

THE NATIONAL TARGET SHOTGUN ASSOCIATION

RULES OF TARGET SHOTGUN

Version 3.00, December 2024



Version History

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Introduction

This Rule Book, produced under the auspices of the N.T.S.A., contains two Sections:

- A. **Rules.** These Rules **always** apply to Target Shotgun shooting conducted under the auspices of the N.T.S.A..
- B. **General Conditions.** This section describes the conditions, which apply to all Target Shotgun shooting unless any of these conditions are over-ridden by range-specific, match-specific or event-specific conditions.

The Handbook will be reviewed and re-released periodically in order to address any issues that may have arisen. However, if a particularly significant issue is identified then the Rule Book can be updated immediately. The most up-to-date version of the Handbook will always be available (in PDF format) to download from the N.T.S.A. website.

All Target Shotgun match organisers, range crew, and competitors should be familiar with the contents of this Rule Book.

Copies of the Handbook should be readily available to competitors and support staff at all Target Shotgun matches.

Any questions or comments on the NTSA Rule Book should be directed to N.T.S.A.'s Committee member, Andy DUFFY, by e-mail ; - andy@duffy.net.

- C. **NTSA Approved Courses of Fire.** This document outlines those courses of fire that are approved by the NTSA. This document is reviewed from time to time. This section outlines how the document can be updated and submit new competitions for considered for approval.

A – Rules

A1 General

A1.1 Purpose

A1.1.1 The Rules defined in this Section apply to use of all Target Shotguns under the auspices of the N.T.S.A. and will be strictly enforced at all Target Shotgun matches. Any breach will be dealt with under the disciplinary arrangements specified in this Handbook – though these may be superseded by the conditions of the match in which the breach occurs. Any competitor witnessing a breach of these rules is required to bring the matter to the attention of a match official immediately.

A2 Firearms and Ammunition

A2.1 General

A2.1.1 Firearms that conform to the definitions and dimensions set out in Sections 1 and/or 2 of the Firearms Act 1968 (as amended) are generally eligible subject to special conditions set out below. They fall into the categories described and will compete in separate events.

A2.2 Target Shotguns

A2.2.1 Target Shotguns are divided into one general classification and SEVEN (7) types as in the N.T.S.A. Constitution and listed as follows:-

A2.2.2 STANDARD TARGET SHOTGUN

Any Semi-Automatic Shotgun Chambered to accept a cartridge from 20 Gauge / Bore to 10 Gauge / Bore which complies with the Rules.

No prototype guns permitted. The complete shotgun produced by a factory with a minimum of 500 units produced and available to the general public.

No optical or electronic sights permitted, but after market replacement open sights allowed. Compensators, ports, sound and / or flash suppressors not permitted.

External modifications such as weights, or external devices to control or reduce recoil are not permitted, except for recoil pads fitted to the rear face of the stock of the shotgun

Revolving, multiple magazine tubes or detachable magazines not permitted.

Replacement, modifications / attachments to the elevator / loading floor plate permitted provided no part protrudes beyond the standard frame of the gun. External feed ramps, as direct replacements of the carrier release button, are permitted

Speed loaders not permitted

Factory or Hand loaded ammo may be used, but must be safe and comply with the Muzzle velocity and energy rules as laid down for the Range upon which is to be used

A2.2.3 STANDARD MANUAL TARGET SHOTGUN

Any Manually Operated Shotgun i.e. Pump Action, Slide Action, Lever Action or Bolt Action Chambered to accept a cartridge from 20 Gauge / Bore to 10 Gauge / Bore which complies with the Rules.

No prototype guns permitted. The complete shotgun produced by a factory with a minimum of 500 units produced and available to the general public.

No optical or electronic sights permitted, but after market replacement open sights allowed. Compensators, ports, sound and / or flash suppressors not permitted.

External modifications such as weights, or external devices to control or reduce recoil are not permitted, except for recoil pads fitted to the rear face of the stock of the shotgun

Revolving, multiple magazine tubes or detachable magazines not permitted.

Replacement, modifications / attachments to the elevator / loading floor plate permitted provided no part protrudes beyond the standard frame of the gun.

Speed loaders not permitted

Factory or Hand loaded ammo may be used, but must be safe and comply with the Muzzle velocity and energy rules as laid down for the Range upon which is to be used

A2.2.4 **MODIFIED TARGET SHOTGUN**

Any Shotgun Chambered to accept a cartridge from 20 Gauge / Bore to 10 Gauge / Bore which complies with the Rules.

Prototype guns permitted.

No optical or electronic sights permitted, but after market replacement open sights allowed.

Compensators, ports, sound and / or flash suppressors permitted.

External modifications such as weights, or external devices to control or reduce recoil are not permitted, except for recoil pads fitted to the rear face of the stock of the shotgun

Revolving, multiple magazine tubes or detachable magazines not permitted.

Replacement, modifications / attachments to the elevator / loading floor plate permitted provided no part exceeds 75mm in length and must not protrude more than 32mm from the standard frame of the shotgun in any direction.

Speed loaders not permitted.

The unloaded gun, with its barrel parallel to the long edge, must fit wholly lengthwise into a rectangular box (open on one long side), the internal length of the box being 1,320mm (tolerance +1mm, -0mm). The gun must not be artificially compressed in any way during the test.

Factory or Hand loaded ammo may be used, but must be safe and comply with the Muzzle velocity and energy rules as laid down for the Range upon which is to be used

A2.2.5 **OPEN TARGET SHOTGUN**

Any Shotgun Chambered to accept a cartridge from 20 Gauge / Bore to 10 Gauge / Bore which complies with the Rules.

Prototype guns permitted.

Optical, electronic sights or after market replacement open sights permitted.

Compensators, ports, sound and / or flash suppressors permitted.

External modifications such as weights, or external devices to control or reduce recoil are permitted.

Revolving, multiple magazine tubes or detachable magazines permitted.

Replacement, modifications / attachments to the elevator / loading floor plate permitted.

Speed loaders permitted.

The unloaded gun, with its longest magazine fitted, and with its barrel parallel to the long edge, must fit wholly lengthwise into a rectangular box (open on one long side), the internal length of the box being 1,320mm (tolerance +1mm, -0mm). The gun must not be artificially compressed in any way during the test.

Factory or Hand loaded ammo may be used, but must be safe and comply with the Muzzle velocity and energy rules as laid down for the Range upon which is to be used

A2.2.6 **STANDARD HISTORIC DOUBLE BARREL TARGET SHOTGUN**

Any Shotgun that is not Semi-Automatic or Manually operated chambered to accept a cartridge from 20 Gauge / Bore to 10 Gauge / Bore with TWO (2) shotgun barrels, Side-by-Side, Over and Under or otherwise configured or superimposed with other non-shotgun barrels incorporating no parts with patent dates of no later than 1919.

No prototype guns permitted. The complete shotgun produced by a factory with a minimum of 500 units produced and available to the general public.

No optical 'Day-glo', 'light gathering' or electronic sights permitted with the only sights allowed being beads (including 'intermediate beads' along the shotgun rib) with a patent date no later than 1919.

Compensators, ports, sound and / or flash suppressors not permitted.

External modifications such as weights, or external devices to control or reduce recoil are not permitted, except for recoil pads fitted to the rear face of the stock of the shotgun
Devices that help to load a pair of cartridges at a time are deemed not to be Speed Loaders and are permitted
Factory or Hand loaded ammo may be used, but must safe and comply with the Muzzle velocity and energy rules as laid down for the Range upon which is to be used

A2.2.7 OPEN HISTORIC DOUBLE BARREL TARGET SHOTGUN

Any Shotgun that is not Semi-Automatic or Manually operated chambered to accept a cartridge from 20 Gauge / Bore to 10 Gauge / Bore with TWO (2) shotgun barrels, Side-by-Side, Over and Under or otherwise configured or superimposed with other non-shotgun barrels incorporating no parts with patent dates of no later than 1919.

No prototype guns permitted. The complete shotgun produced by a factory with a minimum of 500 units produced and available to the general public.

No optical 'Day-glo', 'light gathering' or electronic sights permitted, but any sighting method with a patent date no later than 1919 may be used.

Compensators, ports, sound and / or flash suppressors not permitted.

External modifications such as weights, or external devices to control or reduce recoil are not permitted, except for recoil pads fitted to the rear face of the stock of the shotgun

Devices that help to load a pair of cartridges at a time are deemed not to be Speed Loaders and are permitted

Factory or Hand loaded ammo may be used, but must safe and comply with the Muzzle velocity and energy rules as laid down for the Range upon which is to be used

A2.2.8 STANDARD HISTORIC SINGLE BARREL TARGET SHOTGUN

Any Shotgun that is not Semi-Automatic or Manually operated chambered to accept a cartridge from 20 Gauge / Bore to 10 Gauge / Bore with ONE (1) shotgun barrel or superimposed with other non-shotgun barrel(s) incorporating no parts with patent dates of later than 1919.

No prototype guns permitted. The complete shotgun produced by a factory with a minimum of 500 units produced and available to the general public.

No optical 'Day-glo', 'light gathering' or electronic sights permitted with the only sights allowed being beads (including 'intermediate beads' along the shotgun rib) with a patent date no later than 1919.

Compensators, ports, sound and / or flash suppressors not permitted.

External modifications such as weights, or external devices to control or reduce recoil are not permitted, except for recoil pads fitted to the rear face of the stock of the shotgun

Factory or Hand loaded ammo may be used, but must be safe and comply with the Muzzle velocity and energy rules as laid down for the Range upon which is to be used

A2.2.9 OPEN HISTORIC SINGLE BARREL TARGET SHOTGUN

Any Shotgun that is not Semi-Automatic or Manually operated chambered to accept a cartridge from 20 Gauge / Bore to 10 Gauge / Bore with ONE (1) shotgun barrel or superimposed with other non-shotgun barrel(s) incorporating no parts with patent dates of later than 1919.

No prototype guns permitted. The complete shotgun produced by a factory with a minimum of 500 units produced and available to the general public.

No optical 'Day-glo', 'light gathering' or electronic sights permitted, but any sighting method with a patent date no later than 1919 may be used.

Compensators, ports, sound and / or flash suppressors not permitted.

External modifications such as weights, or external devices to control or reduce recoil are not permitted, except for recoil pads fitted to the rear face of the stock of the shotgun

Factory or Hand loaded ammo may be used, but must be safe and comply with the Muzzle velocity and energy rules as laid down for the Range upon which is to be used

- A2.2.10 All Target Shotguns must comply with the following:
- a. **Calibre.** Any calibre 20 bore (Gauge) (.615") to 10 Bore (Gauge) (.775")
 - b. **Trigger Weight.** No minimum permitted trigger weight, but the trigger must be safe in the judgement of the Chief Range Officer (C.R.O.). All triggers or Trigger Shoes that extend beyond the width of the trigger guard are expressly prohibited.
 - c. **Slings.** The use of slings is permitted.

A2.3 Ammunition

All ammunition will be of a single projectile type, ball or slug unless other types, such as bird shot and buck shot, are specified for specific competitions. Either hand loaded or factory loaded ammunition may be used except in Historic Double Barrel Target Shotgun Historic Single Barrel Target Shotgun where only factory ammunition may be used. All ammunition must have sufficient energy to pass through paper/card targets and their backing boards or knock down steel targets or break frangible targets where required. Shots which do not pass through paper/card targets and their backing boards will be scored as misses as will steel targets not knocked down and frangible targets not broken/penetrated. Ammunition for use in tubular magazines must be of a design safe to use in that type of magazine. Any R.O. may inspect a competitors ammunition at any time to ensure that it is safe and safe to be utilised in the intended firearm and may demand that it be withdrawn if believed not to be so. The C.R.O. will decide whether ammunition is safe to be used or not. **NTSA Hand Reloading Policy!**

A2.3.1 All ammunition must be within the limits set out in the range safety certificate for the venue of a competition. Any R.O. may require a competitor's ammunition to be tested to ensure compliance. Limits on muzzle velocity and muzzle energy ammunition will be enforced by testing with a chronograph (see B14.7).

A3 Conduct of Shooting

A3.1 Safety

A3.1.1 All competitors and other personnel, including spectators, present on the range are required to wear ear protection (e.g. earplugs) and eye protection (e.g. shatterproof glasses) whilst firing is taking place on that range (15 yards minimum for ear protection and 50 yards minimum for eye protection).

A3.1.2 Competitors and others, when not taking part in competition may transport a shotgun about the range as long as it is unloaded, pointing muzzle up, action open with a safety flag inserted, and safety applied where possible. Otherwise they are to be deposited unloaded, pointing muzzle up, action open with a safety flag inserted, where possible, and/or cased. The shotgun may be placed in the gun racks provided.

A3.1.3 No competitor may load a firearm until ordered to do so by an R.O. on the firing point. Detachable magazines and speed loaders may be pre-charged but must not be inserted in the firearm until the order to do so has been given.

A3.1.4 During competition or practice while static on the range the muzzles of all firearms must at all times be pointed downrange in a safe direction.

A3.1.5 When moving around the range during an event, all shotguns must be carried unloaded, any removable magazine removed, pointing muzzle up, action open with a safety flag inserted and safety applied, where possible.

A3.1.6 When not on the firing point or safety area all shotguns must be unloaded, any removable magazine removed, pointing muzzle up, action open with a safety flag inserted, where possible. If not in use all shotguns must be unloaded, any removable magazine removed, pointing muzzle up, action open with a safety flag inserted, where possible, in a gun rack provided or boxed or cased.

A3.1.7 No firearm is to be boxed or cased until it has been proved clear by an R.O..

A3.1.8 If any R.O. or any other person on the range considers that there is a potential or actual breach of safety which urgently requires all competitors to stop firing they will immediately give the order **“Stop, Stop, Stop”** as loudly as possible. All competitors must immediately stop firing, take their finger off the trigger, keep their firearms pointing at the target and await further instructions. No one should unload and must not move off the firing point until instructed to do so.

A3.1.9 If it proves necessary for any person to move forward of the firing line after the command to load has been given, all firearms must be unloaded and proved clear in the normal manner before the C.R.O. may give permission for the person to move forward.

A3.1.10 **Misfires – faulty ignition.** A misfire which can be indicated by a muted report, i.e. at a lower volume than the other shots, this suggests a low charge weight, possibly resulting in a slug or wad lodged in the barrel. The competitor will cease firing, ensure finger is off the trigger, bring the firearm to waist height keeping it pointing towards the target and attract the attention of the R.O. by raising a hand. At the end of the practice, the R.O. will instruct the competitor when and how to unload the firearm, check the barrel and take remedial action.

A3.2 Clothing and Equipment

A3.2.1 Clothing should be ‘normal street type’ suitable for the weather conditions during the competition. No clothing may be worn that is camouflage, paramilitary or which will, in any manner, give the wearer artificial support. Such clothing includes shooting jackets, coats or vests which have straps or other devices which may be used to stiffen the body, or tightening devices which may be used to stiffen or lend support to the arm.

A3.2.2 A physically **challenged** competitor may use artificial support if individually authorised to do so by the Match Director.

A3.2.3 All devices or equipment which may facilitate shooting, but which are not mentioned specifically in these rules, or which are contrary to the spirit of these rules, are forbidden. The Match Director shall have the right to examine any competitor’s equipment.

A3.2.4 It is the responsibility of the competitor to submit any equipment, not specifically authorised, for official inspection and approval in sufficient time prior to the beginning of an event so not to cause inconvenience to the competitor or any official.

A3.3 Range Procedures

A3.3.1 During a course of fire, a round or magazine may be retrieved from the ground if dropped, or taken from the competitor’s equipment if on the ground, only if this can be done safely and not interfering with other competitors. Otherwise, a competitor may only do this after that part of a course of fire is concluded and the range declared ‘Clear’. A competitor may not leave the firing point for this purpose.

A3.3.2 No other person may pass rounds or magazines to a competitor unless they have been previously authorised to do so by the C.R.O., and then only in circumstances where the competitor may need assistance.

A3.3.3 A competitor may only load the number of rounds prescribed for a course of fire or part thereof unless allowed by a particular course of fire to load more, provided that no more than the required number of shots is fired for that stage.

A3.3.4 Practice is distinct from Zeroing and is defined as shooting an event or part of an event under conditions similar to those which apply to that event. This would include, for example, shooting a timed series of shots or shooting consecutive series of shots from different positions. If a competitor practices any part of an event they may not shoot that event competitively until at least an hour after they finish practising. The only exception to this prohibition is where all competitors in an event are given identical practice facilities throughout the whole match.

A3.3.5 Zeroing is distinct from Practice and is defined as firing shots at a target in order to appraise the fall of shot from a gun at a particular distance. Where range conditions permit, a target frame will be provided for competitors to test their zero. It will be at a distance determined by the C.R.O.. A target face will be provided and may be of a design used in any of the events at the match.

A3.3.6 Competitors must take their position at their numbered firing point in such a manner as not to interfere with adjacent competitors. No portion of the competitor's body may rest on or touch the ground forward of the firing point except in the seated position where the muzzle of the gun must not be forward of the firing point. Competitors using the roll-over prone position must declare their intent, so that this can be facilitated without interfering with other competitors.

A3.3.7 With the exception of competitors actually firing, and such range personnel as are necessary for the conduct of the match, the firing points and line must be kept clear at all times. Competitors are not permitted to interfere with the handling of targets by range personnel.

A3.3.8 A competitor who **is physical challenged** (temporary or permanent) which prevents the use of a position specified in the event conditions may assume the next most difficult position instead. The C.R.O. and the Match Director must be informed before the start of the event. The following substitutions are among those permitted:

- a. the Sitting position instead of the Prone position.
- b. the Kneeling position instead of the Sitting position.
- c. the Sitting Unsupported position (arms not supported on knees) instead of the Kneeling position.
- d. the Standing position instead of the Kneeling position.
- e. the Kneeling Unsupported position (either on two knees or on one knee without resting the elbow on the knee) instead of the Standing position.

A3.4 Malfunctions and Reshoots

A3.4.1 A disabled Target Shotgun is one which cannot be safely aimed, fired or has suffered damage such that it cannot be fired or function properly, or has suffered the loss of a sight or visible damage to the sight(s).

A3.4.2 Any claim that a firearm has become disabled must be made immediately. The fact that the sights may have been improperly adjusted, or the competitor forgets to take off the safety catch, does not constitute disablement.

A3.4.3 Once a firearm has been declared disabled by the C.R.O. it shall not be used again for live firing until the defect has been rectified and the firearm has been declared safe by the C.R.O.. No competitor will be allowed a re-shoot due to a disabled firearm.

A3.4.4 No competitor may change a firearm, or interchange parts of a firearm, during a course of fire unless the firearm has become disabled (see A3.4.1). All shots fired up to the time that the disablement is confirmed will stand as part of the official score. Any replacement firearm used to continue an event must be of the same type and calibre as the original used.

A3.4.5 Continuation of an event with a repaired or replacement firearm will be at a time determined by the C.R.O..

A3.4.6 When the firing of a stage, string or series has been interrupted by some occurrence which renders it impossible for one or more competitors to complete the stage, string or series under the conditions of the event, the C.R.O. will without allowing competitors to examine their targets instruct the competitors that that string or series will be reshot. The competitors will have their targets patched or replaced, and will then re-shoot the entire stage, string or series. A competitor may elect to take the score as fired due to ammunition limitations etc, but must make this known to the C.R.O. before the targets are patched and this will be at the discretion of the CRO.

A3.4.7 Reasons for the procedure in A3.4.6 being required will not include malfunction of the firearm or ammunition but may include:

- a. failure to allow the full time specified for the string or series;
- b. failure of the targets to operate properly or uniformly for the entire stage, string or series;
- c. failure of the targets to remain in position on the frame;
- d. damage to a target or targets rendering proper aiming or scoring impossible;
- e. cross-firing by another competitor;
- f. the appearance of some object in the line of fire which might constitute a hazard;
- g. an accident or incident on the firing point.

A3.4.8 If, due to faulty target operation or error in timing, one or more competitors are allowed more time to complete their string or series than is provided for in the event conditions, the C.R.O. will immediately order all such targets patched or replaced. These targets will not be scored. A complete new string or series will then be fired by the competitors who had extra time allowed.

A3.4.9 If, in the original stage, string or series, some targets operated properly in accordance with the permitted time limit then all such targets will be scored in the normal manner and competitors who shot on those targets will not be required, nor permitted, to re-shoot.

A3.4.10 In the case of some accident or incident involving a competitor on the firing point, such as being hit by lead or powder residue, that competitor may stop firing. The competitor concerned will then have the choice of accepting the score already made in that course of fire, or may re-shoot that course without inspecting their target.

A3.5 Penalties

A3.5.1 In the event of a breach of these rules, the disciplinary sanctions specified in Section B of this Handbook (see B14.13) apply.

A3.5.2 In any competition, any R.O. may apply a Procedural Penalty to a Target Shotgun competitor if they deem that a procedural error to have been made by that competitor. The competitor may appeal such a decision to the Match Director.

A3.5.3 A Procedural Penalty will result in the deduction of one hit of the maximum possible score for the target type.

A3.5.4 Potential procedural errors will depend on individual event conditions, but will include the following:

- a. firing while placing a foot or part of foot over the firing line (excepting A3.3.6);
- b. firing from positions in the wrong order;
- c. adopting an incorrect position.

- d. Loading with more rounds than required in the course of fire
- e. Extra shots on any target over and above the required number within a course of fire.

A3.5.5 This list is neither exhaustive nor exclusive, and is for example only.

B – General Conditions

B1 General

B1.1 Purpose

B1.1.1 This Section defines the General Conditions which should normally be applied to all Target Shotgun shooting. Unlike the Rules provided in Section A, any of the Conditions in this Section may be over-ridden by range-specific, match-specific or event-specific conditions. Where the Conditions in this Section do apply, violation of them will result in the same disciplinary procedures as those applied to violation of the Section A Rules.

B1.1.2 The overriding consideration for all participants at any NTSA event or competition is SAFETY for all those present.

B1.1.3 Any club may run a club level Target Shotgun event using the current rules and courses of fire approved by the NTSA Committee.

B1.1.4 All NTSA sanctioned matches and Championships must be sanctioned by the NTSA Committee. Any club wishing to conduct a NTSA Sanctioned event should contact the NTSA Competition Secretary via ntsacompsec@gmail.com

B2 Officials

B2.1 Duty to Competitors

B2.1.1 It shall be the duty of all match officials to conduct themselves properly by being fair and impartial to all in carrying out their various duties. No official shall harass a competitor nor allow such practice by another official, other competitors or spectators. Should a competitor's clothing, equipment or demeanour warrant sanction, it should be done in such a manner as will cause the least inconvenience to all concerned. In so doing, the official should state to the competitor the Rule or Condition under which the sanction is being applied.

B2.2 Match Director

B2.2.1 The National Target Shotgun Association Committee shall appoint the Match Director for any NTSA Approved Competition.

B2.2.2 The Match Director has overall responsibility for the entire match. In particular, he/she is responsible for ensuring the safety and proper discipline of all match officials, competitors and spectators. He/she is also responsible for ensuring the efficient conduct of the match.

B2.2.3 Instructions from the Match Director for the operation of the match must be complied with by all persons on the range. The Match Director will use his/her best judgement at all times, seeking advice when required, and his/her behaviour and decisions must be characterised by absolute impartiality, firmness, courtesy and constant vigilance.

B2.2.4 In all matters relating to the match, a decision by the Match Director is final.

B2.2.5 The Match Director may appoint a Deputy Match Director.

B2.3 Chief Range Officer (C.R.O.)

B2.3.1 A C.R.O. will be assigned by the Match Director to run one or more specific courses of fire on a particular range. The C.R.O. is responsible for safety and discipline on that range, as well as for the range's efficient operation. They will be directly responsible for all Range Officers working under them and will ensure that they are familiar with all relevant Rules and Conditions, particularly

including the relevant Event Conditions. They must be constantly alert, impartial in their handling of competitors and courteous though firm. They will deal with any challenges, protests or disciplinary issues calmly and quietly at the firing line or by taking the competitor to one side. Any disturbance to or un-warranted involvement of other competitors will not be tolerated and may result in the awarding of Procedural penalties or Match disqualification for those involved.

B2.4 Range Officer (R.O.)

B2.4.1 Each R.O. is an assistant to the C.R.O. for a particular range. An R.O is responsible for the safety and discipline of match officials, competitors and spectators in the part of the range to which they has been assigned. They will also supervise the scoring of targets. He/she is responsible for seeing that the competitor's equipment and position comply with the conditions for the particular event being undertaken. It is their duty to be completely familiar with the match programme and with all relevant Rules and Conditions. They are to comply to the best of their ability with all instructions issued by the Match Director or C.R.O. and will render all possible co-operation to other officials. They must be constantly alert, impartial in their handling of competitors and courteous though firm. Any challenges, protests or disciplinary issues should be raised immediately with the C.R.O..

B2.5 Chief Statistical Officer (Chief Stats.)

B2.5.1 Chief Stats. is in charge of all statistical work in connection with the match except the actual recording of scores when this is done on the range. They are directly responsible to the Match Director. They can be assisted by such additional Stats. Officers as may be required.

B2.5.2 It is the duty of Chief Stats. to:

- a. Maintain a list of competitors showing name, competitor number and classifications.
- b. Prepare official scorecards or scoring programme if used.
- c. Check addition on scorecards and correct totals.
- d. Tabulate scores in order of merit.
- e. Prepare and post interim, provisional and final results.
- f. Produce a prize list.
- g. Report to Match Director for appropriate disciplinary action any irregularities in firing or scoring which may be indicated by squadding records or scorecards.
- h. Make required reports to the N.T.S.A. within one week of the end of the event.

B3 Competitors' Duties

B3.1 Discipline

B3.1.1 It is the duty of each competitor to co-operate with officials to enable the conduct of a safe and efficient match. Competitors are expected to promptly call the attention of match officials to any infraction of Rules or Conditions. Failure of a competitor to co-operate in such matters, or to give testimony when called upon to do so, may result in the competitor being considered as an accessory to the offence.

B3.2 Knowledge of Match Conditions

B3.2.1 It is the competitor's responsibility to be familiar with the Rules and Conditions which apply at the match and particularly to the events that they have entered.

B3.3 Competitors Will Score

B3.3.1 Competitors will act as scorers when required to do so by a C.R.O. or R.O., except that no competitor is allowed to score their own target. They will be expected to patch targets as directed and to reset falling and frangible targets.

B3.4 Reporting at Firing Point

B3.4.1 Competitors should arrive at the range in plenty of time for the start of their event and must proceed to the assigned firing points immediately when their squad is called by the C.R.O. / R.O.. All relevant equipment for that particular event must be ready and in good working order. Time will not be allowed for repairs, sight adjustments or search for missing equipment after the squad has been called to the firing line.

B3.5 Timing

B3.5.1 It is the competitor's responsibility to complete each string of shots within the time allowed by the Event Conditions. R.O.s will not announce the passage of time during firing.

B3.5.2 Unless otherwise specified in the event conditions, timing devices are permitted provided that they do not produce an audible signal.

B3.6 Delaying an Event

B3.6.1 No competitor may delay the start of an event through tardiness in reporting or undue delay in preparing to fire. Failure to report on time for an event may result in not being allowed to take part.

B3.7 Loading

B3.7.1 No competitor will load a firearm except at the firing point and after the command to load has been given by the C.R.O..

B3.8 Leaving the Firing Point

B3.8.1 It is the competitor's duty to ensure that their firearm has been checked clear by an R.O. before leaving the firing point. The competitor should ensure that all of their equipment is removed promptly in readiness for the next detail – this includes the removal of any debris (e.g. spent cases).

B4 Teams

B4.1 Team Representation

B4.1.1 No competitor may be a member of more than one team in any one given team event.

B4.2 Coaching in team events

B4.2.1 Coaching is permitted in all team events and each competitor may have a coach. No optical devices other than binoculars may be used by the coach. The coach may assist team members by calling shots, checking time, checking scoring, ordering sight changes, etc.; but must control voice and actions so as not to disturb other competitors. The coach will not physically assist in loading, or in making sight corrections, or be positioned to serve as a windbreak.

B5 Range Commands

B5.1 Firing line commands

B5.1.1 When ready to start shooting an event, the C.R.O. calls the squad to the firing line. He/she then announces the event, squad, practice/match, position, number of rounds, time allowance, etc. If there are mixed firearm types on the firing line, any differences in Courses of Fire conditions between them will be emphasised.

B5.1.2 In the interests of achieving consistency and to avoid confusion among competitors, after the initial commands for loading and preparation (most of which are contained in the event conditions in Section C) all events will, as far as possible, have the same sequence of range commands:

- a. After the initial commands for loading and preparation have been given, the C.R.O. / R.O. asks 'ARE YOU READY?'
- b. Any competitor who is not ready or whose target is not in order will immediately raise their arm and call 'NOT READY'. The C.R.O. / R.O. will immediately state 'NOT READY CALLED' and then investigate and correct the difficulty (or direct an R.O. to do so). When the difficulty has been corrected the C.R.O. / R.O. asks again 'ARE YOU READY'
- c. In the absence of a "NOT READY" call, the C.R.O. calls 'STAND BY'.

B5.1.3 There is then a delay of approximately 3 seconds (this may vary in some events).

B5.1.4 When the targets start to face the firing line, or when an audible signal is given, firing may commence.

B5.1.5 When the targets turn away, or when an audible signal is given, firing must cease immediately. Even if a competitor is about to let off a carefully aimed shot they must hold their fire. The C.R.O. R.O. will give the order "IF YOU HAVE FINISHED, UNLOAD AND SHOW CLEAR", the shotgun will be unloaded and any removable magazine removed and presented to the R.O. After which the R.O.s will check to make sure that all firearms are unloaded. When they are satisfied the shotgun is clear they will give the order "IF CLEAR, HAMMER DOWN AND OPEN ACTION, The shooter will complete this procedure then point the muzzle up, with action open with a safety flag inserted, and safety applied where possible. The R.O.s will then indicate/report their part of the range clear to the C.R.O.. When all R.O.s have reported clear, the C.R.O. will declare the range clear and give permission for R.O.s and competitors to go forward in order to score, patch and replace targets as necessary.

B5.2 Repeating Commands

B5.2.1 An R.O. may repeat the C.R.O.'s commands, especially when those commands cannot be clearly heard by shooters under their supervision.

B6 Positions

B6.1 Ready Position

B6.1.1 The ready positions for Target Shotgun are:

- a. **Parallel.** The gun loaded or un-loaded, held in both hands parallel to the ground, pointing at the target array, at waist height.
- b. **At the Trail.** The gun loaded or un-loaded held in the strong or weak hand arm relaxed/extended by side. Other arm hanging naturally by your side.
- c. **Any Position.** Any position mandated by the course of fire

B6.2 Moving Between Positions

B6.2.1 The positions for each event are shown in the relevant Course of Fire.

B6.3 Prone

B6.3.1 The prone position is only used on ranges where it is specifically permitted by range regulations. The body is extended on the ground parallel to the line of sight, head towards the target.

B6.3.2 The "roll-over" prone position may also be used as long as the head is generally parallel to the line of sight and the position does not interfere with another competitor.

B6.3.3 The Shotgun may not touch the ground, but may be supported by one or both hands which may touch the ground and which are extended towards the target.

B6.3.4 The competitor may use a shooting mat when shooting in the prone position.

B6.4 Sitting

B6.4.1 At least one buttock must be on the ground and one or both knees may be raised. Elbows may not touch the ground and the back cannot rest on the ground. Arms or hands may be supported on or by the knees. The gun must be held in both hands whilst firing, but may not be supported or steadied by either foot. The muzzle of the shotgun must not be forward of the firing line.

B6.5 Kneeling

B6.5.1 *Either* Kneeling on one knee, the other extended toward the target. The buttocks may be on a heel or the side of a foot but cannot touch the ground. One arm may be supported on the forward knee. The gun must be held by both hands whilst firing.

B6.5.2 *Or* Kneeling on both knees, the buttocks clear of the ground, though they may rest on the heels. The gun must be held by both hands whilst firing one or both arms are to be extended without other support.

B6.6 Standing Unsupported

B6.6.1 Standing with gun held by both hands whilst firing. All portions of the shooter's clothing, body and gun must be clear of artificial support.

B7 Firearm and Ammunition Malfunctions

B7.1.1 Unless otherwise specified in the event conditions, no re-shoots will be allowed for defective firearms or ammunition, or for any other malfunction of the competitor's equipment. A competitor may clear stoppages or malfunctions, and may replace rounds which have been ejected or dropped, provided that all safety requirements and event conditions have been met. Completing a course of fire, stage or series in this manner will not be regarded as reason for a re-shoot. No additional time will be allowed. A loaded magazine may be used to substitute for dropped rounds or in the case of a malfunction. No more rounds than are specified by the course of fire may be fired otherwise a procedural penalty will be awarded for each shot fired.

B8 Scoring

B8.1 When to Score

B8.1.1 If an event is divided into stages, practices, matches or series then targets should be scored at the end of each stage, practice, match or series.

B8.1.2 After firing the required number of strings or shots, upon command of the C.R.O. / R.O., competitors may go forward and examine their targets but must not touch them, to do so could incur a procedural penalty or possibly match disqualification.

B8.2 Who Can Score

B8.2.1 Targets may be scored by an R.O., a Stats officer or another competitor. No competitor may score their own target.

B8.3 Where to Score

B8.3.1 Targets may be scored on the target frames, behind the firing line or in the Statistical Office.

B8.3.2 When targets are scored before removal from the frame, the scorer records the hits and has the score accepted by the competitor, using the challenge process if necessary. Each target is then repaired or replaced by a new target.

B8.4 How to Score

B8.4.1 If the edge of a shot hole comes in contact with the scoring ring of a target, the shot is given the higher value (inward gauging).

B8.4.2 If the diameter of a hit from a slug or a buckshot pellet on a scoring paper target touches the scoring line between two scoring areas, or the line between the non-scoring border and a scoring area, or if it crosses multiple scoring areas, it will be scored the higher value.

B8.4.3 If the diameter of a hit from a slug or a buckshot pellet, touches the scoring area of both a scoring paper target and a paper no-shoot, it will earn the score and incur the penalty.

B8.4.4 When a bullet enters a target from the back it will be scored as a miss.

B8.4.5 Hits outside the scoring rings are scored as misses.

B8.4.6 Any slug or ball which does not pass completely through the target will be scored as a miss.

B8.4.7 Hits on the wrong target will be scored as misses.

B8.4.8 A hole made by a ricochet slug will be scored as a miss.

B8.4.9 Steel targets must fall to count. Targets that twist or rotate to present a smaller aspect will be reset and the competitor allowed to shoot that stage, practice, match or series again.

B8.4.10 Frangible targets must break or show penetrating damage to count.

B8.5 Gauging

B8.5.1 A scoring overlay gauge may be used by any scorer to determine the value of close shots.

B8.6 Early / Late Shots

B8.6.1 If any shots are fired at the target before the signal to commence firing (early shots) or after the signal to stop firing (late shots), the shots of highest value equal to the number fired in error will be scored as misses (e.g. if a competitor fires 2 early/late shots they will lose the 2 highest scoring shot-holes on their target).

B8.6.2 Where a shot timer is used to give the signal to cease firing, any shot fired and recorded after the signal to cease firing will be scored as a miss.

B8.6.3 All shots fired by the competitor after they take their position at the firing point will be counted in their score, even if accidentally discharged, provided that they are not either early or late shots.

B8.7 Too Many / Too Few Shots

B8.7.1 As a general rule only those hits that are visible will be scored. An exception will be made in the case where the groupings of 3 or more shots are so close that it is possible for a shot or shots to have gone through the enlarged hole without leaving a mark and there has been no evidence that a shot or shots have gone anywhere other than through the assigned target. In such a case, the shooter will be given the benefit of the doubt and scored hits for the non-visible shots on the assumption they passed through the enlarged hole. If such assumption should place a non-visible hit in either of 2 scoring rings, it is scored in the higher-valued ring.

B8.7.2 If more than the required number of hits appears on the target, any shot which can be identified by the slug hole as having been fired by some competitor other than the competitor

assigned to that target, or as having been fired in a previous string, will be disregarded. If more than the required number of hits then remains on the target, the score given will be that for the required number of hits with the highest scoring values. If the competitor believes that the result achieved by using the highest scoring hits would result in an inappropriate reclassification, they may elect to have the required number of hits with the lowest scoring values recorded instead.

B8.7.3 If a competitor fires fewer than the prescribed number of shots through their own fault, and there are more hits on the target than the shots fired, they will be scored the number of shots of highest value equal to the number they fired and given a miss for each unfired shot.

B8.8 Scorer's Duties

B8.8.1 The scorer will:

- a. Record on the scorecard or scoring programme, the number of hits of each value and misses at the end of each series / practice / match / stage.
- b. If required, calculate and record on the scorecard the total score for each series / practice / match / stage and for the overall event.
- c. Sign the card.
- d. Have the competitor sign the card.

B8.9 Competitor's Duties

B8.9.1 The competitor will:

- a. Review the shots on the target and compare the recorded hits on the scorecard with the target at the end of each series / practice / match / stage. Bring to the attention of the C.R.O. / R.O. any perceived anomalies and have these agreed or rectified and agreed.
- b. Review the scorecard for complete entries and accuracy of the hits recorded, making sure that they are of the correct value and that the required number of hits are listed at the end of the series / practice / match / stage. Bring to the attention of the C.R.O. any perceived anomalies and have these agreed or rectified and agreed.
- c. At the end of the overall event:
 - Either* Sign the scorecard if the hits and shot values are properly evaluated and recorded, acknowledging acceptance of the score as it appears on the scorecard.
 - Or* Write "challenged" in place of the signature if a shot(s) value is questionable or if there is another reason to challenge. After the challenge procedure is completed, ensure the scorecard is signed by the range official, then sign it.
 - Then* Submit the scorecard to the Statistical Office.

B8.10 Scorecards

B8.10.1 Scorecards will be prepared by the Statistical Office and delivered to the competitor who will hand the scorecard over to the scorer at the appropriate time.

B8.10.2 Erasures on scorecards are not permitted. If correction is necessary, it must be made and initialled by the scorer. To make corrections, the scorer should draw a line through the incorrect figure, initial it and place the correct figure alongside.

B9 Ties

B9.1 Individual Events

Tie breaking rules shall be applied in the order listed below:

- a. By the greatest number of Xs in the event.
- b. By the scores at each distance, commencing with the longest distance.
- c. By the X count at each distance, commencing with the longest distance.

B9.1.1 .

B9.2 Team Events

B9.2.1 Ties in team events will be broken in the order shown below:

- a. By considering team score as though it was a single score fired by an individual. The same rules apply as those for an individual.
- b. By highest individual aggregate score.
- c. By second highest individual aggregate score,

B10 Challenges and Protests

B10.1 Challenges

B10.1.1 When a competitor feels that a shot fired by them has been improperly evaluated or scored, they may make a challenge. Such challenge must be made immediately upon announcement of the score. See B8.5 for use of gauges. No challenge will be accepted after the target has been handled by the shooter.

B10.1.2 When targets are scored on the target frames, or at a prescribed location behind the firing line, and scoring of a shot is challenged the C.R.O. will immediately call a Jury (see B10.2) who will score the target. If necessary, to avoid delaying the event, the challenged target will be replaced with a clean target and the event will proceed. The Jury will then score the target as soon as possible and notify the competitor.

B10.1.3 When targets are scored in the Statistical Office, a recheck will be made by the Chief Statistical Officer (provided he/she has not previously scored or checked the target) and the Jury in that order.

B10.1.4 Competitors may challenge their own posted scores within a period specified for the particular event.

B10.1.5 The Match Director may challenge any competitor's score. Such challenge must be made within the challenge period and checked by a Jury.

B10.2 Jury

B10.2.1 A Jury of three persons of good standing shall be appointed, as required, by a C.R.O. or by the Match Director. The three will be chosen from those with good knowledge and experience of the Rules and Conditions who are not in any way personally involved in the decision and one of whom must have already shot the same competition at the same venue.

B10.3 Protests

B10.3.1 A competitor may formally protest any injustice which he/she feels has been done them (except the evaluation of a target which may be challenged as outlined above).

B10.3.2 A protest must be initiated immediately upon the occurrence of the protested incident. Failure to comply with the following procedure will automatically void the protest:

- a. State the complaint orally to the C.R.O. / R.O.. If not satisfied with this decision then,
- b. State the complaint orally to the Match Director.

B10.4 Challenges and Protests in Team Events

B10.4.1 Team challenges and protests must be made by the Team Captain. Team members who believe they have reason to challenge or protest will state the facts to their Team Captain, who will make the official challenge or protest if they feel such action to be justified.

B11 Results

B11.1 Posting Results

B11.1.1 **Interim Results.** As and when practical, Chief Stats. will produce and post results for competitors who have completed the event. These may be used as the basis for challenges (see B10.1).

B11.1.2 **Provisional Results.** As soon as possible after all competitors have completed the event, Chief Stats. will produce and post a full set of results. Following the posting of these provisional results, competitors will have a specified period within which they may make challenges. This period will be displayed with the provisional results.

B11.1.3 **Final Results.** Final results will be produced and posted by Chief Stats once the provisional result challenge period has expired. These results will be used as the basis for the award of prizes.

B11.1.4 **GDPR.** The publication of all results must comply with current GDPR requirements.

B11.2 Correction of Result Errors

B11.2.1 Chief Stats. will correct errors which may come to the attention of the Stats. Office prior to the publication of the final results.

B11.3 Changing Final Results

B11.3.1 The final results shall not be changed except on authority of the Match Director. Such changes may arise from:

- a. Typographical errors.
- b. Errors in classification of competitors, the competitor having been advised of such error and of their correct classification.
- c. Disqualification or Expulsion of competitors as provided for by the rules.

B11.4 Retention of Records

B11.4.1 Chief Stats. will ensure that all completed scorecards are retained for 30 days after the end of the match.

B12 Record Scores

B12.1 National Record Scores

National Record Scores. These are maintained only for NTSA members. National records can only be set at any NTSA Sanctioned match.

B12.2 Qualifying Scores

B12.2.1 In order for records to be recognised, reports of the scores must be submitted to the classification organiser by the Chief Statistical Officer of the match in which they were fired.

B12.2.2 Record scores may not be established by use of scores fired in special positions or with special equipment.

B12.2.3 Scores fired during re-entry events cannot be used to establish records.

B12.2.4 Scores must be complete scores for an entire event. Practice, match or stage scores, or scores for only part of an event, will not be used for records.

B13 Discipline

B13.1 Aliases

B13.1.1 No competitor may fire under an assumed name unless this name is registered with the Single Action Shooting Society (S.A.S.S.) Society of Remington Revolver Shooters (SC.O.R.R.S.) or other such organisation and proof there of is required.

B13.1.2 No competitor may register, enter or shoot in an event in the name of another.

B13.2 Score and Classification Falsification

B13.2.1 No competitor will falsify their score or classification, nor that of any other competitor, nor be an accessory thereto.

B13.3 Cross Firing and Excess Hits

B13.3.1 No competitor will deliberately fire on the wrong target nor fire more than the required number of shots, including hits on some other competitor's target and misses.

B13.4 Bribery

B13.4.1 No person will offer a bribe to any of the range crew, statistical personnel or others nor be an accessory thereto.

B13.5 Disorderly Conduct

B13.5.1 Disorderly conduct or intoxication (of any form) is strictly prohibited on the range.

B13.6 Wilful Destruction of Range Equipment

B13.6.1 No shooter shall cause any range equipment to become damaged through a deliberate act.

B13.7 Chronographing

B13.7.1 As noted at A2.3.1, any R.O. may require any competitor's ammunition to be chronographed. The following procedure will be used to chronograph ammunition. Select three of the competitor's rounds at random. Fire all three rounds and follow these steps:

- a. If one round only exceeds the limit, the test is over; the ammunition passes.
- b. If two rounds exceed the limit, the test is repeated with three new rounds.
- c. If all three rounds exceed the limit, the ammunition has failed.

B13.7.2 If test b above is failed, fire three new rounds and follow these steps:

- a. If one round only exceeds the limit, the test is over; the ammunition passes.
- b. If two rounds exceed the limit, the ammunition has failed.

B13.7.3 If the ammunition fails the chronograph test it may not be used. The competitor is Disqualified from any events already shot using that ammunition.

B13.8 Refusal to Obey

B13.8.1 No person will refuse to obey instructions of the Match Director or any other official if instructions are given in the proper conduct of the office.

B13.9 Evasion of Rules

B13.9.1 No competitor will evade or attempt to evade or be an accessory to the evasion of any Rules or Conditions. Refusal of a competitor or match official to give testimony regarding facts known to them concerning violations or attempted violation of the Rules and Conditions will constitute being an accessory to the violation or attempted violation.

B13.10 Self Discipline

B13.10.1 The safety of competitors, range personnel and spectators requires continuous attention by all to the careful handling of firearms and caution in moving about the range. Self-discipline is necessary on the part of all. Where such self-discipline is lacking it is the duty of range personnel to enforce discipline and the duty of competitors to assist in such enforcement.

B13.11 Safety Violations

B13.11.1 Safety violations include the following:

- a. Pointing a firearm, whether loaded or unloaded, in an unsafe direction. An unsafe direction includes any direction up range (i.e. more than 45 degrees away from the mean intercept of the backstop) or in the direction of another person.
- b. Discharging an un-aimed shot that impacts anywhere other than the back stop or designated fall out area behind the target line.
- c. Dropping a loaded firearm.
- d. Handling a loaded firearm, while not under the direct instructions of an R.O., when the range has not been declared clear and / or there are persons down range.
- e. The consumption of alcohol or drugs, for non-medicinal purposes, on the range or during the competition while competing.
- f Handling ammunition in a Safety Area

B13.12 Loud or Abusive Language

B13.12.1 Loud and/or abusive language that disturbs the operation of the event or the competitors while firing is not permitted. Competitors, scorers and R.O.s will limit their conversation directly behind the firing line to official business. Verbal abuse by competitors or verbal abuse of competitors by range officials is grounds for Disqualification or replacement of those guilty of such action. Disturbance of shooters by spectators is likewise prohibited.

B13.13 Sanctions

B13.13.1 A C.R.O. will Disqualify (see B13.14) a competitor from an event in which they have committed a safety violation (see B13.11.1). The competitor may appeal such a decision to the Match Director.

B13.13.2 The Match Director, upon proper presentation of evidence, may apply a Procedural Penalty to, Disqualify, or order the Expulsion (see B13.15) of any competitor for violation of Rules or

Conditions, or for other conduct considered discreditable or unsafe. In the event of a disagreement on sanctions between match officials, the Match Director decision shall prevail.

B13.14 Disqualification

Competitors who are Disqualified from an event are required to remove themselves and their equipment from the firing point immediately. Their score for the event will be deleted. No refund of entry fees will be given. Details of all Disqualifications shall be reported to the N.T.S.A. Committee or the National Governing Body under whose auspices the match is run.

Where a competitor is disqualified at a NTSA competition, the NTSA Policy on Disqualification will apply.

B13.15 Expulsion

B13.15.1 Expelled competitors are disqualified from all events at the match. They are required to remove themselves and their equipment from the range complex and not to return for the remainder of the match. No refund of entry fees will be given. Details of all Expulsions shall be reported to the N.T.S.A. Committee or the National Governing Body under whose auspices the match is run.

B14.16 Exclusion, Banned or Barred Individuals

B14.16.1 Where an individual N.T.S.A. member has been barred/banned from a shooting club for non-safety related issues, the N.T.S.A. will enquire on behalf of that member whether an exemption for individual N.T.S.A. matches may be made.

If the member has been barred for a safety related issue no action will be taken by the N.T.S.A. to intervene and we accept that the right to ban any individual rests with affiliated clubs.

B14 Range Standards

B14.1 Firing Line

B14.1.1 The firing line is immediately in front of the firing points. All ranges are measured from this firing line to the face of the targets when targets are hung in their proper firing position in front of the backstop.

B14.2 Firing Point

B14.2.1 That part of the range provided for the competitor immediately to the rear of the firing line from which firing takes place. It is recommended that each firing point has a minimum width of 1.8 metres / yards.

B14.3 Shelter

B14.3.1 The firing points of outdoor ranges may be covered and enclosed on three sides, open toward the targets. There must be ample room for match officials to move freely to the rear of the shooters. This does not preclude the construction of ranges within areas surrounded or partially surrounded by safety walls.

B14.4 Illumination

B14.4.1 Ranges may be artificially illuminated.

B14.5 Target numbers

B14.5.1 Where target numbers are used, target frames will be numbered on alternating backgrounds of contrasting colours. The numbers will be large enough to be identified with the naked eye under ordinary light conditions. Numbers must correspond with the firing point numbers. Target numbers will be fixed in position so as to remain visible, from all shooting positions, when the targets are exposed.

B14.5.2 A competitor may add their target number, or another distinguishing mark, to the face of the target outside the scoring area if they so wish.

B15.6 Safety Areas

B15.6.1 Where possible Safety Areas should be conveniently placed and easily identified with signs. Safety Areas should include a table with the safe direction and boundaries clearly shown.

B15.6.2 Competitors are permitted to use the Safety Areas for the activities stated below provided they remain within the boundaries of the Safety Area and the firearm is pointed in a safe direction. Violations may be subject to match disqualification.

- a. Casing and uncasing unloaded firearms.
- b. Practice the mounting of unloaded firearms.
- c. Practice the insertion and removal of empty magazines and/or to cycle the action of a firearm.
- d. Conduct inspections, stripping, cleaning, repairs and maintenance of firearms, component parts and other accessories.
- e. The removal and replacement of moveable chokes

B15.6.3 Dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines, loaded speed loading devices and live rounds must not be handled in a Safety Area under any circumstances

B15.7 Event specific range equipment

B14.5.3 Some events require specific items of range equipment – this is specified in the relevant Courses of Fire.

C – NTSA Approved Courses of Fire

C1 General

C1.1 **Publication.** The NTSA Approved Courses of Fire document is published as a separate document and may be downloaded from the NTSA web site.

C1.2 **FAC Conditions.** Only the competitions listed within this document are approved for the purposes of complying with conditions placed upon individual Firearm Certificates.

C1.3 **Updating NTSA Courses of Fire.** The courses of fire may be updated and changed at any time by the NTSA Rules Committee and approved by the NTSA Committee.

C1.4 **Adding Courses of Fire.** The NTSA welcome any suggestions for additional competitions. Please contact the NTSA Competition Secretary via competitions@ntsa.co.uk who will pass on the competition for consideration to the NTSA Rules committee.