



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

RENDEZVOUS RULES – QLD.



A Discipline re-enacting the lifestyle and firearms of the world in the muzzle loading Golden Age - 1500 to 1865.

2018 Edition

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General Rules and Conditions

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 and 3rd. Ladies and Junior medals may be awarded for a designated Match or aggregate of Matches.
- 1.2 Additional trophies will be the responsibility of the Host Branch. Corporate Sponsorships may be sought in accordance with S.S.A.A. policy.
- 1.3 It is suggested that handmade trophies be awarded as per Rendezvous guidelines.

2 Scoring Information and Procedures

- 2.1 Scoring will be under the control of the designated Chief Scorer.
- 2.2 Gong/metal plate and knock down targets will be scored hit or miss.
- 2.3 Paper bullseye targets will be scored by a minimum of 2 Scorers.
 - 2.3.1 The inside edge scoring method is to be used. When a shot touches a scoring line it is to be awarded the highest score that line embraces.
 - 2.3.2 Any dispute that cannot be resolved by the Chief Scorer is to be referred to the Disputes Committee.
- 2.4 Tied scores.
 - 2.4.1. On a bullseye target – to be decided on count-back from 10.1's.
 - 2.4.2. On hit or miss targets by shoot-off method devised by Host Branch
- 2.5 Additional shots on target – If additional shots cannot be identified by calibre – the primary event scoring will prevail. Eg. Best 10 out of 13 – then best 10 out of 13 plus extras. Where a Competitor has been found to have fired extra shots on their own target, then the highest valued shots will be struck from the target until only the required number of shots remains.
- 2.6 Scoring on targets other than gongs/plates or paper bullseye (Eg. Playing cards or crossed strings etc.) shall be laid down by target designer.

3 Range Commands

Commands to be used are as follows:

- LOAD - Allow time for this to be done and observe CAP or PRIME.
- FOUL - To initially foul the bore etc.
- READY - Listen for negative replies – firearms are being cocked.
- FIRE - Firearms may only be shouldered on the command "fire".
- CEASE FIRE

4 State Championship Program

- 4.1 The program of events for the State Championship is to be published by the Host Branch at least 2 months prior to the Championships.
- 4.2 Events will be chosen by the Host Branch and will include;
 - Turkey
 - Rifle Gongs
 - The Hunt - Rifle
 - Junior Event

- Musket Gongs
- Senior Shotgun
- Junior Shotgun
- Single Shot Pistol
- Revolver Pistol
- Ladies Event
- Flintlock Rifle
- Junior Knife Throw
- Senior Knife Throw
- Junior Tomahawk Throw
- Senior Tomahawk Throw
- Male Veteran
- Female Veteran

5 Firearms

Are to be within the spirit of the event being contested and the time frame of the Discipline – 1500 to 1865. Reproductions and replicas are acceptable regardless of the modern springs etc.

6 Sights

Only barrel mounted traditional metal sights are to be used – every effort should be made to use sights authentic to the period/firearm.

7 Black Powder

Only commercially manufactured black powder or Pyrodex is to be used.

8 Loading

In the spirit of the event, all loading accoutrements are to be carried on the Competitor and all loading, where practicable, accomplished off the body. Loading tables will be provided for pistol events.

9 Projectiles

Only cast/swaged lead or lead alloy projectiles are permitted. Round ball only for traditional Rendezvous events.

10 Safety

- 10.1 All persons on the firing line shall wear eye protection.
- 10.2 Hearing protection is strongly recommended.
- 10.3 Adequate enclosed footwear is **mandatory**.
- 10.4 Flash guards – all exposed priming pan firearms – flintlock/matchlock etc, shall be fitted with flash guards when competitors are shooting in shoulder to shoulder events.
- 10.5 The practice of directly blowing down barrels is **prohibited** – a blow tube should be used to accomplish this task.
- 10.6 Priming pans are to be empty of powder when knapping flints.

- 10.7 No loading direct from the powder horn or flask – an intermediate measure is to be used to accomplish this.
- 10.8 Pistol safety – Pistols are to be loaded in the designated area behind the firing line and as for long-arms, capped/primed on the line when told to do so. Revolvers will have that portion of the chamber above the seated ball sealed with a flash proof wax or grease.
- 10.9 The use of 'T' handled loading rods is strictly prohibited.

11 Misfires

A shooter who has a misfire may attempt to fire the shot a second time. If on the second attempt the firearm fails to discharge the shooter will step to the side of the shooting position and clear the firearm. They may then reload the firearm and re-join the competition without the loss of a shot. Clearing the firearm will be under the control of the Range Officer or an experienced Deputy.

12 Primitive camping area

The Host Branch is to provide a separate primitive/period camping area which is to comply with the primitive/period camping guidelines.

13 Carriage of uncased firearms

When moving about the Range uncased long-arms will be carried muzzle up – pistols will remain cased until ordered to uncase in the loading area, or carried muzzle up in the strong hand, held by the barrel.

MATCH RULES AND GUIDELINES

NOTE: Unless stipulated in the rules of a match the minimum distance from the firing line to the closest target will be 10 metres in Pistol events and 15 metres for Rifle events.

14 Gong Shoot – Rifle

- 14.1 The number of gongs shall be either five or six at the discretion of the Host Branch.
- 14.2 Size and shape of the gongs shall vary and run in size sequences from large on the left to small on the right.
- 14.3 Gongs to be flat metal plate suspended on chains or metal rods which enable the gong to swing when struck.
- 14.4 Competitors to fire one shot only at each gong, progressing from largest to smallest. The competitor will complete the course of fire twice.
- 14.5 Scoring – either a HIT or MISS called by the designated Scorer.
- 14.6 Match winner is the competitor with the highest number of hits.
- 14.7 Tied scores – a shoot off is required using a single gong of the Scorer's choice, but usually the smallest.

15 Gong Shoot – Musket

- 15.1 Three gongs required at various distances from the firing line. (One at 25 paces, one at 45 paces and one at 60 paces approximately).
- 15.2 Course of Fire – 4 shots at each gong.
- 15.3 Scoring – either a hit or miss on gong and called by the designated Scorer.
- 15.4 Match winner is the shooter with the highest number of hits after 12 shots.
- 15.5 Tied scores – a shoot off is required using a gong of the Scorers choice, but usually the furthestmost.
- 15.6 Local rules may be applied where the Host Branch, at its discretion, substitutes targets that number more or less than 3 and may be at an equal distance from the firing line.
- 15.7 Targets may be partly concealed or painted in a disruptive pattern.

16 Gong Shoot – Pistol and Revolver

- 16.1 To be shot under the same rules and guidelines as the Rifle Event.

17 Turkey Shoot

- 17.1 Target to be of steel plate cut to resemble the shape of a turkey head and neck.
- 17.2 Target to be hinged to allow it to be presented to the shooter and to allow it to fall back when struck, or at the completion of the exposure time.
- 17.3 When not exposed the target is to be concealed behind an appropriate barrier. eg. Log.
- 17.4 Target is to be operated by a Scorer's Assistant using a rope or similar device and such Assistant is to be located behind and out of sight to the shooter.
- 17.5 The standard exposure time of the target shall be 5 seconds.
- 17.6 When the shooter is ready to engage the target and at the Range Officer's command, he/she will load and prime/cap then stand facing down range with the rifle lowered to the full extent of the arms. The shooter will indicate to the Range Officer when he/she is ready and the target will be raised and presented for 5 seconds. If not

struck during this 5 seconds the target will be lowered by the Assistant. The Competitor will engage the target a total of 10 times.

- 17.7 Scoring – Hit or Miss. The Assistant on the rope may help the Scorer with this.
- 17.8 Tied Scores – shoot off required and if the shoot off becomes drawn out it is permissible to reduce the exposure time to 3 seconds.

18 Hole In The Wall

- 18.1 Target to comprise a steel plate approximately 250mm square, which is mounted on a substantial stand to position the steel plate about 1200mm above ground level. This plate is to have a 40mm diameter hole cut in the centre. Mounted directly behind this hole will be a brightly coloured steel disk which is able to spin when struck.
- 18.2 To achieve a hit, the shooter must place a shot through the 40mm hole and spin the disk.
- 18.3 The normal match shall comprise of 5 shots, however this may be changed at the Host Branch's discretion.
- 18.4 Tied Scores – decided by a shoot off.

19 The Hunt – Revolver and Pistol

(Can be shot using a Revolver or Single Shot Pistol)

- 19.1 There shall be 5 targets set at varying distances with the closest at not less than 10 metres and the furthest not more than 25 metres.
- 19.2 Targets shall be of metal plate and in the shape of animals typically gathered as a source of food or fur fitting of the period.
- 19.3 Targets will be suspended on chain or metal rods to enable the target to swing when struck, or hinged to allow it to fall back when struck.
- 19.4 Competitors to fire one shot at each target in sequence, progressing from closest to furthest, twice. A total of 10 shots per event
- 19.5 Scoring – either a hit or miss called by the designated Scorer.
- 19.6 Match winner is the competitor with the most number of hits.
- 19.7 Tied scores – a shoot off is required using a single target of the scorer's choice, but usually the furthest.

20 The Hunt – Rifle

- 20.1 To be shot under the same rules and guidelines as the Revolver and pistol event with the exception that the targets are placed at distances not less than 25 metres and the furthest not more than 50 metres

21 Duel – Revolver and Pistol or Rifle

(Can be shot using a Revolver or Single Shot Pistol)

- 21.1 There shall be 2 gongs of equal size and shape, made of flat metal plate, and suspended side by side on chains or metal rods that enable the gongs to swing when struck.
- 21.2 Alternatively, the construction of the targets can be a "falling plate" design that lay over each other when in the "fallen" position.
- 21.3 Competitors will compete against each other in a one-on-one match.
- 21.4 The competition will be of a round robin style event with the winner of each match progressing to the next round.

- 21.5 Competitors will face their target and at the command of the Range Officer will engage their target and shoot. The winner of each round will be the shooter who hits their target first (or causes their gong to fall first)
- 21.6 In the event that both shooters hit their target at the same time a draw is called and both shooters reload and shoot until a winner is determined.
- 21.7 The competition will conclude when the last 2 shooters have completed the course.

22 Shotgun

- 22.1 The targets will be commercially produced clay targets.
- 22.2 The course will be a 'field layout', with a total of 15 targets from which 10 will be 'birds' thrown into the air and 5 will be 'rabbits' thrown along the ground.
- 22.3 The starting position will be gun down at full arm's length at call.
- 22.4 Only lead pellets sized No. 7 to No. 9 shall be used.

23 Flintlock Rifle

- 23.1 To be shot under the same rules and guidelines as The Hunt - Revolver and Pistol event with the exception that the targets are placed at distances not less than 30 metres and the furthest not more than 40 metres

24 Veterans

- 24.1 Veterans (60 years and over) will compete for a medal based on aggregated scores from a minimum of 3 events (2 rifle, 1 pistol).
- 24.2 1 medal for male and 1 for female.
- 24.3 Veterans are permitted to use a straight 'Moses Stick' as a support for rifle events.

Competition – Knife and Tomahawk
Regulations and Range Operations

25 Knife Characteristics

- 25.1 Must be a minimum 255mm in overall length and 15mm in width (excluding point).
- 25.2 Must weigh not less than 350 grams.
- 25.3 Must be fitted with scales (handles/grips) of not less than 100mm in length and each scale must be not less in thickness than the greatest thickness of the blade and must completely cover the width of the handle area.
- 25.4 Scales must be made of natural material only.
- 25.5 Blade must be made with a point (as opposed to round) on its foremost end and for a score to count, the point itself must be lodged within the surface of the target.
- 25.6 Ladies and Juniors may use a smaller size knife.

26 Tomahawk Characteristics

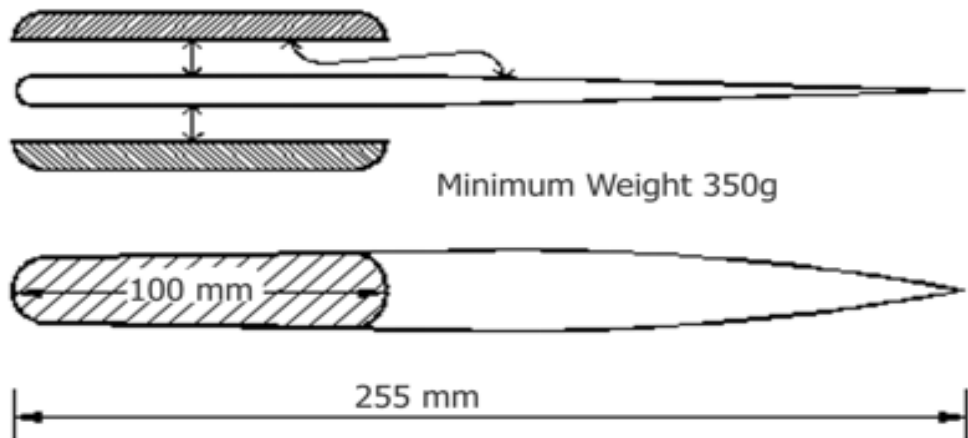
- 26.1 Must be a minimum weight of 450 grams.
- 26.2 Must have only one cutting edge.
- 26.3 The cutting edge must be a minimum of 50mm in length and must be no greater length than 100mm.
- 26.4 A balance spike is allowed but will not be scored if it sticks into the target.
- 26.5 The handle must be of wood.
- 26.5 Ladies and Juniors may use a smaller hawk.

Match Rules and Guidelines

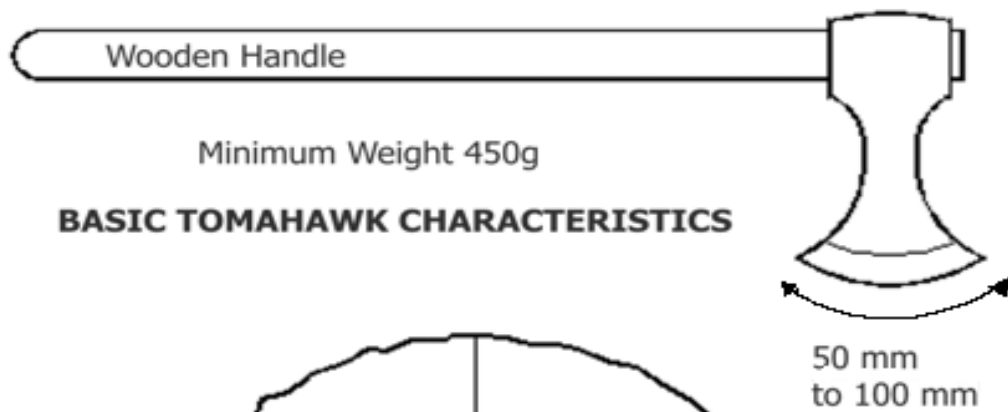
(This specification applies to both knife and tomahawk events)

27 Scoring

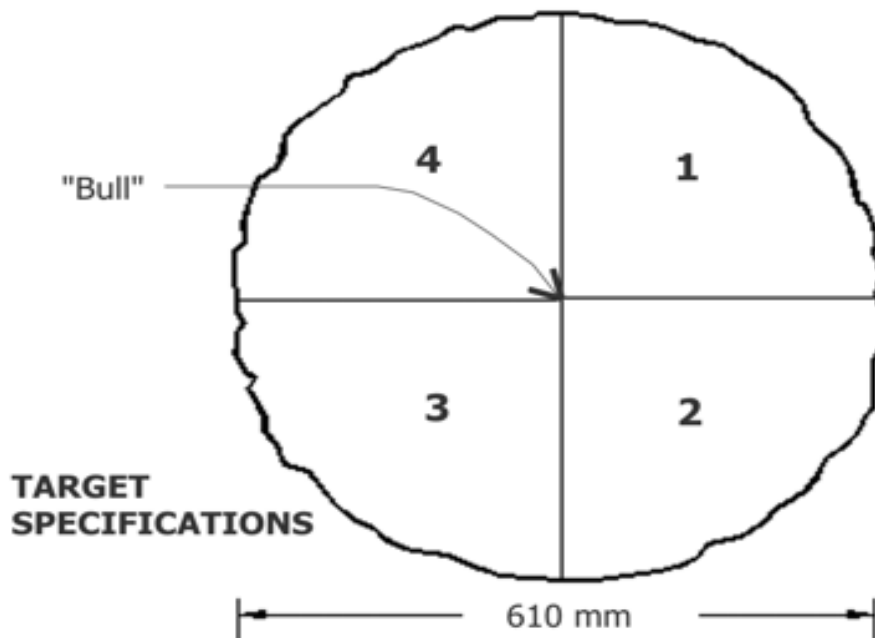
- 27.1 For each competition the competitors will throw either a knife or hawk a total of 4 times at a wooden block as per diagram, starting at number 1, then 2 and so on.
- 27.2 The wooden block shall be no smaller than 610mm in diameter.
- 27.3 Throwing of both Knife and Hawk will be in an overarm manner.
- 27.4 The score is marked where the greatest majority of the blade penetrates.
- 27.5 The blade must remain embedded in the target until scored.
- 27.6 The Scorer/Range Officer will note the score before the blade is removed from the target as either a hit or miss.
- 27.7 Match winner is the competitor with the most number of hits in the correct sections.
- 27.8 In the event of a tie, the tied competitors will have 1 throw each with the winner lodging their knife or hawk closest to the centre of the wooden block.
- 27.9 The throwing distance will be a minimum of 3.66m (12 feet) from the target. Both feet are to be behind the mark.



BASIC KNIFE CHARACTERISTICS



BASIC TOMAHAWK CHARACTERISTICS



TARGET SPECIFICATIONS

ANNEX A

AIMS

1. To provide an outlet for the use of muzzle loading firearms other than formal target shooting.
2. To provide a wholesome family environment for camping and shooting.
3. To foster research of the historical use of muzzle loading firearms and their construction, also to encourage the portrayal of this accumulated information by applying historically correct clothing and equipment.
4. To provide an arena in which we may encourage parallel interest such as historical re-enactment.
5. To provide an arena to promote the lifestyle of the era. Trading of goods into cash money or to barter for equal value is encouraged and should be of items fitting the period.

EXPLANATION OF AIMS

1. It is intended to project our cause, as one with a wholesome family interest.
2. We hope to actively encourage the participation of families at branch level and State level.
3. To this end it is intended to promote other types of activities, which do not involve firearms, eg. Flint & Steel Fire lighting, Hawk & Knife Throwing, Camp Cooking, and many other types of Colonial Skills.
4. In Australia, as in other parts of the World, muzzle loaders seem to delight in researching the history of their firearms, although perhaps some only at a hobby level, the value of further historical research provided by muzzle loaders (The Shooters) will give wide ranging access to an invaluable source of decreasing historical knowledge and treasures.

ANNEX B

GUIDELINES TO CAMPING

The aim is to enjoy the primitive life styles, using the shelter, accoutrements and muzzle loading firearms of the period in the spirit of the originals, and to engage in the associated camp craft skills, social activities and muzzle loading competitions.

There shall be separate areas allocated by the host branch for Primitive and Non-Primitive camping. Though the camping areas are to be separated members are encouraged to join in the social activities of all groups.

PRIMITIVE CAMPING

1. All shelters shall be of a pre 1840 nature. Tepees, "A" frame, Military style (Revolutionary War), Voyager Tents, Diamond Shelters and Lean-to constructions will be of white, off white, cream or grey in colour unless proof of authenticity can be shown for other colours. Synthetic materials such as fabric or rope will not be acceptable.
2. All external accoutrements and trappings shall be in the theme of the period with no modern materials visible.
3. All internal paraphernalia should be constructed in the styles, and of the materials, of the period. Any modern necessity must not be visible from the entrance of the shelter.
4. Period Clothing should be an in-camp necessity in the Primitive Camp Area.
5. Each campsite in the Primitive area should be established as if in a wilderness situation.
6. There will be no modern vehicles on site.

NON-PRIMITIVE CAMPING

1. Modern campers will not be excluded from a rendezvous and are encouraged to be primitive minded and should consider wearing period dress, especially on the firing line and at the central camp fire during social activities.

POST RENDEZVOUS CAMPING

1. Post Rendezvous period (1840 to 1865) – namely those who re-enact the American Civil War era, or thereabouts, may also join in the activities of the Rendezvous events.
2. The shelter is to be the type used in the period and shall camp adjacent to, but not amid, the Pre 1840 campers.
3. All external accoutrements and trappings shall be in the theme of the period with no modern materials visible.

PROOF OF AUTHENTICITY

The onus of proof of authenticity of any item of clothing or possessions is up to the person wishing to use the item.