



S.S.A.A. (QLD.) Inc.

**BIG GAME & HUNTING
RULE BOOK**



TABLE OF CONTENTS

1	Trophies and Prizes for State Competitions	Page 1
2	Core Events	Page 1
3	Scoring Information and Procedures	Page 2
4	Range Commands	Page 3
5	Rifles	Page 3
6	Sights	Page 3
7	Shooting Aids and Positions	Page 4
8	Ammunition	Page 4
9	Targets	Page 4
10	Courses of Fire	Page 5
11	S.S.A.A. National Live Stuck Round Mandatory Rule	Page 13
12	Malfunction/Misfire Rule	Page 13
13	Protest and Appeals Committee	Page 13
14	Interim Rules	Page 15

1. TROPHIES AND PRIZES FOR STATE COMPETITIONS

- 1.1 Place getters in each Event will receive appropriate S.S.A.A. medals for 1st, 2nd, 3rd.
- 1.2 Additional trophies may be provided for place getters but this will be the responsibility of the Host Branch.
- 1.3 Corporate Sponsorship may be sought in accordance with S.S.A.A. Policy.
- 1.4 A special award will be made to the State Champion on the basis of the total of 5 scores from the Core Events; the places being decided by aggregating the percentage score in each Competitor's 5 highest scoring events from the Core Events. (See 3.8) The State Veteran Championship will be calculated on their 5 best Core event scores, the same as for Overall Champion.
The State Under 15 and 15+ Junior Championship will be decided under the same Rules, except that it will be from the 3 highest scoring events from the Core Events.

2. CORE EVENTS

State Big Game Rifle Championships must consist of these core Events:-

Group One

Group Two

Group Three

Bore Gun

Stopper Double Rifle

Stalker Double Rifle

Charging Animal (and/or)

Special Snap

Light Black Powder – Military and Sporting

It is preferred that the State Championship is a 2 day Event, with as many Events contested as possible.

Zone Big Game Rifle Events should also use the same core events unless otherwise advertised.

A minimum of 30 minutes practice time is to be allowed at the start of each day of competition.

3. SCORING PROCEDURES AND INFORMATION

- 3.1 Scoring will be under control of a designated Chief Scorer.
- 3.2 Each target will be scored by a minimum of two Scorers.
- 3.3 Competitors may view their targets before and after scoring.
- 3.4 Any dispute which cannot be resolved by the Chief Scorer will be referred to the Appeals Committee.
- 3.5 Where a shot touches a scoring line it shall be awarded the highest score that line embraces.
- 3.6 When two shooters have an identical score they will be separated by count back e.g. where two shooters have a score of 150, shooter (a) has in his score 3 x 10 rings and shooter (b) has 2 x 10 rings, then shooter (a) will be declared winner. Where a target has an x ring or bullseye inside the 10 ring a shot touching or inside that ring or bullseye shall be scored as 10.1 (the .1 designates an x ring or bullseye score only) i.e. A score of 180.18 would not be added up to 181.8 and a score of 181 would beat it.
- 3.7 Additional shots on a target –
 - 3.7.1 Crossfires onto another Competitor's targets:
A Competitor firing on another Competitor's target shall lose all the shots crossfired. The Competitor, whose target has been crossfired on, shall not receive the benefit of the crossfired shot/s when they can be identified. If the crossfired shot/s cannot be identified, it is assumed they be the lowest valued shot/s on the target.
 - 3.7.2 Extra Shots:
Where a Competitor has fired more than the permitted number of shots for a target, the highest valued shots will be struck from the target until only the required number of shots remain.
- 3.8 The score for each individual event is to be converted to a percentage. To calculate the aggregate championship, add the best five percentages.

14. INTERIM RULES

ADVANCING ANIMAL & FLEEING ANIMAL

CLASSES

All Classes covered by the SSAA (Qld.) Inc. Big Game Rifle Rue Book.

TARGET and RANGE SPECIFICATIONS

TARGET SSAA Official 50 metre slow fire target.

MOVER 1 target advancing/retreating in a direct line at 90 degrees to the firing point from a minimum of 25 metres/yards to a maximum of 100 metres/yards. The method of target carriage to be at the discretion of the Host Branch via Qld WLB approval

ADVANCING ANIMAL FIRING SEQUENCE

shots during target movement from 75 to 25 metres/yards

FLEEING ANIMAL FIRING SEQUENCE

4 shots during target retreat from 25 to 100 metres/yards

Errata: This competition is intended as an additional event for Branch use and above.

aggrieved by a decision of the Range Officer, the Target Scorers, or any other organisational matters or methods of conducting the Competition. A Competitor may protest the conduct of another Competitor(s) or that another Competitor(s) has not fulfilled his obligations according to the Rules, or has not properly obeyed the Rules.

- 5.4 The protest must be lodged in writing and accompanied by a fee the amount of which shall be nominated by the Organisers of the Competition. If the protest or appeal is upheld, the applicant is to be refunded the amount of the fee. If the protest is disallowed, then the fee shall be forfeited to the Organisers conducting the Competition.
- 5.5 The protest is to be lodged with the Range Officer or other persons nominated by the Organisers of the Competition to receive appeals. A protest may be lodged during the conduct of a Competition or after the Competition has been completed, but not later than 30 minutes after the scores for that Competition have been announced or posted. When received, the protest or appeal must be given to the Chairman of the Protest and Appeals Committee as soon as possible.
- 5.6 The Chairman shall convene the Appeals Committee without undue delay and the Appeals Committee shall be empowered to:-
- 5.6.1 hear evidence from the Protester, the Appellant and person(s) involved in the protest;
 - 5.6.2 to require the Range Officer, Scorers or Organisers to produce targets, score sheets or other material relevant to the protest;
 - 5.6.3 to call evidence from any other person(s) who may be able to help the Appeals Committee and
 - 5.6.4 to do all such other things that the Appeals Committee believes will enable it to reach an unbiased and just decision.
- 5.7 Any accused person shall:-
- 5.7.1 have a right to be heard before the Appeals Committee and to remain in attendance during each session of the Appeals Committee
 - 5.7.2 be advised of the time and place the Appeals Committee shall hear evidence of the protest or appeal
 - 5.7.3 be entitled to remain in attendance before the Appeals Committee until the Appeals Committee adjourns the proceedings to make its decision
 - 5.7.4 be informed of the evidence or allegations made
 - 5.7.5 be supplied the details of verbal or written statements made against that person or persons
 - 5.7.6 be given an opportunity before the Appeals Committee to correct or contradict any accusations or allegations made
- 5.8 Immediately the Appeals Committee has made a decision, the Chairman shall verbally announce it to a gathering of Competitors summoned to hear the decision, or post the decision on a notice board. The decision of the Appeals Committee shall be final and binding on the matter of the protest and on all persons concerned therein.

4. RANGE COMMANDS

The commands to be used will be as follows:-

LOAD allow time for this to be done and observe.

READY close bolts & actions, listen for any negative replies and if none

COMMENCE FIRE

with a one second delay between Commence & Fire. The operative word is "Fire" and this is when firearms can be shouldered and not before i.e. Not on the "Commence" call.

CEASE FIRE with a one second delay between Cease & Fire. The operative word is "Fire!"

5. RIFLES

All rifles are to be within the spirit of the event.

6. SIGHTS

If a telescopic sight or optical sight (such as aimpoint) is used in any Event where it is allowed, a penalty of

- a) ½ point per shot for scopes up to and including six (6) power (ie. 20 shot match - lose 10 points)
 - b) 1 point per shot for scopes over six (6) power (ie. 20 shot match – lose 20 points)
- will be deducted from the total score.

7. SHOOTING AIDS and POSITIONS

- 7.1 No slings may be used in the Competition. A sling may be fitted but it will not be used to support the rifle or the shooter in any way.
- 7.2 No rests of any sort other than the shooter's own body to be used.
- 7.3 No spotting scopes or binoculars will be used by the Competitor during the course of Events.
- 7.4 No coaching or advice shall be given to any Competitor during an Event other than for safety.
- 7.5 For all events governed by the Big Game Rifle Discipline, if Competitors do not wish to shoot in the prescribed position, they may elect to shoot in a more difficult position.
- 7.6 Ready Position – Bolt closed, muzzle pointing up range, rifle held in both hands, with the butt stock at waist level and visible below the elbow.

8. AMMUNITION

- 8.1 Ammunition shall meet the minimum criteria laid down for the Classes.
- 8.2 A shooter shall have available at the firing line or prior to the Event a minimum of two extra rounds for evaluation by the Appeals Committee if required. Failure to comply with the above, if required, will mean disqualification from that particular Event.
- 8.3 If evaluation of a Competitor's ammunition is required, then those rounds required will be chosen at random from the firing line or prior to the Event by a Member of the Appeals Committee.
- 8.4 Evaluation of ammunition will be carried out by the use of a chronograph and the Competitor's rifle and/or by manual checking of components by weight and type.

9. TARGETS

S.S.A.A official 50 Metre International Slow Fire Pistol Target (T4) will be used. For each event, one target is to be used per distance except in the case of Double Rifle. Refer to course of fire information.

100 metres/yards	- 4 shots sitting/kneeling	(up to 5 minutes)
	- 4 shots offhand	(up to 5 minutes)
50 metres/yards	- offhand	
	- 2 shots Rapid Fire	(20 seconds)
	- 2 shots Rapid Fire	(15 seconds)

11. S.S.A.A. NATIONAL STUCK LIVE ROUND MANDATORY RULE

If a malfunction results in a stuck live round which cannot be simply removed from the breech end of the barrel, the firearm is to be made safe and removed from the Range to a competent person. Under no circumstances is an attempt to be made to remove the round by insertion of a cleaning rod or similar, from the muzzle or front of the cylinder.

12. MALFUNCTION/MISFIRE RULES.

1. In the event of a malfunction/misfire-stop, point the muzzle in a safe direction and wait 30 seconds. The Range Officer is to attend and control the outcome.
2. Misfire caused by faulty ammunition or malfunction. No penalty.
 - 2.1 In precision stage, replace round and finish target.
 - 2.2 In rapid fire stage, replace target and reshoot series.
3. Any reshoots as a result of malfunctions or misfires will be held at the end of each scoring set of shots.

13. PROTESTS AND APPEALS COMMITTEE

The Rules for the Protest and Appeals Committee are common to all Disciplines and are as follows:-

- 5.1 At all Registered Tournaments there shall be a Protest and Appeals Committee (hereinafter called "Appeals Committee") which shall be formed by the Host Branch or Organisers to hear and decide protests and appeals.
- 5.2 The Appeals Committee shall consist of a minimum of three people one of whom shall act as Chairman, any of whom may be Competitors in the Competition, but in no case shall an appellant or protester be included as a Member of the Appeals Committee (notwithstanding any Rule or Rules of Law to the contrary). In tournaments where more than one Branch is represented, a Delegate from any of the Branches represented may be appointed to be a Member of the said Committee and such appointments shall be at the discretion of the Host Branch.
- 5.3 A protest may be lodged by any Competitor who feels

LIGHT BLACK POWDER – MILITARY and SPORTING

- a. Military – minimum .360 calibre
- b. Sporting - minimum .360 calibre
- c. Min. muzzle energy 900 ft lbs
- d. Min. powder load 50 grains black powder
- e. Max. powder load 100 grains black powder
- f. Duplex loads to comprise no more than 10% smokeless powder
- g. Cartridge has to have originally been a black powder cartridge
- h. NO telescopic sights
- i. One target per distance

FIRING SEQUENCE

Light Black Powder – Military and Sporting (20 shots)

100 metres/yards	- 4 shots off hand	(10 minutes)
	- 4 shots sitting/kneeling	(10 minutes)
50 metres/yards	- 4 shots off hand	(10 minutes)
	- 2 shots off hand	(10 seconds)
25 metres/yards	- 3 x 2 shots off hand	(10 seconds)
	(per bracket of 2 shots)	

AFRICAN PLAINS RIFLE

- a. Magnum Calibres 6.5 to 8mm inclusive, with a case capacity greater than 30/06 Improved
- b. Min. bullet weight 140 grains
- c. Min. muzzle energy 3,000 ft lbs
- d. 20 rounds per match
- e. No scope penalty
- f. 50m Slow Fire Pistol Target used throughout.
- g. One target per distance

FIRING SEQUENCE

African Plains Rifle	(20 shots)	
200 metres/yards	- 4 shots sitting post	(up to 5 minutes)
	- 4 shots standing post	(up to 5 minutes)

10. COURSES OF FIRE

Where a time limit is not specified in Calibre Class Rules, an average of **2 minutes per shot** is to be allowed.

GROUP ONE NITRO

- a. Min. Calibre .330
- b. Min. bullet weight 165 grains
- c. Min. muzzle energy 2,900 ft lbs
- d. Scope Penalty – refer Section 6 – Sights
- e. One target per distance

FIRING SEQUENCE

Group One Nitro	(20 shots)	
100 metres/yards	- 4 shots off hand	(10 minutes)
	- 4 shots sitting/kneeling	(10 minutes)
50 metres/yards	- 4 shots off hand	(10 minutes)
	- 2 shots off hand	(10 seconds)
25 metres/yards	- 3 x 2 shots off hand	(10 seconds)
	(per bracket of 2 shots)	

GROUP TWO NITRO and GROUP TWO STOPPER

- a. Min. Calibre .400
- b. Min. bullet weight 400 grains
- c. Min. muzzle energy 3,900 ft lbs
- d. Scope Penalty – refer Section 6 – Sights
- e. One target per distance

FIRING SEQUENCE

Group Two Nitro	(14 shots)	
100 metres/yards	- 2 shots off hand	(10 minutes)
	- 2 shots sitting/kneeling	(5 minutes)
50 metres/yards	- 2 shots off hand	(5 minutes)
	- 2 shots off hand	(10 seconds)
25 metres/yards	- 3 x 2 shots off hand	(10 seconds)
	(per bracket of 2 shots)	
Group 2 Stopper	(6 shots)	
25 metres/yards	- 6 shots	(25 seconds)

GROUP THREE NITRO

- a. Calibre over .485
- b. Minimum bullet weight 525 grains
- c. Minimum muzzle energy 5,300 ft lbs
- d. Scope Penalty – refer Section 6 – Sights
- e. One target per distance

FIRING SEQUENCE

Group Three Nitro	(8 shots)	
50 metres/yards	- 2 shots off hand	(5 minutes)
	- 2 shots off hand	(10 seconds)
25 metres/yards	- 2 x 2 shots off hand (per bracket of 2 shots)	(10 seconds)

BORE GUNS and RIFLES

- a. Minimum 20 bore
- b. May use black powder or nitro loads. Must be factory maximum or equivalent reloads.
- c. Any bore gun or rifle with full rifling or patent rifling, as in paradox and semi-visible rifling for ball and shot.
Smooth bore ball guns permitted provided they are specifically made for ball and have sights fitted by original maker.
- d. Shotguns using solid slugs and similar modern developments are not permitted.
- e. Must have maker's fitted sights.
- f. One target per distance

FIRING SEQUENCE

Bore Guns and Rifles	(14 shots)	
100 metres/yards	- 2 shots off hand	(5 minutes)
	- 2 shots sitting/kneeling	(5 minutes)
50 metres/yards	- 2 shots off hand	(5 minutes)
	- 2 shots off hand	(10 seconds)
25 metres/yards	- 3 x 2 shots off hand (per bracket of 2 shots)	(10 seconds)

HOWDAH PISTOL

- a. Minimum calibre .375
- b. Single or double barrel
- c. Smooth or ball rifling
- d. Min. muzzle energy 1,000 ft lbs
- e. Min. 300 grain bullet weight

FIRING SEQUENCE

Howdah Pistol	(max. 10 shots)	
25 metres/yards	- to be decided by Host Branch	
10 metres/yards	- to be decided by Host Branch ("Tiger" target if possible)	

HEAVY BLACK POWDER EXPRESS – MILITARY and SPORTING

- a. Min. calibre .400
- b. Minimum case capacity 110 grains black powder
- c. Loads may be –
 1. full black powder
 2. Pyrodex
 3. Duplex – must be 80% black powder
 4. Jacketed bullets may be used with full black powder loads only
- d. NO telescopic sights
- d. One target per distance

FIRING SEQUENCE

Black Powder Express	(20 shots)	
100 metres/yards	- 4 shots off hand	(10 minutes)
	- 4 shots sitting/kneeling	(10 minutes)
50 metres/yards	- 4 shots off hand	(10 minutes)
	- 2 shots off hand	(10 seconds)
25 metres/yards	- 3 x 2 shots off hand (per bracket of 2 shots)	(10 seconds)

ROOK and RABBIT RIFLE

- a. Muzzleloaders and cartridges introduced before 1905
- b. Muzzle energy not to exceed 400 ft lbs. Muzzleloaders to use a max. powder charge equal to caliber e.g. .45 cal = 45gns max.
- c. Plain base lead bullets only – round lead ball for muzzleloaders only
- d. Cartridge rifles to have been made before 1940.
- e. Muzzleloaders are to be of pre 20th Century styling.
- f. No bolt actions or semi-automatics
- g. No telescopic sights
- h. No target rifles
- i. To include 25/20 and 32/20 using plain base lead load
- j. Excluding .22 Rimfire.
- k. One target per distance

FIRING SEQUENCE

Rook and Rabbit Rifle (20 shots)

- 50metres/yards - 5 shots off hand (5 minutes)
- 5 shots sitting/kneeling (5 minutes)
- 25 metres/yards - 5 shots off hand (5 minutes)
- 5 x 1 shot in 3 seconds per shot off hand.

SETTLERS RIFLE

- a. Cast lead bullets – plain base or gas check
- b. No power factor
- c. Action types – no semi-automatics
- d. Sights – iron sights, but not globe front sights; blade or bead front sights only
- e. Calibre – any Centrefire case – maximum 1.45” long
- f. One target per distance

FIRING SEQUENCE

Settlers Rifle (10 to 20 shots)

- 50 metres/yards – maximum distance
- to be decided by Host Branch

CHARGING ANIMAL and SPECIAL SNAP

- a. Minimum calibre .330
- b. Min. bullet weight 165 grains
- c. Min. energy 2,900 ft lbs
- d. Scope Penalty – refer Section 6 – Sights
- e. One target per distance

FIRING SEQUENCE

- Charging Animal (6 shots)
- 75 metres/yards - 2 shots on 1 target
- 50 metres/yards - 2 shots on 1 target
- 25 metres/yards - 2 shots on 1 target
- total time limit (35 seconds)
- Special Snap (8 shots)
- 25 metres/yards - 8 shots on 1 target
- total time limit (35 seconds)

STOPPER DOUBLE RIFLE

- a. Min. Calibre .400 – bore guns 12 bore minimum
- b. Min. bullet weight 400 grains
- c. Min. muzzle energy 3500 ft lb
- d. Scope Penalty - refer Section 6 - Sights
- e. Centre-fire double rifles only

FIRING SEQUENCE

- Stopper Double Rifle (12 shots on 50m Slow Fire Pistol Target)
- 50 metres/yards - 1 target only
- 4 shots offhand, 2 from each barrel (30 seconds)
- 25 metres/yards - 2 targets 2m apart
- 2 x 2 shots
- 1 shot at each target off hand (per bracket of 2 shots) (10 seconds)
- 2 shots off hand
- 1 on each target left hand first (7 seconds)
- 2 shots off hand
- 1 on each target right hand first (7 seconds)

STALKER DOUBLE RIFLE

- Calibre .243 to .399 plus larger calibers that do not meet "Stopper" minimum energy. "Stopper" doubles may be light loaded to compete in this Class.
- Scope Penalty – refer Section 6 – Sights
- Centrefire double rifles only
- One target per distance

FIRING SEQUENCE

- Stalker Double Rifle (10 shots, on 50m Slow Fire Pistol Target)
- 50 metres/yards - 1 target only
- 2 shots left and right barrel off hand (10 seconds)
 - 4 shots rapid fire (16 seconds)
- 25 metres/yards - 2 targets 2m apart
- 2 shots offhand
 - 1 on each target left hand first (7 seconds)
 - 2 shots offhand
 - 1 on each target right hand first (7 seconds)

OPEN DOUBLE RIFLE

- Any Centrefire double rifle
- Scope Penalty – refer Section 6 – Sights
- One target per distance

FIRING SEQUENCE

- Open Double Rifle (10 shots)
- 50 metres/yards
- 2 shots off hand, 1 from each barrel (5 minutes)
 - 4 shots off hand, 2 from each barrel (16 seconds)
- 25 metres/yards
- 4 shots off hand, 2 from each barrel (16 seconds)

CLASSIC CARTRIDGE

- Min. calibre .228 Centrefire
- The cartridge must have been introduced up to and including 1939.
- Scope Penalty – refer Section 6 – Sights
- One target per distance

FIRING SEQUENCE

- Classic Cartridge/Pot Rifle (20 shots)
- 100 metres/yards - 4 shots off hand (10 minutes)
- 4 shots sitting/kneeling (10 minutes)
- 50 metres/yards - 4 shots off hand (10 minutes)
- 2 shots off hand (10 seconds)
- 25 metres/yards - 3 x 2 shots off hand (per bracket of 2 shots) (10 seconds)

POT RIFLE

- Any sporting Centrefire rifle
- The rifle to have a sporting configuration
- Scope Penalty – refer Section 6 – Sights
- One target per distance

FIRING SEQUENCE

- Classic Cartridge/Pot Rifle (20 shots)
- 100 metres/yards - 4 shots off hand (10 minutes)
- 4 shots sitting/kneeling (10 minutes)
- 50 metres/yards - 4 shots off hand (10 minutes)
- 2 shots off hand (10 seconds)
- 25 metres/yards - 3 x 2 shots off hand (per bracket of 2 shots) (10 seconds)