



World Field Target Federation

Competition Rules

2018



World Field Target Federation

Core Rules



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These rules will apply to all World Championship, International or other major Field Target events. RGBs are urged to apply these rules to all field target competitions that are hosted under their auspices.

1. EQUIPMENT

1.1 AIRGUNS

1.1.1 Air rifles (PCP or Springer) with a muzzle energy not exceeding 12 ft. lbs (16.3 Joules), and which are in safe working condition may be used.

1.1.2 No power adjustments may be made to an air rifle during a competition.

1.1.3 Fully adjustable rifle stocks, excluding thigh rests, are permitted to accommodate various shooting styles and positions.

1.2 AMMUNITION

Any design of pellet that is completely made of lead, lead alloy, zinc or zinc alloy, or a similar material may be used.

1.3 SIGHTS

Any form of sighting system may be used with the exception of laser sights. No built-in or separate range finding device may be used.

1.4 RIFLE ACCESSORIES

1.4.1 As soon the competition starts all accessories must remain attached to the rifle during the competition. Nothing can be added or removed (unless otherwise specified in the rules).

1.4.2 The rifle accessories allowed are:

- a. (One) Rifle sling - no additional straps are allowed. Other than the arm, rifle slings may not be wrapped or attached to any other part of the body.



- b. Butt hook



- c. Spirit level (Only analogue accessories)



- d. Sunshade on scope
- e. Scope enhancer
- f. Thermometer (Digital & analogue accessories are allowed)



- g. Wind indicator (non-electronic)
- h. Inclinator (Only analogue accessories)






- i. Bipod (Only to support the rifle while not in use)
- j. Rail, Barrel and butt-stock WEIGHTS
- k. Hamsters
- l. Close Focus

m. Scope Butler creeks or scope caps



1.4.3 Rifle Slings

- a. As soon the competition starts the rifle sling at least one side of the sling must remain attached to the rifle at all times during the competition.

	<p>For this type of sling (2 connections to the rifle) it must be attached to the rifle at all times</p>
	<p>For this type of sling (1 connection to the rifle + 1 connection to the arm of a shooter) one side must be attached to the rifle at all times</p>
	<p>For this type of sling (Biathlon Sling) with 1 hook + 1 connection to the rifle, 1 side must be attached to the rifle at all times.</p>

- b. The metallic part where you can do the clip /unclip is considered to be part of the Sling.



- c. The competitor may use a rifle sling and unclip the sling when not at use.



1.5 OTHER ACCESSORIES

1.5.1 External Range finders

Range finding devices cannot be used in the competition area at any time and are allowed in the training area.

1.5.2 Kneeling Protection

One or two kneeling protectors are allowed.



1.5.3 Body Straps to lock the natural body movement are not allowed



1.5.4 No additional equipment such as computers, smartphones, tablets, calculators or any electronic devices are allowed to be in the competition area.

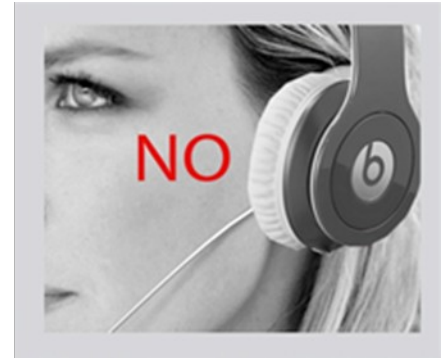
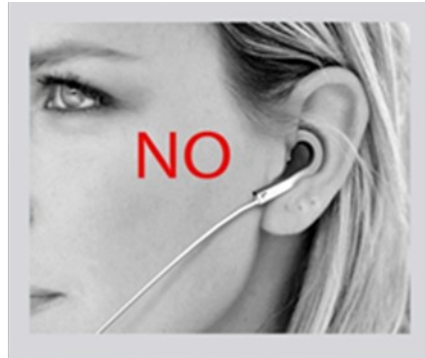
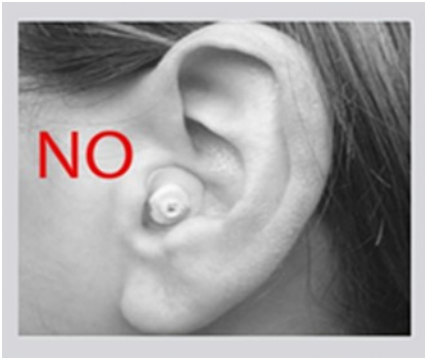
1.5.5 Red dot devices or other low magnification sights to help locate the target are allowed.

1.5.6 Timers and Small Lenses attached to the air rifle to assist reading markings on side wheels and turrets are allowed.

1.5.7 Any items with rigid elements that limit the range of movement of the body are prohibited (see photo for examples)



1.5.8 Any auditory obstruction while shooting or scoring, e.g. earphones, ear defenders, ear plugs etc., shall not be worn unless agreed with the Chief Marshal for medical reason.



1.6 WIND READING OPTIONS

1.6.1 To assist shooters reading the wind the available options are:

- a) Wind Indicator (string or similar) attached to the rifle.
- b) Target string (reset cord).

1.6.2 No additional equipment, electronic or other, may be used to assist the shooter in evaluating the wind or other weather conditions during competition.

1.7 CLOTHING

1.7.1 Any type of clothing, glove or footwear is allowed provided it is not a hazard to the shooter or others.

1.7.2 Clothing may be padded to reduce the pressure of the rifle stock resting on the arm or knee.

1.7.3 Separate pads may be worn over non-padded clothing to reduce the pressure of the rifle stock resting on the arm or knee.

1.7.4 Gloves may not contain any rigid material extending beyond the wrist.

1.8 BEAN BAG

1.8.1 The bean bag can have any form or shape and must fit in a box 55x 55cms with 15cms height;

1.8.2 The bean bag may only be used as a seat in a freestyle lane (i.e. the bean bag mainly supports the shooters buttocks);

1.8.3 As exceptions the bean bag may be used:

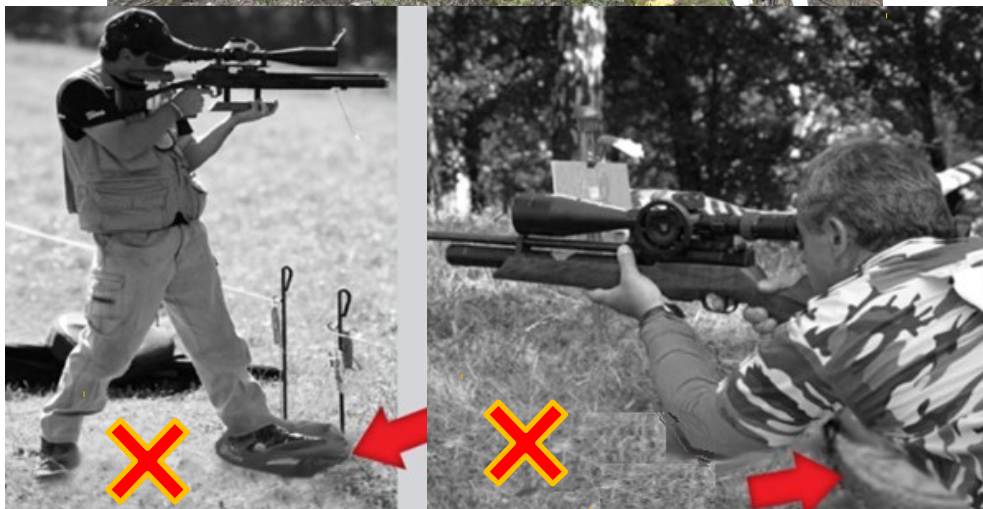
- a. In a freestyle lanes to support the competitor when kneeling.
In this case the bean bag may be used to support one foot, shin or leg;



- b. In a freestyle lanes to support the competitor for high positioned targets. In this case the bean bag may be used to support the buttocks or back;



1.8.4 The bean bag may not be used to directly support the rifle or be used as an aid in kneeling, standing or prone lanes.



1.8.5 Only 1 bean bag is allowed per competitor .

1.8.6 The bean bag cannot be used in conjunction with a kneeling role;

1.9 KNEELING ROLE

1.9.1 To aid kneeling, a kneeling roll may be used to support the ankle and/or shin in a kneeling position.

1.9.2 The kneeling roll may not be used for any other purpose, e.g. for additional support during seated shots.

1.9.3 Shooting without any kind of ankle support is also allowed.

1.9.4 A kneeling roll in a cone shape must be provided by the organization in the positional kneeling lanes.

- a. Large end (18 cms)

- b. Small end (10 cms)
- c. Length (max 50 cms)

1.9.5 A competitor may use their personal Kneeling roll.

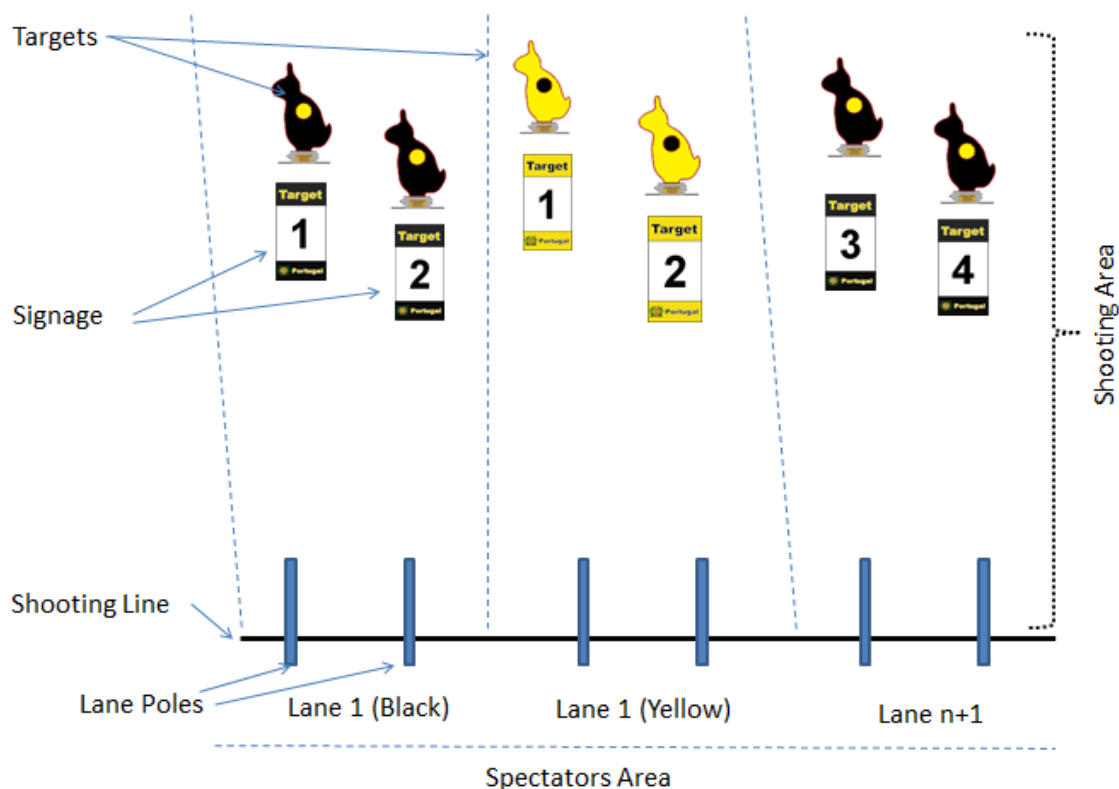
- a. Shape: roll design
- b. Diameter: 180mm (max)
- c. length: any-



2. SHOOTING RANGE

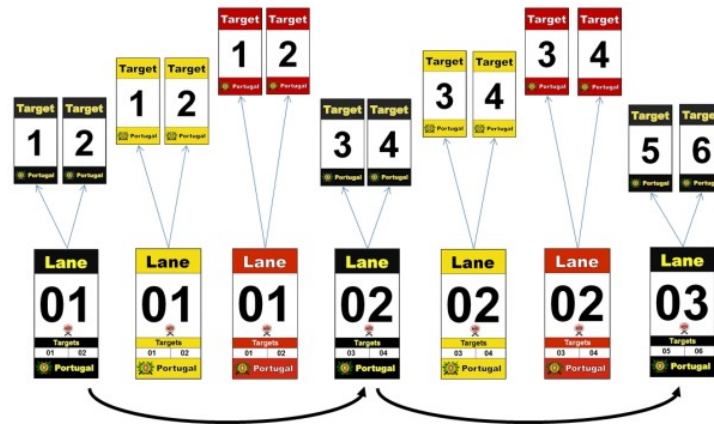
2.1 TERRAIN

2.1.1 For field target shooting events a suitable field/forest terrain should be identified and prepared.



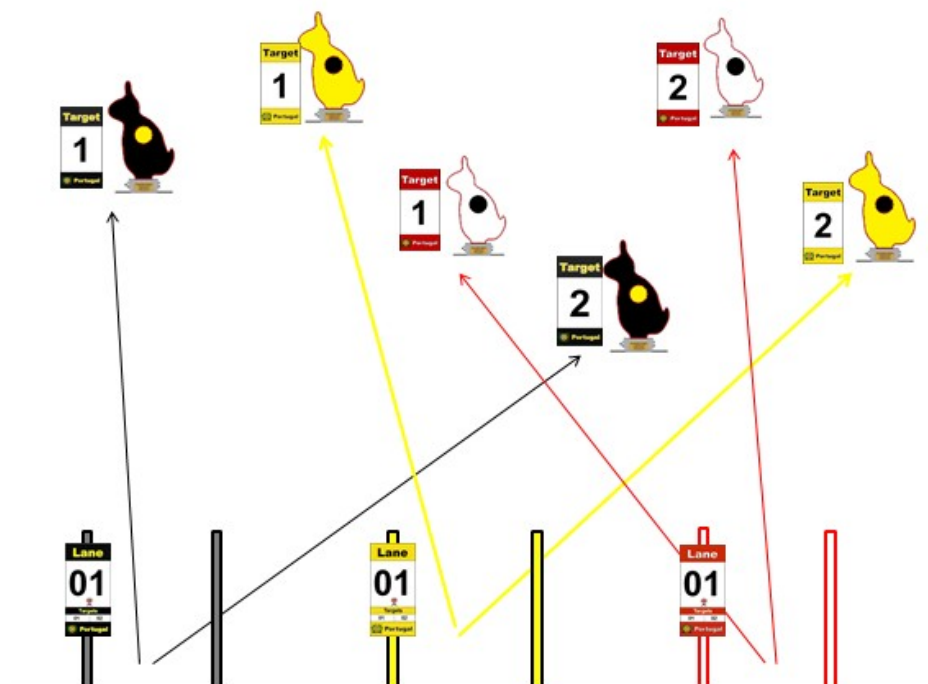
2.1.2 For the annual World Field Target Championship event this terrain should have three courses of 25 lanes each with 2 targets per lane (total of 50 targets per course).

2.1.3 Lanes of these three courses must alternate (e.g. Black/Yellow/white course) along the terrain.



2.2 COURSE CONTENT

- 2.2.1 The course shall consist of 150 targets over 3 days. In cases of force majeure other options maybe agreed between team captains.
- 2.2.2 Lanes in a World Field target Championship must contain 2 targets.
- 2.2.3 Cross Targets are considerate to be part of the Field Target Sport.



- 2.2.4 Target strings may be secured to prevent interference with other target strings and the line of sight of other lanes to their targets.
- 2.2.5 The targets face plate & paddle must be 100% visible from all shooting positions; standing, kneeling, sitting and prone.
Note: The target only has to be 100% visible from one point inside the lane markers, it doesn't have to be 100% visible from all points within the lane markers - the shooter has the option of shifting their position within the lane markers.
- 2.2.6 There shall be no gap visible between the edge of the paddle and the edge of the hit zone from the shooting position. Special attention should be given to high or low targets.

~~2.2.7 Any obstruction should be removed by a Marshal prior to the first shooter shooting that lane otherwise the obstruction must remain for the duration of the competition.~~

2.2.8 No lane firing area should result in a dangerous stance having to be adopted by the shooter i.e. excessively steep, slippery, etc.

2.3 TARGETS

2.3.1 Metal silhouette “fall when hit” targets with a face plate with hole and paddle behind that are resettable from the firing point shall be used.

2.3.2 The hit zones shall be circular and of a contrasting colour to the faceplate.

2.3.3 The use of simulated hit zones on any other part of the faceplate is prohibited.

2.3.4 Standard hit zones shall be 40 mm in diameter.

2.3.5 A limited number of targets may be fitted with reduced diameter hit zones of 15 mm or 25 mm. These reducers shall be painted the same colour as the faceplate.

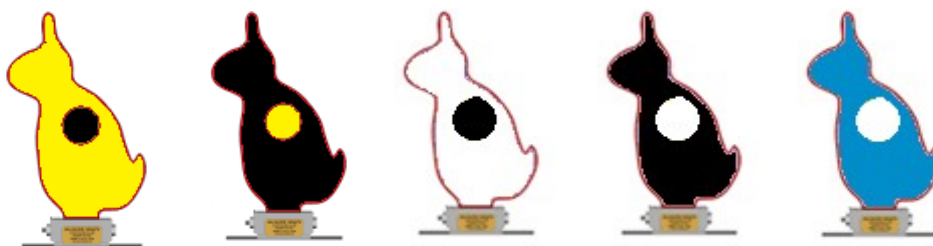
2.3.6 Reducer must be fit on the outside of faceplate, facing the shooter (not inside).

2.3.7 Targets shall be painted every day before starting a new round/competition.

2.4 TARGET COLOURS

In the World Field Target Championship the allowed target colours are:

- Yellow faceplates with black hit-zones, or
- Black faceplates with yellow hit-zones, or
- White faceplates with black hit-zones, or
- Black faceplates with white hit-zones
- Light blue faceplates with white hit-zones



2.5 TARGET PLACEMENT AND NUMBERING

2.5.1 Targets shall be placed at distances of between 9 metres and 50 metres from the firing line and according with the following table.

Targets (Max. distance)	15 mm	25 mm	40 mm
Non-positional targets	20 metres	35 metres	50 metres
Positional targets	Not allowed	20 metres	40 metres

2.5.2 Targets shall be well secure to the ground, trees, etc...to hold 3 competition days.

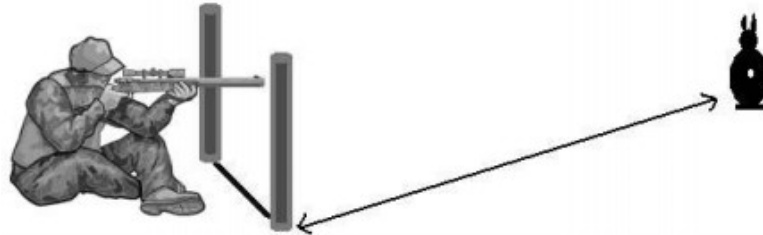
2.5.3 Targets are addressed in numerical sequence i.e. 23,24,25,26, etc...

2.5.4 All targets shall be clearly numbered (per course from left to right) at the target and the firing line.

2.5.5 The targets signage should be visible from the shooting lane.

2.5.6 Targets may be placed at higher or lower elevation to the firing line, but must at all times be fully visible from all shooting positions and the target faceplate must face the shooter at a 90° angle (plus or minus 5° - Horizontal level).

2.5.7 The target distance can be obtained from the nearest lane pole in a straight line from the pole lane to the target.



2.5.8 Before starting the championship a country representative (RGB, team captain or a designated shooter) may validate the circuit and request to double check a target distance. As an option the organization may decide to allow all shooters to walk the course or not. No range finders are allowed.

2.5.9 As soon the championship starts any target outside the valid distances (including positional targets) will be considered as valid provided the target distance does not exceed 50 metres distance and not less than 9 metres.

2.5.10 During competition if a shooter considers a target is above 50 metres or less than 9 metres, the shooter may decide between shooting the target and presenting a protest to a Marshall.

- a. If the decision is to shoot the target the result will be register and the shooter loses the possibility of presenting a protest.
- b. If the decision is to protest that information will be register in the score card and at the end of the competition the target in question will be measured by a Marshall to check the distance. If the target is inside the official measures (between 9-50 metres) a miss "0" will be register in the shooter's score card. If the target is outside the legal measures the target will be removed from competition and an "X" registers to everyone.

2.6 REDUCED DIAMETER HIT ZONES

2.6.1 The total number of targets with reduced diameter hit zones may not exceed 25% (12 targets) of the total targets on a 50 target course.

2.7 POSITIONAL TARGETS

2.7.1 The total number of targets designated as standing or kneeling may not exceed 20% of the total number of targets on that particular course, e.g. 10 targets (5 lanes) on a 50 target course.

2.7.2 These positional targets should be divided as equally as possible, e.g. 3 standing and 2 kneeling lanes or vice versa.

2.7.3 The maximum distance that positional targets may be placed at is 40 metres.

Targets (Max. distance)	15 mm	25 mm	40 mm
Positional targets	Not allowed	20 metres	40 metres

2.7.4A clear sign at the firing line shall indicate kneeling or standing lanes (recommend between lane poles).



2.8 PRACTISE/SIGHTING IN RANGE

2.8.1A safe practise area shall be provided for the shooters at least one day before the World Field Target Championship event.

2.8.2The practise area should be in close proximity to the competition range.

2.8.3Multiple paper targets should be placed at the different competition distances between 9 and 50 metres.

2.8.4As a minimum, paper targets must be placed at 9 metres and every 5 metres from 10 to 50 metres and the target distance written on each paper target distance.

2.8.5As a minimum, paper targets must be replaced at least once a day.

2.8.6The range should be large enough to accommodate all shooters.

2.8.7Air should be available for shooters and a Deputy Marshal shall be present whenever this range is open for practise. The organization must guarantee "Air Gun Charging Kits" with a Female Quick-connect system. The shooters must have a male connector and the filling system of the air rifle.



2.8.8All the range safety rules will apply.

2.8.9On each competition day a short practise period may be applied (e.g. one-two hours).

2.8.10 Each shooter should have the opportunity to practice for a minimum of 15 minutes on each competition day.

2.9 SHOOTING LINE

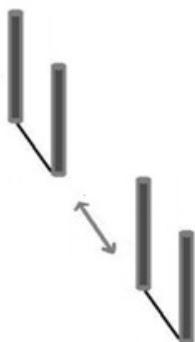
2.9.1The shooting line/position is indicated by a clear line on the ground or two posts between which shooters must shoot from.

2.9.2The gates must be posts and cannot be trees or other objects.

2.9.3 The minimum distance between lane poles is 1 metre.



2.9.4 The minimum distance between two (2) Shooting lanes is three (3) metres.



2.9.5 When shooting, the barrel of a rifle must be in front of this line, but the trigger must remain behind it.



2.9.6 The lane poles cannot be used as a means of support during the complete time in lane (e.g. Support the feet).



2.10 TARGET SIGNAGE

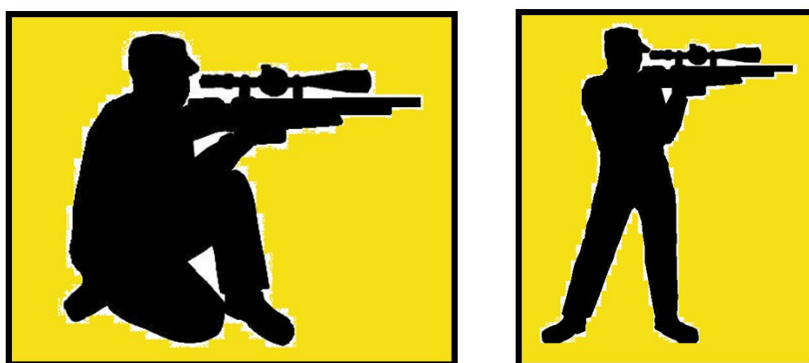
2.10.1 The signs' colour must be easily associated with the targets by having similar colour between the target faceplate and the sign.



Note: A document template with the signage is available in WFTF website for download.

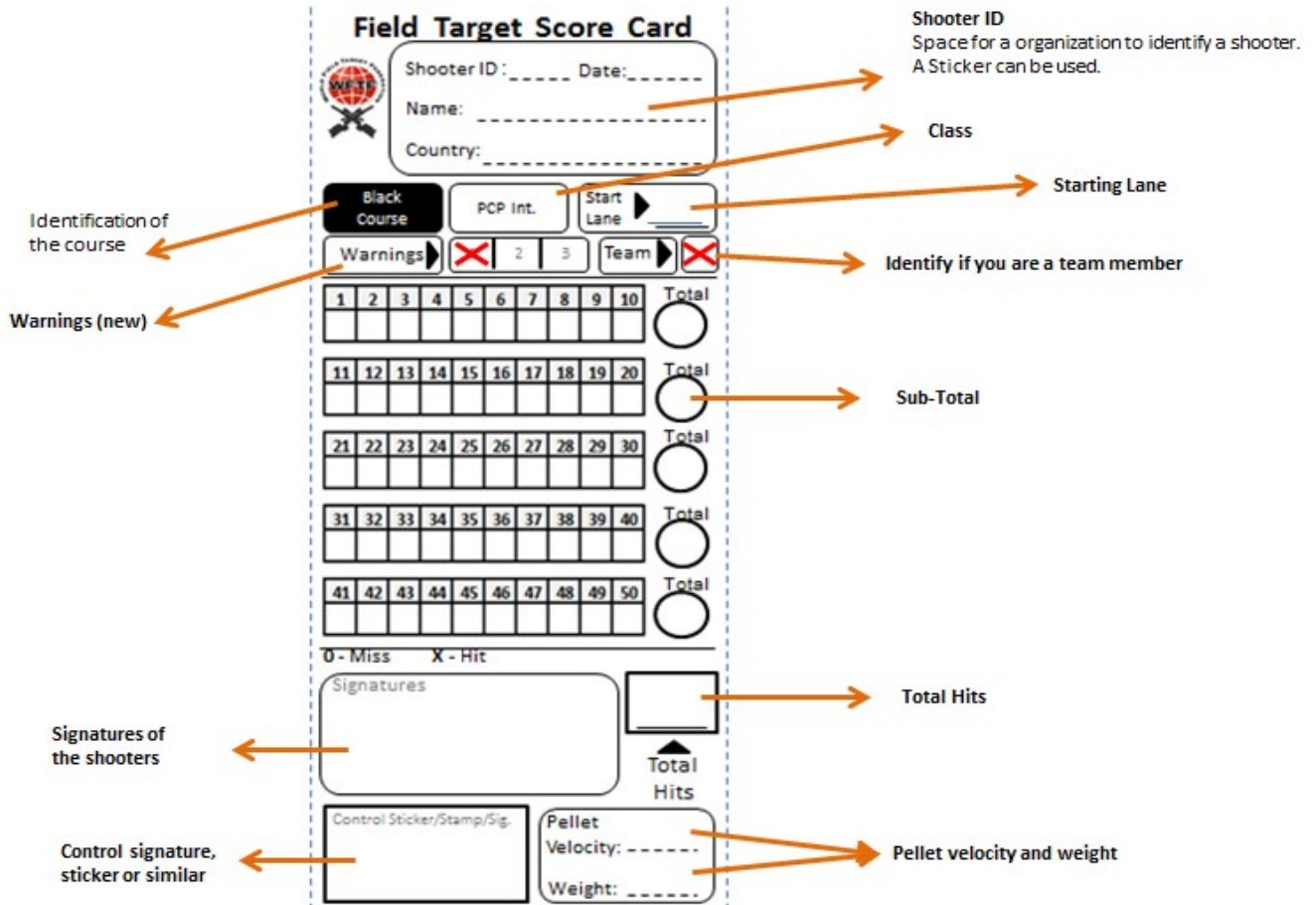
2.11 STANDARD SIGNAGE FOR POSITIONAL TARGETS

2.11.1 Kneeling & Standing



Note: A document template with the signage is available in WFTF website for download.

2.12 SCORE CARD



Field Target Score Card

Shooter ID: _____ Date: _____
 Name: _____
 Country: _____

Black Course PCP Int. Start Lane ▶ _____

Warnings ▶ 2 3 Team ▶

1	2	3	4	5	6	7	8	9	10	Total
										○
11	12	13	14	15	16	17	18	19	20	Total
										○
21	22	23	24	25	26	27	28	29	30	Total
										○
31	32	33	34	35	36	37	38	39	40	Total
										○
41	42	43	44	45	46	47	48	49	50	Total
										○

0 - Miss X - Hit

Signatures

Control Sticker/Stamp/Sig.

Pellet Velocity: _____
 Weight: _____

Annotations:

- Shooter ID: Space for a organization to identify a shooter. A Sticker can be used.
- Class
- Starting Lane
- Identify if you are a team member
- Sub-Total
- Total Hits
- Pellet velocity and weight
- Signatures of the shooters
- Control signature, sticker or similar
- Identification of the course
- Warnings (new)

Note: A document template with the Score Card is available in WFTF website for download.

3. SAFETY & CONDUCT

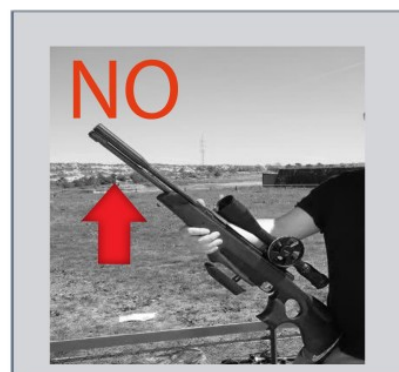
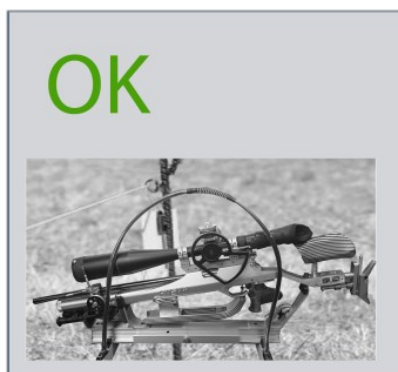
As is the case in all shooting sports, safety and conduct on the range is of the utmost importance therefore:

- 3.1.1 All shooters, RGB affiliated or otherwise, must have competed in or marshalled a domestic RGB held event, from which an understanding of range safety, timing and scorecard marking is obtained.
- 3.1.2 All shooters, irrespective of their age, must be able to conduct themselves and carry their own equipment in a safe manner at all times.
- 3.1.3 All shooters must be able to understand the rules.
- 3.1.4 All shooters, irrespective of their age, should not be assisted with the shooting process or coached during the competition session they participate in.
- 3.1.5 No rifle may at any time be pointed in the direction of people or animals.
- 3.1.6 Unless in the act of shooting all rifles must be unloaded. Rifles must face down range when loaded.
- 3.1.7 Every shooter is charged with leaving each lane firing area in a safe and tidy condition for the following shooters. This includes targets being re-set and the timer ready to be used by the next squad.
- 3.1.8 When a ceasefire is signalled (one whistle/horn) a loaded rifle must be discharged safely downrange into the ground.



3.1.9 When carrying a rifle it should be pointed down, unless in a closed case or bag.

3.1.10 If carried in an open rifle carrier, the cocking lever/bolt shall at all times be in the open position.



3.1.11 The air rifle when in a resting position must be pointing to the shooting area with the muzzle in front of the line and the trigger behind it.

3.1.12 Non-participants are not allowed on the shooting line.

3.1.13 No children or pets are allowed on ranges during a competition, unless accompanied by and under control of a responsible adult.

3.1.14 No alcohol or drugs may be consumed before or during a day's competition until the last shot had been fired. This excludes prescribed medication.



4. ADMINISTRATION

4.1 ENTRIES

4.1.1 Entries for the Worlds are normally invited shortly after conclusion of the previous year's event.

4.1.2 A web site is usually opened by the host organisation on which a log of entries received (plus other relevant information) is shown.

4.1.3 The number of available places in a championship is limited so the registrations process has the following priority:

- a. RGB Place allocations (max. 8 PCP + 6 Springer) and Team Registrations
- b. RGB members (Individual Shooters)
- c. Guests (Individual Shooters without a RGB filiation)

4.1.4 Inscriptions should be made via the RGB/RGB Representative or with the approval of the RGB and according to the rules/procedures defined by each country including a RGB membership if it exists.

4.1.5 In case of available places, Individual inscriptions with a RGB to support or approve the registration may be accepted. Guests (Shooters without a RGB filiation) may also be accepted. (Rule

4.1.6 Since the World Championship is for WFTF RGBs and its members the final result of Guest shooters without a RGB filiation will not be considered.

4.1.7 Names of each NGB team members are to be delivered to the organizing committee by a minimum of 24 hours prior to shooting. All teams and names are to be posted for view by all shooters prior to championship commencement.

4.1.8 The world field target championship entry fee includes the "Registration fee (with Air supply, medical services)" and "Ceremony Dinner". All the other additional services are optional.

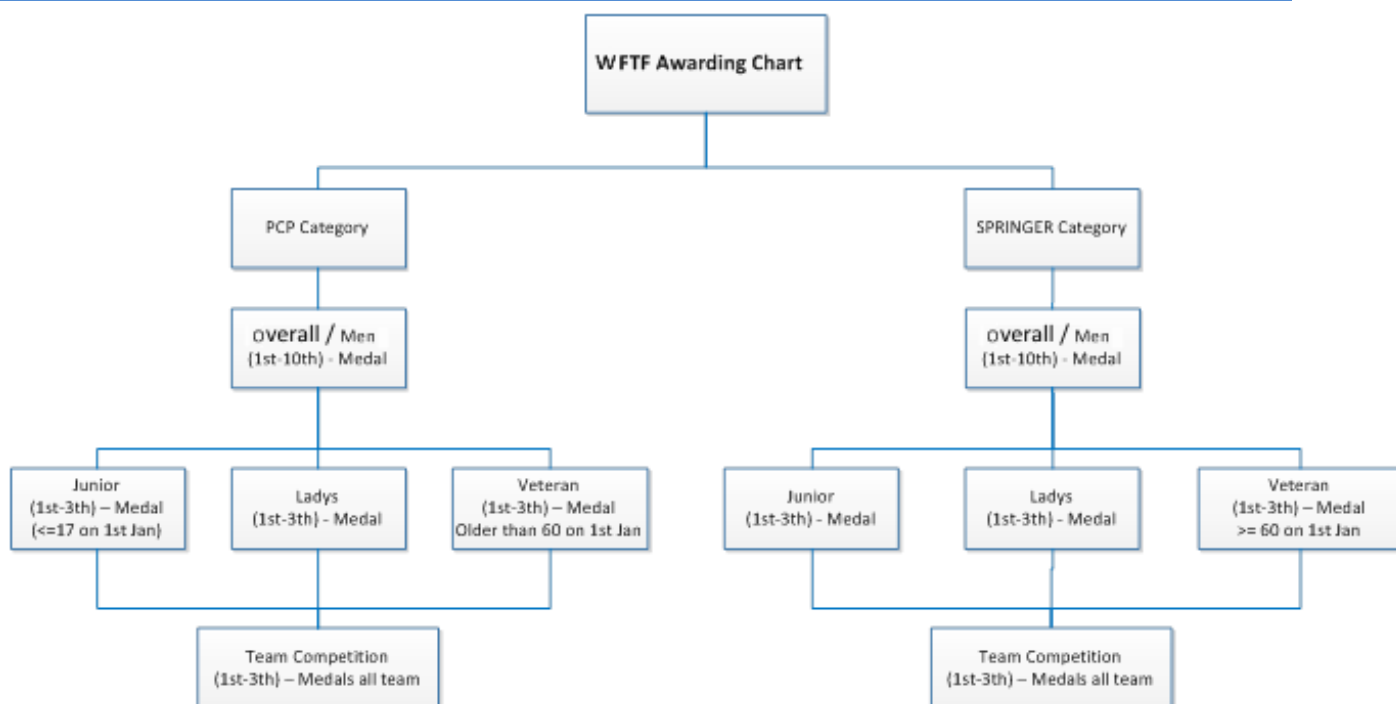
4.2 CATEGORIES

4.2.1 Categories for competitions at World Championship are PCP and Springer (both limited to 12 ft. lbs or 16.3 joules).

4.3 CLASSES

The classes for the World Field Target Championship shooting are as follows:

- a. Junior (not yet 21 years old on 1st of January)
- b. Ladies
- c. Overall (MAIN competition - includes juniors, men, ladies and veterans)
- d. Veteran (60 years or older on 1st of January)



4.3.1 JUNIORS

- a. A junior is a competitor not yet 21 years old on the 1st of January
- b. Unless determined by a specific law of the organizer country there's no minimum age for a junior to participate in a World Championship.
- c. A junior may not be assisted with the process of shooting (including range finding) or coached once the timer has started.
- d. Any junior with less than 15 years old must have a parent or guardian accompany in the competition area. National laws may place a different age limit.

4.4 DISABLED SHOOTERS

4.4.1 Shooters that cannot, for whatever PHYSICAL OR MEDICAL REASON, comply with a particular shooting position or transport their own equipment shall inform the Chief Marshal 24 hour before commencement of a match, and obtain permission to use an alternative position or obtain permission to have an aid for transporting their equipment safely, providing that no unfair advantage is gained.

4.4.2 All Marshalls shall be made aware of such arrangement.

4.4.3 The allowed alternative positions are:

- a. Alternative to Kneeling Position is standing.
- b. Alternative to Standing Position is not available (each target counts as a missed target)



4.5 NATIONAL TEAMS

- 4.5.1** In PCP category NATIONAL TEAMS consisting of a minimum of 4 (four) and maximum of 8 (eight) shooters can be entered.
- 4.5.2** In SPRINGER category NATIONAL TEAMS consisting of a minimum of 3 (Three) and maximum of 6 (Six) shooters can be entered.
- 4.5.3** A minimum of 4 (four) teams in any category is required to constitute a competition at Worlds.
- 4.5.4** Team scores will be derived from the daily top 4 PCP scores and daily top 3 SPRINGER scores per 50 target match, added together at the end of the event.
- 4.5.5** Teams at Worlds must be entered 24 hours before commencement of the first day of competition, and the organisers must post all teams on a notice board at the range.
- 4.5.6** Each senior/sole RGB is entitled to enter one team only per category in the following categories (Overall Springer / Overall PCP). The "Overall PCP" can include Springer shooters in the team.

4.6 ELIGIBILITY FOR REPRESENTING YOUR COUNTRY IN WFTF

- 4.6.1** Each competitor wishing to attend the WFTF World Championships must select a single country from within the WFTF to represent, whether they attend as an individual or as a team member. To be eligible to represent a country a competitor must either:
- Have been born in that country or
 - Be a current resident of that country and have been a resident of that country continuously for the previous 12 months.
 - This period may be reduced or even cancelled, with the agreement of the RGB's involved and WFTF President, which takes into account the circumstances of each case.
 - Be a member of a club within the WFTF NGB/RGB of the country of their residence.
- 4.6.2** To change the country they represent, a competitor must:
- Have moved to a country of residence different to the last country represented
 - Have membership of a club within the WFTF NGB/RGB of the their new country of residence
 - Have obtained written agreement from the RGB's involved and WFTF President, which takes into account the circumstances of each case.
- 4.6.3** Changes to the country a competitor represents will only become effective after the next WFTF World Championships.
- 4.6.4** 4.6.3. In case of a protest all RGBs may take all decisions of a general or individual nature with regard to issues resulting from nationality, citizenship, domicile or residence of any competitor, including the duration of any waiting period.
- 4.6.5** If you have changed your country of representation away from your birth place you may only change back to representing your country of birth by moving residence back to that country and residing there continuously for one year and being a member of a club within the that country's WFTF NGB/RGB.
- 4.6.6** Eligibility does not ensure qualification. An NGB/RGB may elect to use further qualification methods for their team and individual places.
- 4.6.7** Participation of a WFTF event in breach of these rules will not be permitted.

4.7 GROUPING TOP SHOOTERS

Based on the WFTF's results, the following rules must be applied by the organization to select a minimum of 75 TOP Shooters and group them in the same course so they can shoot the same targets on the same day.

Rule 1 – Select WFTF podium shooters (1st, 2nd & 3rd from last 7 years);

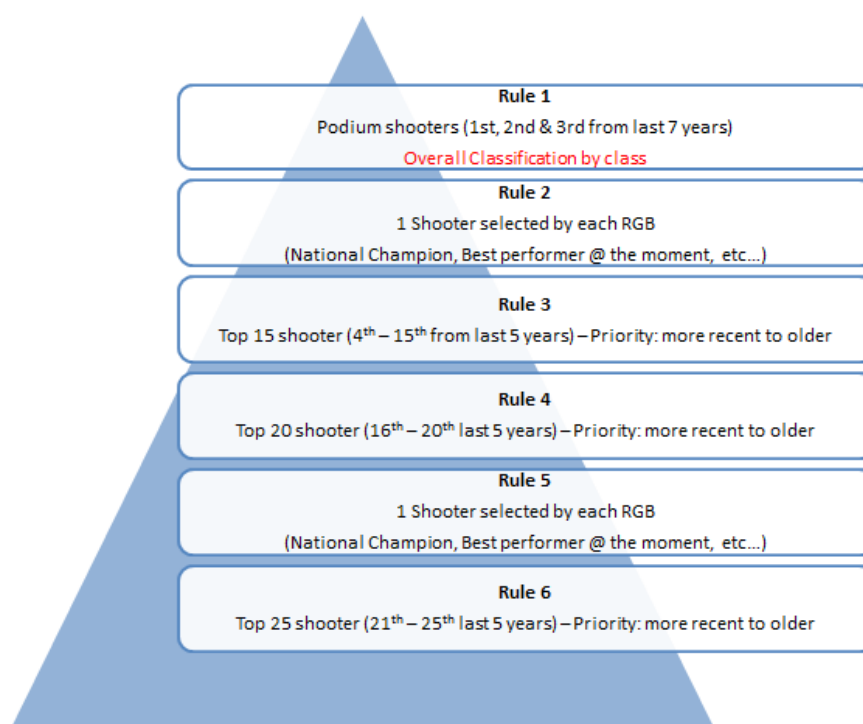
Rule 2 – Each RGB identifies 1 TOP shooter (National Champion, best performer of the moment, etc...);

Rule 3 – Select shooters between 4th to 15th of the last 5 world championship competitions;

Rule 4 – Select shooters between 16th to 20th of the last 5 world championship competitions;

Rule 5 – Each RGB identifies 1 TOP shooter (National Champion, best performer of the moment, etc...);

Rule 6 – Select shooters between 21th to 25th of the last 5 world championship competitions;



Note: The selection should be made sequentially from the most recent world championship to the oldest until all places are filled

4.8 SHOOTING GROUPS

4.8.1 Shooters grouped together on a shooting lane should ideally not consist of members from the same country/area/club.

4.8.2 In events spanning over more than one match, the shooters per lane for subsequent matches may be grouped according to accumulated score ranking.

4.8.3 Where there are multiple ranges used, each shooter must shoot on every range once.

4.8.4 Score cards indicating the shooters' names and starting lane, timers and pens must be available (per shooting lane) and handed to all participants before each match commences.



World Field Target Federation

Core Rules



4.9 MARSHALLING

- 4.9.1** There must be enough Deputy Marshals to cover the complete range within view of each other, and they shall be supplied with identifying vests, effective two way communication equipment and whistles/horns.
- 4.9.2** The minimum number of Marshalls in a WFTF competition (150 targets) is seven (7) Marshalls. This makes one (1) Chief Marshall and 6 (six) Deputy Marshalls (two Deputy Marshalls for each 50 target course).
- 4.9.3** All Marshalls shall be well versed in shooting safety, FT rules and especially the understanding and handling of field target failures.
- 4.9.4** Wherever possible, they should also be able to speak and understand English.

4.10 EMERGENCY SERVICES

- 4.10.1** EMERGENCY SERVICES in the form of an ambulance or qualified first aid staff must be present on the range during all World Championship events.
- 4.10.2** Each shooter is responsible for his/her own personal accident insurance. In addition to this the host organisation (in countries where this is permitted) shall take out event insurance at World Championship and international events.

4.11 RULES ACCESS

- 4.11.1** A copy of these RULES shall be kept on the range during matches, and accessible to all present.



5. COMPETITION

5.1 COMPETITION PERIOD

There are no rules when the competition will be held. This is a decision of an organization.

5.2 REGISTRATION PERIOD

5.2.1 The registration period is defined according the following rules:

- a. The registration period is expected to start around October;
- b. There is a team pre-booking period for RGBs to register competitors (With at least 1 month duration);
- c. All places not pre-booked can be used for individual competitors;
- d. All team pre-booked places and not paid can be open for individual competitors;

5.3 THE COURSE

5.3.1 A full course of fire at World Championship consists of 50 targets per day over 3 days.

5.3.2 A full course of fire must be completed for a score to be deemed valid excepting for circumstances listed below under rule "LEAVING THE FIRE OF LINE".

5.4 PRACTISE DAY

5.4.1 AT least 1 practise day before commencement of the Worlds competition must be provided.

5.5 RIFLE POWER VALIDATION (Chronograph)

During training day (1 day before starting the competition):

5.5.1 It is mandatory that on the training day before commencement of the competition the Marshalling team performs the following validations:

- a. Power validation test (With an official chronograph of the Competition.)
- b. Accessories validation;
- c. Bean bag & kneeling roll size;
- d. Pellet check;

5.5.1 Not passing through the Marshalling validation may result in a warning/disqualification;

5.5.2 During the **training day**, the velocity test/configuration can be made in any number of trials without penalties and/or warnings.

During Competition

5.5.3 All rifles shall be chronographed daily.

5.5.4 The Marshall shall personally load each pellet, ensuring that it is not deformed or damaged.

5.5.5 The power validation(s) may be done at any point along the course as determined by the Chief Marshal.

5.5.6 The Chief Marshall may request additional(s) power validation(s) to a competitor(s) in a random way including repeating the power validation already made during the competition.

5.5.7 The power validation must be made with "readable shoots". To be considered a readable shoot the Chronograph must show the pellet velocity.

5.5.8 if a shooter fails the first readable shoot because the air rifle power is above the limit then the test must be repeated. A maximum of 3 readable shoots may be made (per day).

5.5.9 After the 3 readable shoots, if the air rifle power continues to be higher than the allowed power then this will lead to disqualification from that day's result.

5.5.10 Each time a unique sticker shall be attached to every rifle that has passed the test and the chronograph speed recorded is noted on a master sheet.

5.5.11 The velocity test result is recorded in the score card by the Deputy Marshall in charge and a signature/control sticker/stamp included.

0 - Miss X - Hit	
Signatures	<input type="text"/>
Control Sticker/Stamp/Sig.	Total Hits
	Pellet Velocity: -----
	Weight: -----

5.6 START / COURSE Re-Open procedure

5.6.1A A match starts/course re-opens with the sounding of two whistles/horns by the Deputy Marshals.



5.6.2 Any timers that had been stopped for each target left to be shooting the shooter will have one minute for preparation plus one minute per target on a lane.

5.7 CEASEFIRE PROCEDURE

5.7.1A course (or section thereof) is closed when a single whistle/horn is sounded.



5.7.2All timers are immediately stopped and any loaded rifles are fired into the ground in front of the shooters and across the firing line.

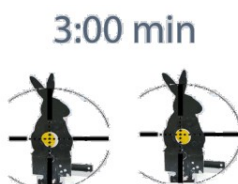
5.7.3A visual sign should be made by each squad by raising their hand. By raising their hand, the squad is giving a clear sign of permission to the Marshall to go ahead and enter in the competition area. **The visual sign can be applied only in the affected section of the course.**



5.7.4No shooter may move towards a target (unless requested by a Deputy Marshall to do so), range-find a target, or do any other preparation until the range is re-opened.

5.8 TIME ALLOWED

5.8.1Shooters are allowed 3 minutes in each lane. 1 minute for preparation plus 2 minutes for 2 targets.



5.8.2Immediately that the next lane is vacated by shooters, the next competitor should enter the lane without any delay.

5.8.3Timing starts when the shooter sits down/kneels or brings the scope to his/her eye for ranging in the standing position.

5.8.4Looking through the scope, Range finding, loading of rifle, checking of the wind are all part of the timing process.

5.8.5Once the shooter has taken his last shot, the timer should be reset for the next shooter and targets reset. The shooter should then vacate the lane immediately.

5.9 ADDRESSING TARGETS

5.9.1 Targets are addressed in number sequence.

5.9.2 If an incorrect target is shot at, the shooter scores a '0' and continues with the following target on their score card.



Example: if a shooter on lane 1, shoots target 2 first and drops the target- the wrong one. The shooter will have a "0" on target 1 and will have to reset target 2 and shoot it again.

5.9.3 No extra support can be used during the range finding period (includes tree poles, lane poles, tripod, etc...)



5.10 SCORING & SCORE CARDS

5.10.1 A score is indicated on the score card by an X for a knock down or a 0 if the target remains standing.

5.10.2 Only shooters grouped together on a lane or a Deputy Marshal may handle score cards.

5.10.3 Any changes to a score card shall be counter signed by a Deputy Marshall.

5.10.4 As soon as a match is completed, all score cards, duly completed and signed by all of the squad the shooter and scorer, must immediately be returned to the registration officials.

5.11 SCORE CARD CORRECTION

- 5.11.1** Any corrections made in a score card needs to be confirmed / validated by a Marshall.
- 5.11.2** Any corrections made in a score card without the validation by a Marshall may lead the target being scored as a miss "0".



5.12 DISPUTED TARGETS

- 5.12.1** Any disputed target must be challenged immediately after a shot is fired.
- 5.12.2** Under no circumstances should the shooter touch the reset cord until the dispute has been resolved.
- 5.12.3** Targets should be checked by the Deputy Marshal whose decision is final.
- 5.12.4** Marshal procedures to validate a target dispute.
1. The first thing to do is a visual check-up.
 - a. Make sure the shooter hasn't touched the reset string.
 - b. Check that the reset string isn't stuck or in tension preventing the target to fall.
 - c. Check that the target inclination is appropriate.
 - d. Check that the target is properly secured.
 - e. Check that there isn't anything in the surroundings of the target that prevents the target to work correctly (bush, tree, branch etc.).
 - f. If the dispute is at the beginning of a session, validate splits;
 2. After passing all of the visual checks, the target will be tested at least 3 times in different **hit** zone target areas (ex. bottom, middle and top) using the Official WFTF target checking device by a marshal trained and certified in its use.



3. If no issue is identified, the shooter will have a zero (miss).
4. If a target is found to be faulty, the target should be repaired or replaced immediately by a target with similar **hit**-zone size and will be re-shot by only the shooter who had challenged the shot.
5. If a target is found to be faulty and there's no replacement target, all shooters will be awarded with that point regardless of whether they have already shot the target or not, and it must remain removed for the remainder of the competition. For example, if a target is removed from the Yellow course, it stays removed from the competition for the following days and all shooters score an X for the target.

6. Number of replacement targets an organization must have as a backup (in each 50 target course):

15 mm	25 mm	40 mm
1	1	1

5.13 LEAVING THE LINE OF FIRE

Shooters may only leave the firing line under the following circumstances:

- 5.13.1** Voluntary abandonment of the shoot, in which case the score up to that point will be accepted as a valid result;
- 5.13.2** To repair equipment that has been rendered unsafe or is incapable of firing a shot by whatever means. This excludes zero-shift of optical equipment or poorly zeroed systems. The shooter may replace the offending part or equipment with the permission of the Deputy Marshal. No visit to the sighting-in range by the shooter or any person on his/her behalf is allowed;
- 5.13.3** For any other occurrence deemed valid by the Deputy Marshal.
- 5.13.4** In all the above cases the shooter's score card must be handed to the Deputy Marshal and the latter's permission obtained to leave the firing line, with a stipulated time of 5 minutes for return. The time of departure and intended return will be recorded on the score card and any card not claimed within the designated return time will be submitted as final score for that match.

5.14 FINAL RESULTS

- 5.14.1** The final results of the championship will be determined by the sum of the total hits obtained by each shooter on each competition day, minus the awarded penalty points.
- 5.14.2** The warnings will be used to order the classifications.

General Classification	Shooter Name	Number Hits	Warnings
1 st	Shooter a	120	0
2 nd	Shooter b	120	1
3 rd	Shooter c	120	2

- 5.14.3** The top 10 places in each class category (Overall) cannot have tied scores.

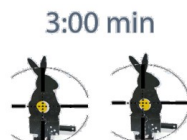
5.15 TIED SCORES

INDIVIDUALS

- 5.15.1** In the event of tied scores for award winning positions, final placements shall be decided by a shoot-off.
- 5.15.2** For each tied score (per category and class) similar lanes containing 2 target within positional shooting parameters (standing/kneeling) is prepared for each shooter:
- The shooting lanes will be side-by-side;
 - The shooting trajectories will be parallel;
 - The target distances will be the same;
- 5.15.3** Shooters with tied scores will shoot off simultaneously as follows:

- a. 1 round by each tied shooter from the Freestyle position;
- b. If undecided, 1 round by each remaining shooter from the kneeling position;
- c. If still undecided, 1 round by each shooter from the standing position;
- d. If still undecided, shooters continue shooting rounds from the standing position until all awards placements have been determined.

5.15.4 The time defined for each round in a tied score is 3 minutes (1 minute preparation plus 1 minute per target).



5.15.5 The result, for each shooter in each round is obtained summing the total of hits 'X' in 2 targets.

TEAM TIED SCORES

5.15.6 In the event of Team tied scores for award winning positions, final placements shall be decided by the following rules:

1. Compare number of shooters. The team with less shooters wins;
2. If still tied, compare the best daily score of each team. The biggest score wins;

Example:

	Day 1	Day 2	Day3
Country 1	160	150	140
Country 2	150	170	120

Note: The first best daily score for country 1 is 160 hits vs. 170 hits of country 2.
The second best daily score for country 1 is 150 hits vs. 150 hits of country 2.

3. If still tied, compare the second best daily score of each team. The second best score wins;
4. If still tied, shoot-off with 2 competitors from each tied team will be selected by each country for a shoot-off. In short, if we have 2 teams with a tied score, 4 competitors will be shooting 2 targets each in 3 minutes using the tied rules already in place. The total targets dropped by a team (2 shooters) will determine the winning team;

5.16 LATE ARRIVALS - Shooters

5.16.1 It is the responsibility of the shooter to arrive on time to the competition and according to the organization schedule.

5.16.2 Any shooter that does not follow these requirements (including arriving on time to the shooting lane before the competition starts) will not be able to shoot on each day in the World Championship.

5.16.3 The Chief Marshall may allow the shooter to enter in competition in very special justified cases and as long it doesn't delay the competition.

5.17 UNSAFE PRACTICE /CHEATING

- 5.17.1** Unacceptable firing line conduct will not be tolerated. Coaching or barracking of a shooter in competition is prohibited. Rifles will NOT be shared on the firing line.
- 5.17.2** The penalty for an unsafe practice or any form of cheating is disqualification, with the organisers reserving the right to take further action.

5.18 PROCEDURES TO PROTEST

- 5.18.1** Any protest must be made to the chief Marshall until the end of each competition day (max. 30 minutes after the end of the competition).
- 5.18.2** Any protest not made in the same day of the competition will not be considered.
- 5.18.3** The protest will be analysed /decided and the answer will be given on the same day.
- 5.18.4** The Chief-Marshall decision will be final.
- 5.18.5** The written protest shall be made using the template which is available on the WFTF website and on the reception desk.

5.19 SMOKING

- 5.19.1** Shooters are not allowed to smoke during the World Field Target Championship (As soon the Marshall blows the whistle until the end of the competition). Electronic cigarettes and vaporizers included.





6. WFTF RECOGNITIONS

6.1 PRIZES FOR WINNERS

6.1.1 During a World Field target Championship Medals will be distributed to the winners and award the following:

- a. **World Champion** and 2nd to 10th, 1st Lady, 1st Veteran, 1st Junior and 1st to 3rd Teams (PCP/SPRINGER).

6.1.2 Title can only be attributed when there are at least 3 shooters competing in the class.

6.2 FIELD TARGET MASTER TITLE

6.2.1A A public recognition will be made by WFTF to all shooters who achieve a score greater than 92,5% of the highest score in their category (PCP / Spring Piston).

6.2.2 The recognition will be made during the World Field Target Championship Ceremony.

6.2.3 The recognition will be given only one time per shooter ~~and per class~~.

6.3 SERVICE TO THE SPORT AWARD

6.3.1A A public recognition may be given to someone who has contributed greatly to improve Field Target sport.

6.3.2 Each RGB will nominate a person to be voted.

6.3.3 The voting will end once a person has been selected by more than 50% of the RGB's total votes.

6.3.4 The recognition will be made during the World Field Target Championship Ceremony.

6.3.5 The nomination cannot be made to the WFTF President.

7. DISCIPLINARY MATTERS

7.1 TYPES OF MEASURES

The available disciplinary measures in WFTF are:

7.1.1 VERBAL WARNING

A verbal warning is a polite voice instruction with the objective of informing or alerting a shooter about something, making sure the shooter is adhering to the WFTF rules. The warning should be instructive, clear and help everyone to understand what is wrong or not. A verbal warning can be made by a Marshall or Squad team shooters.

7.1.2 WARNING

A warning penalty during a competition is more serious since it will be register on the shooter's score card.

7.1.3 PENALTY

- a. The point penalties represent an action of attributing negative points to a shooter.
- b. The negative points will be used to reduce the shooter's final score.
- c. A decision of attributing a Penalty directly without passing the Warning phase is a decision of the pre-selected multi-national jury.

- d. Only a multi-national jury is able to attribute negative points and for the cases not defined they can be one (1) or two (2) points.

7.1.4 DISQUALIFICATION

- a. The disqualification is the highest penalty level in the WFTF and represents the act of stopping a shooter from continuing in the competition immediately.
- b. Only the Multi-Nationality Jury is entitled to disqualify a shooter except if the reason is related with any matter under the defined rules "7.4.3.-Disqualification".
In this case the Chief Marshall may disqualify a shooter immediately.

7.2 MULTI-NATIONAL JURY

7.2.1 A multi-national jury of five (5) members will be constituted for each world championship.

7.2.2 The multi-national jury will include the Chief-Marshall of the competition and four (4) people proposed by the marshalling committee.

7.2.3 The multi-national jury proposed by the Marshalling Committee need the approval of the WFTF President.

7.2.4 The powers of the Multi-National Jury are to decide about Penalties and to decide on areas not defined in the rules. To decide protests presented by a competitor or team captain.


Note: It is not possible to have every single possibility written down so the Multi-National jury panel should have power to decide on grey areas.

7.3 WARNINGS TREATMENT

7.3.1 During the three (3) days of competition a list of all warnings will be collected every day.

7.3.2 As soon as a shooter gets three (3) warnings a pre-selected multi-national jury of five (5) members will analyse the gravity of the warnings and will decide whether any penalty points are to be awarded to the shooter.

Field Target Score Card



Shooter ID: _____ Date: _____

Name: _____

Country: _____

Black Course

PCP Int.

Start Lane ▶

Warnings ▶

1

2

3

Team ▶

7.4 DEFINED PENALTIES

This section defines the known cases and the penalties associated. All cases not described in this section will be decided on the moment by the Chief Marshall or Pre-Selected Multi-Nationality Marshall team.

7.4.1 Warnings

WARNINGS	a. Not adhering to a Marshal instruction
	b. Not timing a shooter (all team will have 1 warning)
	c. Entering in the shooting area while competition is stopped
	d. When shooting the muzzle must be in front of the line and the trigger must remain behind it
	e. Not having permission to leave the competition area during a shoot (toilets near the course are considered part of the competition area)
	f. Not having the back feet visible to the marshal when shooting in the kneeling position (rule 8.6.f)
	g. Not entering in the lane when available creating delays/ queues
	h. Leaving alone a shooter while shooting
	i. Leaving the rifle with the barrel pointing outside the competition shooting area

7.4.2 Point Penalty

POINT PENALTY (-1 or -2 points)	a. Firing a shot into the ground without requesting permission of the shooting partner (Target miss)
	b. Rifle Accessory not allowed
	c. Range finding with artificial or natural support
	d. Seat height above limit
	e. Shooting in a Positional lane (standing, kneeling) and not using the correct position
	f. 3 warnings during the 3 competition days

7.4.3 Disqualification

DISQUALIFICATION	a. For every shooter that doesn't follow the safety procedures potentially putting other people at risk will be disqualified from the competition
	b. Cheating, Inappropriate behaviour, not being on time, use of drug(s), alcohol
	c. Pellet velocity above limit (disqualification on that day's result)
	d. Not Chronographing the air rifle when requested

Important (under rule 7.4.3): Depending on the seriousness of the offence it may be appropriate to give a warning initially before disqualification, but all breaches in safety rules should be taken very seriously.

8. DEFINITIONS

8.1 HAMSTER – A support that is affixed to the underside of the rifle stock and rests on the shooter's hand or knee, depending on the shooting position. The bottom surface of hamster can be in any shape or form. Extendable hamsters cannot be used in a way that extra support can be achieved.



8.2 PCP – pre-charged pneumatic air rifle.

8.3 RGB – Representative Governing Body, the organisation that represents a member country at the WFTF.

8.4 SINGLE RIFLE SLING – a sling used to carry the rifle or as a means of steadying the aim. Such a sling shall be attached to the rifle at a minimum of one and maximum of two points when a shot is taken. The sling may be unclipped from the rifle when not in use.

8.5 SPRINGER – air rifle in which power is generated by a large spring/gas ram and piston.

8.6 KNEELING

a. A shooting position where there shall be only 3 points of contact with the ground (2 feet and 1 knee).



- b. A kneeling roll may be used to support the rear foot and/or ankle only.



- c. The Rear Foot, when viewed from the rear should be vertical in appearance. No other part of the body may enter in contact with the kneeling roll.



- d. The Rear Foot is allowed to be angled so the ankle joint can be closer or further from the ground as desired. The toes can be bent or flat.



- e. If a kneeling roll is not present underneath the ankle joint, the ankle joint must not be in contact with the ground or appear to be in contact with the ground.



- f. The rear foot must be visible to the marshal at all times.



- g. The Leading Hand will support the gun, and forward of the wrist should itself be unsupported (the wrist is deemed to be the hinged joint between hand and forearm).



- h. No part of the rifle/hamster shall be in contact with the leading forearm (behind the wrist) or appear to be in contact with the leading forearm.



- i. Touching with the hamster in the jacket sleeve is NOT ALLOWED
- j. A rifle sling and/or butt hook may be used to steady the aim.

8.7 STANDING

- a. A shooting position where the shot is taken in a standing position without the aid of any support;
- b. There shall be only 2 points of contact (2 feet with the ground);
- c. The lead hand needs to support the rifle using the rifle fore-end, trigger guard or hamster;



- d. The wrist of the leading hand cannot be in any way be restricted of free movement



- e. A rifle sling and/or butt hook may be used to steady the aim.

8.8 FREESTYLE

With the assistance of a beanbag, the shooter may use any position that is safe and comfortable to the shooter. No other means of support, other than the shooter, shall be used for the rifle or body. The rifle cannot contact the ground. No body straps are allowed. A rifle sling may be used to steady the aim.

8.9 PRONE - (which may be used in the "Freestyle" lane the Shooter lays face down. The shooter's forearm, from elbow to fingertips must be clear of any artificial or natural support. However, a sling as described in rule may be in contact with the shooter's forearm in order to help steady their arm.

8.10 WORLDS - the annual World Field Target Championships hosted by a member RGB under the auspices of the WFTF.

8.11 WIND INDICATOR - (Methods of wind indication) - Must be Non electronic and only attached to rifle. Any other form of shooter initiated wind assessment is NOT permitted. (Includes, but not restricted to powders, grass, smoke, dust etc...)

8.12 DEFINITION OF A 'SHOT' - A shot is deemed to have been fired if air is discharged from a rifle. A shooter may however fire a shot into the ground after declaring this to his/her lane partners.

8.13 COACHING - The act of providing information about wind, target distances.



9. ANNEXURE - A (Pellet Speed Table)

Table with the maximum Pellet Velocity allowed based on the pellet weight:

Weight (grains)	Weight (grams)	FPS	MPS
7,6	0,492	843,0	256,9
7,7	0,499	838,0	255,7
7,8	0,505	832,0	253,6
7,9	0,512	827,0	252,1
8,0	0,518	822,0	250,5
8,1	0,525	817,0	249,0
8,2	0,531	812,0	247,5
8,3	0,538	807,0	246,0
8,4	0,544	802,0	244,4
8,5	0,551	797,0	242,9
8,6	0,557	793,0	241,7
8,7	0,564	788,0	240,2
8,8	0,570	784,0	239,0
8,9	0,577	779,0	237,4
9,0	0,583	775,0	236,2
9,1	0,590	771,0	235,0
9,2	0,596	767,0	233,8
9,3	0,603	762,0	232,3
9,4	0,609	758,0	231,0
9,5	0,616	754,0	229,8
9,6	0,622	750,0	228,6
9,7	0,629	746,0	227,4
9,8	0,635	743,0	226,5
9,9	0,642	739,0	225,2
10,0	0,648	735,0	224,0
10,1	0,654	732,0	223,1
10,2	0,661	728,0	221,9
10,3	0,667	724,0	220,7
10,4	0,674	721,0	219,8
10,5	0,680	717,0	218,5
10,6	0,687	714,0	217,6
10,7	0,693	711,0	216,7
10,8	0,700	707,0	215,5

Weight (grains)	Weight (grams)	FPS	MPS
10,9	0,706	704,0	214,6
11,0	0,713	701,0	213,7
11,1	0,719	698,0	212,8
11,2	0,726	695,0	211,8
11,3	0,732	692,0	210,9
11,4	0,739	689,0	210,0
11,5	0,745	686,0	209,1
11,6	0,752	683,0	208,2
11,7	0,758	680,0	207,3
11,8	0,765	677,0	206,3
11,9	0,771	674,0	205,4
12,0	0,778	671,0	204,5
12,1	0,784	668,0	203,6
12,2	0,791	666,0	203,0
12,3	0,797	663,0	202,1
12,4	0,804	660,0	201,2
12,5	0,810	658,0	200,6
12,6	0,816	655,0	199,6
12,7	0,823	652,0	198,7
12,8	0,829	650,0	198,1
12,9	0,836	647,0	197,2
13,0	0,842	645,0	196,6
13,1	0,849	642,0	195,7
13,2	0,855	640,0	195,1
13,3	0,862	638,0	194,5
13,4	0,868	635,0	193,5
13,5	0,875	633,0	192,9
13,6	0,881	630,0	192,0
13,7	0,888	628,0	191,4
13,8	0,894	626,0	190,8
13,9	0,901	624,0	190,2
14,0	0,907	621,0	189,3

Important: For pellets with a weight in grams between two (2) values in the table, for example 0,547 grams, use the lighter value of the table pellet weight to determine the maximum allowed velocity. In this example (0,547) use the velocity of the weight 0,544 grams – 802,0 fps or 244,4mps.