

Stratford Upon Avon Airgun League



RULES OF SHOOTING

1. GENERAL

- 1.1. The guns to be used shall be .177 calibre rifles, operated by compressed air or CO₂ at a muzzle energy not exceeding 7ft lbs. Aperture sights shall be optional with the exception of any of the lens sights.
- 1.2. The shooter shall be free standing and the butt of the gun must be on the outside of the shooter's outer clothing when in the aim position.
- 1.3. The League adopts the conditions and regulations of the National Small Bore Rifle Association (NSRA) as regards clothing and equipment used when shooting.
- 1.4. The table for the guns and ammunition shall be one foot from the firing mark.
- 1.5. All venues must provide a safety screen for use during matches. Failure to provide a suitable screen will result in the home team forfeiting the match.
- 1.6. Practice Sessions may be held by any team in any format but must be conducted in accordance with the League's normal standards of gun safety as detailed in the League's Safety Policy statement.
- 1.7. Strict order shall be maintained while shooting is in progress.

2. THE TARGET

- 2.1. The height of the Bull's Eye shall be 5'2" from floor level and the range shall be 6 yards measured from a plumb line dropped from the target face to the firing mark on the floor.
- 2.2. The target shall be of regulation pattern i.e. The Bulls Eye (5) - 3/8" diameter, the four line 1" in diameter, the three line 2" in diameter and the two line 3" in diameter. Any shot outside 3" shall score nil points.
- 2.3. The target plate shall be painted white and shall be adequately lit with a bulb of minimum 100 wattage (incandescent) or 20 wattage (energy saving equivalent).

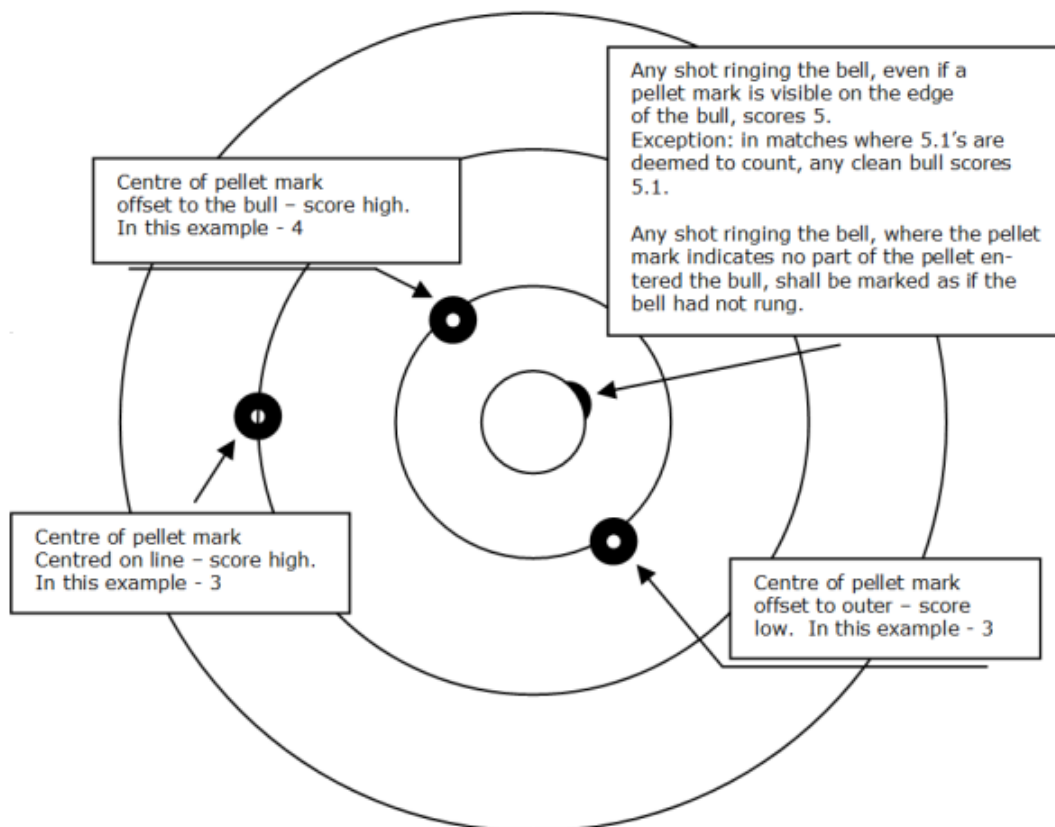
3. TEAMS & MATCHES

- 3.1. In a match a team shall consist of a minimum of six and a maximum of eight members and the six highest scores to count. All eight scores to be entered on the match result card.
- 3.2. Transfers - Any member may transfer to a different team no more than once during a season. Any transfer must take place before 31st December and must be notified to the Match Secretary, who will update the League list and notify the new team. Any such member shall not be eligible to shoot for his new team until 7 days has expired from the day that the Match Secretary was notified.
- 3.3. Only registered full members and temporary members may shoot in a registered team.

- 3.4. If a team has only four or five shooters available on the night, then fictitious shooter(s) can be named as 'A.N.Other' (to make six shooters) and given a score of 28 or the lowest counting score(s) of the opposition whichever is the lower. In the event that both teams have only four or both teams have only five members in a match, the score(s) for 'A.N. Other' of 28 is/are to be added to each side. Use this link or see website for [Examples of how to apply the rule.](#)
- 3.5. All matches should aim to start at 8.30pm and finish by 11.00pm.
- 3.6. Matches to be shot on an 'In' and 'Out' basis. Home teams may practice from 8.00pm to 8.15pm. Visitors from 8.15pm to 8.30pm with no further practice after 8.30pm except for sighters allowed for in Rule 4.2.
- 3.7. Visitors to have the option of shooting first or second and all matches to be as per fixture list unless a Team gives notice to their opponents **and** the Match Secretary before 8.00pm on the day immediately preceding the day of the match. In any case the match must be shot within 14 days of the original fixture to be arranged through the Match Secretary. For any match not so arranged the date and venue shall be fixed by the Committee at the next meeting.
- 3.8. Any team failing to turn up or not giving the required notice shall forfeit the match and any match points shall be awarded to their opponents.

4. SCORING & MARKING

- 4.1. The first seven shots to leave the barrel of the rifle whilst in the shooter's hands will count to the shooter's score except where a shot registers two marks on the target (see 4.7) or when a shooter declares a sighting shot.
- 4.2. Only one sighting shot per shooter may be taken after a match has begun and must be declared before the shooter commences.
- 4.3. Where the greater part of the speck is outside the line, the score is against the shooter, but in a doubtful case the benefit goes to the shooter.



- 4.4. Where a shot registers two marks on the target, usually a pellet being cut while loading, the shot shall be taken again but the shooter cannot score more or less than the points disputed.

- 4.5. Any shot which rings the bell but where the pellet mark on the target indicates that no part of the pellet entered the bull's eye, shall be marked as if the bell had NOT rung.
- 4.6. Two points shall be awarded for a win and one point for a draw. The team having the most points shall win the League. In the event that two or more teams have equal points, their aggregate score i.e. the average score from all League matches shall determine League placing for the season.
- 4.7. The Captain of the home team shall be responsible for sending a match result card to the Match Secretary either by email or mms or by post to arrive not later than 5.00 pm on the following Sunday.
- 4.8. Each team shall nominate markers/painters to be available for each shooter. The two markers/painters shall agree the score. The marker from the opposing team shall call the score marking to the speck and the shooter's marker shall paint the target and reset the plunger after each shot. When markers fail to agree the Team Captains (or the nominated deputy, if the Captain is the shooter) will check the target, and if they are unable to agree the score, the shooter can either take the lowest score or shoot again in which case he cannot score more or less than the points disputed. Any team failing to provide a marker/or allow an opposing marker could at the discretion of the committee forfeit the result of the match and/or be deducted points. **UNDER NO CIRCUMSTANCES** must the shooter leave his or her mark to inspect the disputed shot, any shooter to do so will be deemed to have finished shooting and their score will be recorded as such.

5. CUP COMPETITIONS

- 5.1. All members must have shot one third of League Matches to be eligible to shoot in Cup Matches held after Christmas. Registered members that may not have qualified under this rule may be allowed to shoot at the discretion of the Committee.
- 5.2. A Referee and targets shall be nominated for all cup semi-finals and finals. Marking as per League Rules and in the event of a dispute the referee's decision is final.
- 5.3. All entrants in cup competitions for pairs or individuals must be at the match by 8.30pm on the night and register their attendance with the Organiser, unless their late arrival has been previously agreed with the Organiser or Match Secretary, otherwise they will be eliminated.
- 5.4. A minimum entry of 3 pairs/individuals shall be required for any cup competition otherwise that competition will be suspended for one year.
- 5.5. **BACK TO BASICS (B2B) COMPETITION** This competition shall be shot in two halves on different targets. One sighter is allowed per shooter on each target with each shooter having 5 counting shots in each half. A maximum time of 5 minutes will be allowed per shooter for each half, including the sighter. Loaders are not permitted, except under special circumstances. A clean bull shall score 5.1. The shooter with the highest aggregate score will be declared the winner.

Shooters are only allowed to use **Permitted Accessories** including, Dioptre or open sights; Blinder (where attached to the gun); Prescription glasses or lenses; Pellet holders; Gun customisation (e.g. sight raisers, non-standard triggers, weights, etc.).

Non-Permissible Accessories include Specialist clothing specifically designed to aid shooting or supportive clothing e.g. thick leather clothes including Jackets, Coats, Trousers, Boots above the ankle, Gloves and other shooting aids e.g. Headwear (Hats/Visors), Ear plugs or ear defenders (including those for playing music) Shooting Stands, Blinders worn by the shooter.

- 5.6. **THE BAILDHAM CUP** Shall be awarded to the shooter with the highest average score in both League and Webley League matches, provided he/she has shot in at least 75% of his/her team's matches. Replica trophies will be presented to the winner, to the runner-up and third place shooter.
- 5.7. **THE FOUR-A-SIDE CHARITY COMPETITION** Entrants to be notified to the Delegate's Meeting by a date specified in the fixture list. It is open to teams of any four registered shooters and is shot under League Rules on a knockout basis with a handicap based on each members' League average. The handicap is calculated by taking the lowest average score from the higher of the two teams drawn against each other MINUS ONE. The difference, to the nearest whole number, is then added to the score of the team with the lowest average, and in the event of a draw this team is awarded the match. Substitute shooters may be allowed in all rounds providing they have not previously shot in the current year's competition.

- 5.8. **THE IMPROVED PERFORMANCE COMPETITION** The Ray Warnock Memorial Trophy shall be awarded to the shooter with the highest percentage improvement in the Baildham average competition. To qualify, the shooter must have shot in 75% of his/her team's League and Webley League matches, for the current season and preceding season. The improvement calculation is shown below:

$$\text{improvement} = 100 \times \left[\frac{\text{Average} - \text{Average}^{-1}}{35 - \text{Average}^{-1}} \right]$$

- 5.9. **THE LADIES ROSE BOWL** The competition shall be shot in two halves on different targets. Each shooter having 5 shots in each half. A clean bull shall score 5.1. One sighter allowed per shooter on each target.
- 5.10. **THE PAIRS CUP** Entrants to this competition shall consist of any number of pairs from the list of registered shooters. An entry fee, to be decided by the committee, shall be paid before each first match is shot. Shooting shall consist of 5 shots per person, 7 shots in the Semi-Final and Final. A clean bull shall score 5.1.
- 5.11. **THE PAPER TARGET CHALLENGE** This competition is shot using the adopted paper target from the Triple 6 competition at a distance of 6 yards, with all 8 diagrams on the card counting towards the shooter's final total. Shooters have to complete 2 cards. The range allows 4 shooters to shoot at once; each card has a time limit of 8 minutes. Shooting will be controlled by a range officer. Shooters are split into 3 classes, with each class having its own trophy. The classes are based on the Baildham averages, with the class cuts being reviewed seasonally by the Committee. Shooters need to have shot in at least 2 Baildham average matches (League or Webley) to qualify for the event. Scoring of the cards will done by a nominated official, with his/her decision being final.
- 5.12. **THE PRESIDENT'S CUP** Open to shooters whose average League score from at least 2 matches is 30 or below. . Shooting shall consist of five shots per person, seven shots in the Semi-final and Final. Scoring as for a League match except that the shooter will be given a score of 5.1 for a clean bull.
- 5.13. **THE RODERICK BAKER CUP** The entries for this competition shall consist of one member from each team, decided upon as the team thinks fit and the holder of the Trophy for the previous year. Should there be only six teams in the League then the holder of the Trophy and the runner-up for the previous year will also take part. It is shot on a seven shot knockout basis with 5.1 being scored for a clean bull.
- 5.14. **THE SENIOR SHIELD** All shooters entering this competition shall be 45 years of age or over on the day of the competition. The competition shall be shot in two halves on different targets. Each shooter having 5 shots in each half. A clean bull shall score 5.1. One sighter allowed per shooter on each target. Shooting to be on the following handicap basis:-

Age 60 – 64 + 1 point
 Age 65 – 69 + 2 points
 Age 70 & over + 3 points

With **NO-ONE** being allowed to score more than a possible.

- 5.15. **THE SNAP SHOOTING CHALLENGE BOWL** This trophy shall be shot for one evening each year as arranged. The shooter shall commence with the un-cocked gun and pellets on the table positioned as in League Matches. Each entrant must shoot a qualifying score decided on the night to enter the final stage of the competition. The shooter may attempt as many times as he/she wishes to qualify but may only shoot once in the final stage. Qualifying shooting will be allowed until 9.30pm on the night. A clean bull shall score 5.1. The winner being the highest scorer in the final round, from a maximum of 5 shots made in one minute. The committee shall determine an entry fee.

5.16. **THE SUMMER OPEN PAPER TARGET LEAGUE**

The Paper Target League will be shot during the closed bell target season using the League's adopted paper target (North Hereford) and from 2019 is open to all registered members of a bell

target League. An entry fee, determined by the Committee, will be payable. Competitors are required to shoot 5 rounds, each round consisting of 2 paper targets. All 8 diagrams on the card will be scored, with a maximum score on each card being 48. Shooters must complete each round (2 cards) on the same evening, however more than one round can be shot on any given evening. There is no time limit to shoot each round. All cards must be witnessed and submitted to the official scorer after being shot. Results will be displayed on the website. The final standings will be announced at the September Delegates Meeting. The competition will be split into 3 classes based on the end of season Baidham Averages or if necessary adjusted averages of non SAGL shooters. There will be a winner in each class. If a shooter does not have a Baidham average or does not provide their personal average, they will be entered into the highest class (Class A) of the competition.

- 5.17. **THE THOMPSON KNOCKOUT CUP** This is for all teams in the League and shall be competed for under League conditions but on a knock out basis until the overall winner is determined. "Clean" bulls should be recorded as 5.1 but for scoring purposes counted as only 5 on the score sheet. In the event of a draw, at the end of the match the team with the highest number of counting "clean" bulls shall be declared the winner.
- 5.18. **THE UNDER 21 HIGHEST AVERAGE TROPHY** shall be awarded to the shooter, whose age at the start of the season is 21 or under, with the highest average score in both the League and Webley League matches, provided they have shot in 75% of their team's Matches.
- 5.19. **THE WEBLEY SHIELD** All teams compete on a home and away/two leg League basis unless decided differently by the Committee at a Delegates Meeting. Teams will be handicapped in accordance with their League average score for the current season. The team with the highest average being the scratch team. The handicap is calculated by taking the lowest average score from the higher of the two teams drawn against each other. The difference, to the nearest whole number, is then added to the score of the team with the lower average. Points scored in accordance with Rule 4.6. In the event that at the end of the competition teams have the same number of points, the table positions will be decided on the basis that the team with the lowest average score shall finish highest.
- 5.20. **THE WHITBREAD INDIVIDUAL CUP** This competition is open to any registered member of the League. Entrants to be notified to the Delegate's Meeting by a date specified in the fixture list. Shooting shall consist of five shots per person, seven shots in the Semi-final and Final. Scoring as for a League match except for a clean bull when the shooter will be given a score of 5.1. One sighter allowed per shooter per target each night of the competition with a maximum of 7 minutes per shooter for 5 shots and 10 minutes for 7 shots excluding the sighter. Two neutral markers to be provided acceptable to the shooter.
- 5.21. **THE YOUTH CUP** All shooters entering this competition shall be 25 years of age or under on the day of the competition. The competition shall be shot in two halves on different targets. Each shooter having 5 shots in each half. A clean bull shall score 5.1. One sighter allowed per shooter on each target.

5.22. INTER-LEAGUE COMPETITIONS

Stratford vs Evesham (The Avon Challenge)

This competition is shot over two legs (home & away) with the aggregate score determining the trophy winner and the Bill Amos Cup is awarded to the shooter(s) with the highest aggregate score over the competition. The Stratford leg is shot at 6 yards with the Evesham leg being shot at 7 yards (home league distance). Each team comprises 8 shooters, with each shooter's score counting towards the team total. Each shooter has 7 shots and can therefore achieve a maximum score of 35. A sighter shot is allowed if required. The match is shot on and "in and out" format, with the away team to shoot first.

Stratford vs Redditch

This competition is shot over two legs (home and away) with the aggregate score determining the trophy winner. Both legs are shot at a distance of 6 yards (home league distance). Each team comprises 8 shooters, with each shooter's score counting towards the team total. Each shooter has 6 shots and can therefore achieve a maximum score of 30. A sighter shot is allowed if required. The match is shot on and "in and out" format, with the away team to shoot first. As yet, there is no trophy to present to the highest individual aggregate score

Triple 6 Trophy

The Triple 6 trophy is an inter-league paper target competition held between the Stratford, Evesham and Redditch Airgun Leagues. The home venue each year cycles between the 3 leagues. The competition is shot over 6 meters (a compromise between 6 & 7 yards), each team comprises of 6 shooters, with 6 diagrams being scored on each card, hence the title "Triple 6". The paper target used (North Hereford) comprises of 8 target diagrams, two central targets being used for sighter shots. A clean bull scores a 6, therefore the maximum individual score is 36. The room is set-up so 3 shooters are on the range at the same time (one shooter from each League). The shooting positions are cycled after every round, so each League shoots in every shooting position. All six shooter's scores count towards the team total. In the event of a draw, the team that have scored the most 6s takes the trophy.

6. TROPHIES

- 6.1. All trophies to be perpetual.
- 6.2. The League Champions shall hold the L C Docker League Cup and the Runners-up the Ritchings Cup for one year unless 2 divisions are formed in which case the Ritchings Cup will be presented to League Division Two champions.

7. ADMINISTRATION

- 7.1. All members joining the League will be deemed to accept these Rules of Shooting.
- 7.2. Team Captains are encouraged to resolve any complaint arising at the match or event on the night. In the event that agreement cannot be reached the matter may be referred to the League Secretary preferably in writing within 48 hours of the incident for consideration at the next Delegates Meeting.
- 7.3. The Committee is ultimately responsible for dealing with any complaint or infringement of the Rules of Shooting as detailed in the Complaints Procedure.
- 7.4. All concerns, allegations or reports of poor practice or abuse relating to the welfare of children, young people or vulnerable adults should be reported without delay to the League's Child Protection Officer for immediate investigation and action in accordance with the League's Policy.
- 7.5. The Committee has the power to amend these Rules. Any proposal from a member to amend or alter the Rules must be in writing and with the League Secretary in advance of any Delegate Meeting or no less than 14 days before the AGM to appear on the Agenda.
- 7.6. Any matter arising not specifically covered by these rules shall be considered by the Committee whose decision shall be final.