

**RULES FOR CSFTA HFT WINTER LEAGUE
(2023-2024), Rev3 12 Feb 2024
ANY QUERIES CONCERNING THE CSFTA WINTER LEAGUE HFT SERIES,
PLEASE EMAIL**

ELIGIBILITY

1. For the 2023-2024 season, the CSFTA HFT Winter League will be made up of teams from CSFTA affiliated clubs. There will be a maximum of 16 teams. There will be 2 divisions, & 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, with the 4 highest scores to count for the team score on the day.
3. Each team will be allocated 1/2 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 & all team captains agree to the change. Void cards will not be transferrable between sessions. See Scoring section 5.1 for more details on void card scoring.
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 £50 per team & 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 £5 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 & give them to the hosting club's Winter League Co-ordinator.
3. Each team will be allocated a void card which will cost £5, this should be paid for by whomever uses the card. The Money for Voids shall go to the region to help fund Prizes

TEAM CAPTAINS RESPONSIBILITIES

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 & 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 9.45am - start time being scheduled for 10.00 am.
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 host clubs Winter League co-ordinator before the shoot commences. The start of the session will be delayed until the host clubs Winter League co-ordinator is satisfied all team sheets are returned & accounted for.
5. Official scorecards will be issued to the team captains, marked with the teams start peg & lane details. Only the entries recorded on these Official scorecards will count towards the Winter League team results. The team captains must fill out the shooters name & team name on these score cards.

BOOKING IN

Booking in is the responsibility of the hosting club. Scorecard packs & chronograph (if available) 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 before the session commences. At the end of each session, the host club co-ordinator 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 Wendover 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 & 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 & 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 scores and all shooters may drop their worst round/s if they have completed enough rounds. The amount of rounds an individual may drop will be agreed at the beginning of the league. If rounds are cancelled the amount of dropped rounds may not change and where rescheduling can be difficult the round can be considered cancelled without a replacement. In the event of a tie, countback will be used to determine the individual champion. Note for 2023/24 it is best 6 from 7.
5. Void Cards
 - 5.1. 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 & recorded in the division his team is shooting in, & his void scores will be highlighted in red so those scores cannot count towards the teams end of year scores.
 - 5.2. To win the individual championship title, any competitor must compete as a bona fide 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! Minimum range targets must be assessed rigorously for ricochet risk between the shooting positions of each lane.
2. Lanes must be at least 5 yards apart to give each shooter on each lane room to shoot if a shooter is also shooting on the adjacent lane. Lanes are to be numbered 1-20. Pegs must be numbered 1-40.
3. The pegs must be placed behind & 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. In all cases of pegs on trees, exposed tree roots do not count as the tree.
4. Targets
 - 4.1. All targets must have white faceplates & red kill zones.
 - 4.2. The target distance is measured from the peg, not the firing line.
 - 4.3. There must be a minimum of 3x & a maximum of 8x 25mm targets. All other targets will have 40mm kill zones. A maximum of 3x 15mm targets can be added to the course if the host club has these targets available.
 - 4.4. From each peg out to a distance of 8 - 35 yards at least 50% of 40mm paddle must be visible from the Prone, Supported Kneeling & Supported Standing position (if applicable). From 35 – 45 yards 100% of the 40mm paddle must be visible. All 25mm & 15mm paddles must be 100% visible from all shooting positions.
 - 4.5. The 25mm targets must be placed at no more than 35 yards distant & must not be used in conjunction with forced standing (supported or unsupported) shots or unsupported kneeling shots.
 - 4.6. The 15mm targets (if used) must be no closer than 13 yards & no further than 25 yards & must be prone only shots.
 - 4.7. Forced standing & kneeling shots must not exceed 35 yards. Targets over 35 yards must be able to be taken from the prone position. Partially obscured targets can be used for supported standing & supported kneeling shots, but not for unsupported standing or unsupported kneeling shots.
 - 4.8. Once the shoot has commenced, there will be no re-siting of targets. Competitors will be informed of the distances to the shortest & 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 for compliance to the rules & for safety considerations before the shoot commences. If the course does not comply with the required format, they will report to the 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 & score the target as a miss. It is the responsibility of the host club marshals to ensure the time limit is not abused.

8. There will be no sitting at all to take your shot. The only acceptable use for a beanbag will be to support the lower leg or knee or ankle during kneeling shots.
9. Kneeling shots must not be taken on a turned foot. The lower leg/shin must not be resting on the ground, only a bean bag can be between the lower leg/shin & ground. The foot must be seen as being vertical (within reason) with the toes on the ground & the heel under the shooter.
10. Adjustments to equipment must be made on the plinking/zeroing range. There must be no adjustments to rifles, scopes, stock/butt hook attachments on course. Illuminated reticules can be switched on/off only before your first shot on the course. If turned on they must stay on for the entire duration of the session. If there is a mechanical issue with your rifle during the course, you must inform your shooting partner & a course marshal who will then oversee any repairs necessary to ensure no changes are made to the rifle setup. The course marshal will also decide whether the repair is taking too long.
11. The use of bipods, monopods or any external shooting aids (e.g. shooting sticks) is prohibited. All forms of external range finding apparatus or laser dot type sights are also prohibited. Any competitor found to be using any of these items will be instantly disqualified from that round.

CHRONOGRAPHS

Use of the regional chronograph is mandatory and the fps for the pellet used must be recorded.

- **The BFTA has declared a maximum pellet speed for rifles of 5fps below the 12 ft/lbs limit (see table below).**

Pellet Weight (Grains)	BFTA FPS	Legal Limit
7.9	823	828
8.4	795	800
8.6	785	790
10.3	718	723

A minimum of one and a max of 3 registering shots will be allowed over the chronograph, one registering shot must comply with the above limit and no power adjustments are permitted once the competitor has started the competition. Failure of the rifle to comply will disqualify that rifle* for the whole event, but the shooter may complete the course if the fps measures over the BFTA FPS, but under the Legal Limit. *In either case the competitor's card is marked as void.* We cannot, for legal and insurance purposes, have anyone shooting over the 12ft/lbs legal limit.

***The competitor may not leave the firing line, but a replacement gun may be given to him/ her and the faulty gun etc. removed from the course. The replacement rifle will be tested over the chronograph at the earliest opportunity. If the competitor's partner(s) are in agreement he/she may continue by sharing a rifle with one or more of them.**

DISPUTES

If a target is in dispute after a shot, the shooters on the lane must not move the reset string & call a course marshal immediately to resolve the matter. The marshals decision is final after inspection of the target, if deemed necessary. If there is a scoring dispute after the session is complete, 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. If no resolution is reached then it is up to the chief marshal on the day to resolve the dispute.

MARSHALLING

The 'buddy' system of marshalling will be used in the first instance.

If no agreement can be made between the shooters, then a course marshal must be called in to mediate. The marshal's decision will be final.

Any disagreements not resolved on the course or come to light after the session has finished must be resolved at a captains meeting immediately after the session is completed.

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

The hosting club must be able to provide the following:

1. Satisfactory toilet facilities
2. Hot food & 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.
6. A zeroing/plinking range that is not a part of the course. It must be available for safe use while the main competition course is being shot.

TROPHIES

Participation Badges will be Awarded to all competitors.

Perpetual trophies will be presented to 1st & 2nd teams in each division. Awards will also be made to the members of those teams.(maximum 6 Trophies per team). In the individual competition, trophies will be awarded to those finishing 1st, 2nd & 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. It is up to the club / individual of the perpetual trophies to have them engraved ready for the following year.