the individual champion.
5. Void cards will not count towards team scores. However, they will count towards the individual championship. Void cards will be entered into the individual scores. Once a shooter has shot on a void card in a session / division, from then on their scores will be recorded in that division's scores irrespective of which session / division they shoot in from that point on. Once a void shooter shoots in a team, all of his past void scores (if he has any up to that point) will be moved and recorded in the division his team is shooting in, and his void scores will be highlighted in red so those scores cannot count towards the teams end of year scores.

To win the individual championship title, any competitor must compete as a bona ride team shooter at least once for their scores to count.

## **SHOOT RULES**

1. The course will consist of 20 targets (min range 8 yards, max range 45 yards), set out in 20 lanes. Each lane will have two shooting positions, each marked by a peg securely fixed at ground level. Lanes should be set out either in a straight line or a horseshoe shape - shooting outwards!
2. Lanes must be at least 5 yards apart and numbered 1-20. Pegs must be numbered 1-40.
3. The pegs must be placed behind and a maximum of 1 yard back from the firing line. The competitor's trigger finger must not cross the firing line. Competitors will take one shot from each peg, with a part of their body touching the peg, a peg attached to a tree DOES NOT make the tree an extension of the peg unless explicitly stated at the shoot briefing on the day.
4. All targets must have white faceplates and red kill zones. From each peg out to a distance of 8 - 35 yards at least 50% of 40mm paddle must be visible from the Prone, Kneeling & Standing position (if applicable). From 35 – 45 yards 100% of 40mm paddle must be visible. All 25mm paddles must be 100% visible. There must be a minimum of 3 and a maximum of 8, 25mm targets. All other targets will have 40mm kill zones. The 25mm targets must be placed at no more than 35 yards distant and must not be used in conjunction with forced standing shots. Forced standing and kneeling shots must not exceed 35 yards. Targets over 35 yards must be able to be taken from the prone position. Once the shoot has commenced, there will be no re-siting of targets. Competitors will be informed of the distances to the shortest and longest targets on the course, but not of their location.
5. There will be no 'impossible' shots. All courses must be accessible to all shooters – common sense should prevail here. There will be two course scrutineers selected at random from the morning session captains (not from the host club) who will inspect the course before the shoot commences. If the course does not comply with the required format, they will report to W/L co-ordinator who will ask the hosting club to rectify any problems before the shoot commences.
6. The host club will appoint a Chief Marshal. The host club must provide a minimum of 2 on-course marshals with hi-viz armbands (included in the organisers pack)
7. Time limit is 2 minutes per lane per competitor. The clock will commence as soon as the shooter 'eyes' the scope. The second shot in the lane must be fired within the 2-minute limit. If the second shot has not been fired within this limit, the shooter must discharge his/her rifle safely into the ground and score the target as a miss. It is the responsibility of the host club marshals to ensure time limit is not abused.
8. There will be no sitting at all. The only acceptable use for a beanbag will be during kneeling shots.
9. Adjustments to equipment must be made on the plinking range. There must be no adjustments to rifles, scopes, stock/butt hook attachments on course. Neither should illuminated reticules be switched on/off.
10. The use of bipods and/or any external shooting aids (e.g. shooting sticks) is not permitted. This also includes any form of external range finding apparatus or laser dot type sights.

## **CHRONOGRAPHS**

All participants may be subject to having their rifle power tested at any venue. Shooters will have their rifle tested with the pellets they are using in the competition and will be given three shots to pass the test. If all three shots fail the chronograph test, the shooter will be disqualified from that round of the competition.

## **DISPUTES**

Team captains (or their representatives) of teams not involved in the dispute, but present on the day of the shoot will be required to resolve the situation.

## **MARSHALLING**

The 'buddy' system of marshalling will be used. All disagreements will be resolved at a captains meeting.

## **ABSENTEEISM**

1. If a team arrives late for their scheduled slot, they may join their opponents on their opponents next scheduled lane as directed by the W/L co-ordinator. The latecomers will automatically forfeit any previous lanes.
2. In the event of a team not turning up on the day, they will score nothing for that round. All members of their opposing team must still shoot the course.

## **HOST CLUB RESPONSIBILITIES**

A hosting club must be able to provide the following:

1. Satisfactory toilet facilities
2. Hot food and hot drinks
3. Adequate car parking facilities – marshalled if necessary
4. A Chief Marshal, 2 on-course marshals (the Chief Marshal may be one of them) & a Winter League Co-ordinator.
5. A safety briefing at the beginning of each session.

## **TROPHIES**

Perpetual trophies will be presented to 1st, 2nd and 3rd teams in each division. Awards will also be made to the members of those teams. In the individual competition, trophies will be awarded to those finishing 1st, 2nd and 3rd in each division. A perpetual trophy will also be presented to the winner in each division. Perpetual trophies must be returned to the organisers at the final round.