

SWEFTA 2008 SEASON

SHOWDOWN RULES

Entry by competitors implies acceptance of these rules.

1. 32 entrants have qualified for this tournament. They have been drawn at random for the first round. In the event that one or more cannot take part, their place or places may be taken by reserves. If there are still any vacant slots in the first round, the drawn opponents will get a bye to the second round.
2. Competitors will shoot in order, in pairs, as per the draw, the first to shoot being decided by the toss of a coin or by mutual agreement. The object is to score a greater number of hits than your opponent, in each round. The competitor with the higher score in each pair will proceed to the next round.
3. The event will be shot over two courses, each consisting of 10 lanes of 2 targets per lane. Course #1 targets are numbered 1 to 20. Course #2 targets are numbered 21 to 40.
4. Half of the contestants will shoot the first round on course #1, and the other half will shoot the first round on course #2.
5. If they shot course #1 in the first round then they will shoot course #2 in the second round, and vice versa. This applies to the second and all successive rounds, i.e., competitors will alternate which courses they shoot on if they get through to the next round. Stats office will advise the name of the new opponent and on which lane shooting should begin on the next round.
6. Every round will be a shotgun type start and the stats office will tell you which lane you should shoot first.
7. All targets will be shot from the seated position, except in the event of a tie. See rule 13.
8. Each competitor will be allowed a maximum of 1 minute per lane, timing to start from when the scope is first placed to the eye. Targets shot after one minute will be deemed a miss.
9. Competitors must ensure that targets are shot in the correct lane and in the correct order. Failure to comply will result in lost targets.
10. As soon as you have finished the round please take the card back to stats. This applies to the first and all successive rounds.
11. First round losers in the Main competition will be eligible to enter into a separate Plate Competition, which will be shot on the Hunter course, but to FT rules and scoring system. Some targets may be partly obscured as this is a hunter course.
12. Second round losers (8 in all) will be paired at random to make four teams. They will be entered into a speedshoot competition, rules as below.
13. If 2 competitors are tied at the end of a round, an eliminator lane will be shot, kneeling position. This lane will be targets 19 and 20 on course 1 and targets 21 and 22 on course 2. If they are still tied then a 'sudden death' shoot-off will take place on the eliminator lane.
14. The final will be shot over a composite course of ten lanes, which will comprise the second five lanes of course #1 and the first five lanes of course #2, (i.e., targets 11 to 30). This cancels out any possible advantage of who shot which course most recently.
15. In the event of a tie in the Final Round, the eliminator lane will not be used, the composite course will be shot again lane by lane on a sudden death basis.

Plate Competition.

1. This will be for the competitors who are eliminated from the first round of the main competition.
2. It will be shot over the normal hunter course, which in this case has ten lanes of three targets per lane.
3. Scoring will be as per normal FT rules, X if the target falls and 0 if it doesn't.
4. Competitors may not have a hunter rifle with them, therefore an FT rig with any magnification scope may be used.
5. Competitors may rangefind, alter magnification and dial.
6. No need to touch the post but you should shoot from that area and not from an adjacent FT lane.
7. There are no mandatory positionals, however this competition is being shot on a hunter course and some targets may be partly obscured or only visible from a standing position or kneeling position. It is up to the competitor from which position they wish to take the shot.
8. In the event of a tied score there will be a standing only shoot off on one lane, to be chosen on the day.

Speedshoot competition.

1. This will be for the eight competitors who drop out of the main competition at round 2.

Pairs section:

2. They will be drawn at random into 4 pairs, initially each pair shooting as a team. Each team will shoot a rack of silhouette targets placed at a fixed distance. The rack contains five rams which are worth 1 point each, five pigs worth 3 points each, five turkeys worth 5 points each, and five chickens worth 7 points each.
3. Each pair will get two minutes to attempt to knock over all the 20 silhouettes, in any order. Timing begins when the scope is first mounted.
4. No limit to the number of shots.
5. All shots to be taken from a seated position.
6. Single shot rifles only. Any scope, any magnification.
7. Both members of the team must shoot, one shooting and one loading is not allowed.
8. The maximum possible score is 80 if the rack is cleared. The team with the highest score will be the winner of this section.
9. In the event of a tie, the rack to be reset and shot again to the same rules but only one minute allowed.

Singles section:

10. The winning pair will then go head-to-head against each other, shooting the rack again but this time separately from each other, to the same rules as above but with a 3 minute time limit.
11. Toss a coin or by agreement who shoots first.
12. In the event of a tie, the rack to be shot again to the same rules but only two minutes allowed.