

# ASA RULES FOR ZZ SHOOTING

*THESE ARE THE MOST RECENT RULES AS ISSUED BY  
THE AUSTRALIAN SPORTING ASSOCIATION  
as at May 2010*

## NATIONAL RULES - HELICES

In the case of any controversial interpretation of the present regulations, the Rules Committee interpretation will be final.

### **ARTICLE 1**

These rules are mandatory for National and State competition where a championship sanctioned by ASA takes place in the Commonwealth of Australia.

State Associations are urged to apply these regulations for their zone and local competitions.

All shooters must know the rules and abide by the results.

All persons participating in the discipline are supposed to know the rules and regulations and to submit without reserve to all dispositions and consequences that may result of it. Any person convinced that during competitions, prizes, pools or matches, the shooter shoots a helice without intention to break it, may be prohibited from competition in the future.

### **ARTICLE 2**

12 gauge calibres is the largest authorized. No advantage is offered to smaller calibres.

The strongest authorized lead shot is 36 grams for the totality of calibres. The authorized lead can not have a diameter superior 2.70 mm (N°6).

The management will be able to verify the composition of cartridges and no infringement will be sanctioned.

### **ARTICLE 3**

The shooter must stand within the marked space on the Shooting Stand at the designated distance. The gun can be held in any position judged safe by the shooting manager or referee, from gun down to fully mounted.

**ARTICLE 4**

The shooter may only load the gun on the shooting stand, pointing towards the helice machines and only when the ring is clear and staff has returned to their places.

The Gun must be unloaded before the shooter turns to walk off the stand.

**ARTICLE 5**

When the shooter is on the shooting stand with the gun closed and loaded in a ready position and is disturbed by a competitor or a spectator a 'balk' can be claimed, and if upheld by the referee, another helice will be allowed.

**ARTICLE 6**

Shooters must succeed each other on the shooting stand without interruption, dressed in appropriate clothing and with a minimum of sixteen cartridges. If a shooter fails to arrive after being called by name three (3) times, they will be given a "zero" which will be noted down only when the next shooter walks onto the Shooting Stand

**ARTICLE 7**

If a shooter shoots out of turn and breaks the Helice it will be scored "no bird". If the shooter misses the helice it is scored "zero".

**ARTICLE 8**

As soon as the shooter has loaded the gun and is on the designated mark, the "puller" will start the machines. At the shooters call the helice must be thrown instantaneously.

- 1 • If the shooter fires unintentionally before to order " pull ", the shooter will get a "no bird" and will have to pay for a new helice.
- 2 • If the helice is thrown before the shooter order "pull", the shooter may refuse to shoot this helice. However if the shooter shoots this helice, the result will be recorded.

**ARTICLE 9**

To be considered as "good", the white part of the helice has to come off and fall in the enclosed area. If this part bounced outside, the helice is declared "good".

**ARTICLE 10**

The two shots will have to be shot in the acceleration phase of the helice.

**ARTICLE 11**

The shooter will have the right to shoot another helice if the gun misfires by defect of percussion. After two misfires (on the second misfire) by defect of percussion, the referee will give a warning to change either the firearm or the ammunition. When the next misfire occurs the target will be deemed lost.

If the misfire is due to an unloaded barrel or if the safety trigger is on, the result will be recorded zero.

**ARTICLE 12**

The shooter will not have to pay the helice declared "no bird" if the no bird is caused by a helice defect or a machine malfunction.

**ARTICLE 13**

If the two shots leave together (or double discharge), whether a hit or a miss this is declared a 'no bird'.

The shooter must pay for the next helice.

**ARTICLE 14**

If the first shot misfires by defect of percussion and if the shooter shoots his or her second shot, the helice is declared "zero" if it is missed.

**ARTICLE 15**

If the second shot does not leave because of a defect of percussion, the shooter will be allowed to shoot another helice by shooting only one shot, ie. only 1 shell in the gun.

**ARTICLE 16**

To be declared "good" the white part of the helice must separate at the first or the second shot, and falls inside the enclosed area.

**ARTICLE 16A**

If a target falls short because of a faulty helice or early release and it is not broken in any way and does not reach the fence, then the decision of the referee will stand

**ARTICLE 16B**

In the event of a shooter delaying his second barrel hoping the target falls in the ring it will be declared a "zero".

**ARTICLE 17**

If the helice falls inside the enclosed area at the first shot with the white part not detached, the referee will decide if the shooter had enough time to shoot the second shot.

If the shooter had enough time to shoot the second shot, the helice is declared "zero". If however the shooter did not have enough time to shoot the second shot, the shooter will be allowed to shoot a new helice with only one shot, ie. only 1 shell in the gun.

The shooter will have to pay the new helice. The referee must indicate on the score sheet the number of helices broken with the white part not detached.

**ARTICLE 17 A**

If the shooter breaks one wing fully off the helice at a low target on the first shot and the helice falls inside the ring it is a "no bird". The shooter will be allowed to shoot another helice by shooting only one shot, ie. only 1 shell in the gun.

**ARTICLE 18**

Each time that a helice is broken inside the enclosed area, it is an obligation to pick up the white part of the helice. At the discretion of the shooting manager, if he/she sees fit, and if it is perceived the white part or broken particles to be an obstruction to the outcome of the next helice shot, only the staff is authorized to pick up the white part fallen in the enclosed area.

**ARTICLE 19**

If several helices leave together, the shooter can abstain to shoot by raising the gun. If the shooter shoots one helice and breaks it, it will be declared "good." If it is missed, it will be declared "zero" .If you shoot at the second helice, hitting will result in "no bird" missing it will result in a loss being recorded for the second helice.

**ARTICLE 20**

Every helice shot outside of the diagonal flag line is declared " zero." Besides, a fine may be inflicted to the shooter.

**ARTICLE 21**

Every shooter who breaks a helice from a distance less than the imposed distance will shoot another helice. The helice is declared a " zero" if missed.

**ARTICLE 22**

The shooting manager will adjust the speed of machines before the beginning of the event. This speed should never be changed before the end of an event or at least before the end of a complete "tour". Participants should be aware of this.

**ARTICLE 23**

The helices shooting stand is preferably to be located on a flat field. The general orientation of the stand, at the discretion of the shooting manager, will preferably be South or South East with the axis aligned through the shooting stand and the machine number three.

- 1 • Five (5) machines will be positioned 4.50 m minimum and 5.00 m maximum away from each other.
- 2 • seven (7) machines will be positioned 2.25 m minimum and 2,50 m maximum away from each other, between boxes 2 and 3 - 3 and 4.
- 1 • Nine (9) machines will be positioned 2.25 m minimum and 2.50 m maximum away from each other, between boxes 1 and 2 - 2 and 3 - 3 and 4 - 4 and 5.

The stand must be enclosed by a rigid barrier from 0.60 m to 0.80 m maximum height, whose lattice will ensure no portion of the white part of the helice can penetrate it - the distance between the starting point of helices and the barrier will be from 19m to 21 meters maximum.

When a helice shooting installation exists and works, the distance between the boxes (1 & 5) and the barrier could be from 19m to 21 meters.

For all the new helices stands, the distance included between the barrier and the departure point of the helices shall not be less than 19m nor more than 21 meters.

The shooting stand is graduated from 25m to 30 m minimum.

**ARTICLE 24**

Characteristics of the helices will have to be following:

**Size:** - scale of the helice carrier 28 cm

- Diameter of the White part 10.4 cm

**Weight:** - total of the helice: 70 grams maximum

- The white part: 35 grams maximum

**Substance:**

The helice in substance very friable to the impact (polystyrene)

The white part not friable to the impact (minimum 50 % of polyethylene)

**System of fastener:**

Has to be made by collision of the white part on the helice

**Color:** - color of the helice carrier: orange or red

- Color of the white part: white

except another decision of helices commission.

**Machines:**

They have to be supplied at the end of the axis of the carrier rotor with a launching slope called "BEC".

The speed of the motor principal, porter of the helice must be able to be ruled in a progressive manner from zero to 10.000 (rotation/minute).

**ARTICLE 25**

Anybody having ever shot and taking part in an event with or without handicap will have to shoot from 25 meters. This distance could be increased, by the shooting management if it is notorious that the class of the shooter justifies it.

The Australian Shooting Association Rules Committee will determine, during each meeting, the new handicap of the shooter, according to his gains and losses, calculated at the end of each competition.

**ARTICLE 26**

- 1 • During competitions or championships organized with 5 machines, the shooter will have to shoot at 2 to 5 helices without leaving the shooting stand.
- 2 • During competitions or championships organized with 7 machines, the shooter will have to shoot at 3 to 5 helices without leaving the shooting stand.
- 3 • During competitions or championships organized with 9 machines, the shooter will have to shoot at 5 helices without leaving the shooting stand.
- 4 • Of course the electronic system of the " puller " will have to allow the selection of machine opening.

**ARTICLE 27**

Only official ASA referees will be entitled to judge a national and state championship.

Shooters complaints will to be presented to the ASA Rules Committee, or its appointee/s, on paper and are required to pay \$50 AUD (or equivalent) as security. This will be returned if the complaint is upheld.

## **THIS IS FOR REFEREES AND SHOOTING MANAGERS ONLY**

### **ADDITIONAL INFORMATION TO ASSIST REFEREES**

This section has been provided to assist Referees and Shoot Managers giving clarification and advice on some of the more vague rules of Helice Shooting and the way in which these rules have been interpreted at home and abroad over certainly the past 10 years.

It is important to remember the 'roots' of Helice Shooting, it was designed to replace and replicate as closely as possible shooting of Box Pigeon. It is not a Clay Shooting discipline and this point needs to be made clearly to all new comers to the sport and to inexperienced Referees.

One important difference concerns safety, a Helice Shooter is out on his or her own on the graduated 25m to 30m walkway and there is very often no Referee within 7mt of the Shooter. Shooting is not in a Safety Cage so the Shooter must be ultra conscious of loading and unloading the gun down range, turning around only with an empty gun. Also unlike modern Clay Shooting Competitions there can be Shooting Range Staff moving in front of the Shooter, loading helice machines or picking up white centers, and again the shooter must keep the gun empty until these Staff are back in safe locations. Many of the Articles are self-explanatory but the following points hopefully clarify those, which are not and also cover the question of charging for extra targets.

#### **ARTICLE 5 The Baulk Rule.**

The shooter should not be charged for the repeat helice if the baulk is upheld.

#### **ARTICLE 7 Shooting out of Turn**

The shooter must pay for one or both Targets shot out of turn unless of course it was a management fault.

**ARTICLE 8** Shooting before the call of Pull

If helice is thrown before the call of 'Pull' and the shooter declines to shoot, the shooter will not be charged for the repeat helice.

**ARTICLE 9** If the helice hits the top of the perimeter fence and drops outside, it is a 'zero'

**ARTICLE 11** The shooter must pay for a repeat helice released because of gun or cartridge malfunction. If the gun malfunctions the shooter must remain on the stand facing down range and hold up the gun, being careful not to touch the safety catch and not to touch the opening mechanism until a referee adjudicates.

The shooter may change gun or ammunition because of misfires at anytime with the Referees permission. If a test fire is required the referee must give permission. Test firing is not permitted at the start of or during competition.

**ARTICLE 16** To be scored 'good' the white centre cap must completely detach from the wings when shot. It is possible, dependant on the type of helice used, that a very small piece of wing plastic can remain on the white centre cap. The referee must decide whether this constitutes the centre cap coming off. Common sense and benefit of the doubt for the shooter should be employed.

**ARTICLE 17** This Article can be and is often abused!

The amount of time that a shooter has to fire two shots at a low helice before it strikes the ground is solely the referees decision which can be made more difficult by a shooter who having missed with the first shot commits a 'Professional Foul' by hesitating with the 2<sup>nd</sup> shot hoping the helice will hit the ground or fence and be allowed a repeat.

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Another situation that can occur is that the helice when released flies low and brushes the ground and flies on.

In a 1999 clarification of the rules it was decided that if the helice touches the ground on release but has enough energy to fly at a reasonable speed and distance for the shooter to have taken two shots at it, the referee has the sole discretion to declare the helice 'fair'. He may also, if not satisfied, call "No bird".

The decision however, is not for the shooter to make - the ruling was that the shooter must attempt to shoot the helice and wait for the referee's decision.

If the shooter holds firing on a helice in these circumstances which the referee considers 'fair', the shooter will be scored a 'zero'.

**ARTICLE 20** Shooting a helice outside of the limits of the side marker flags.

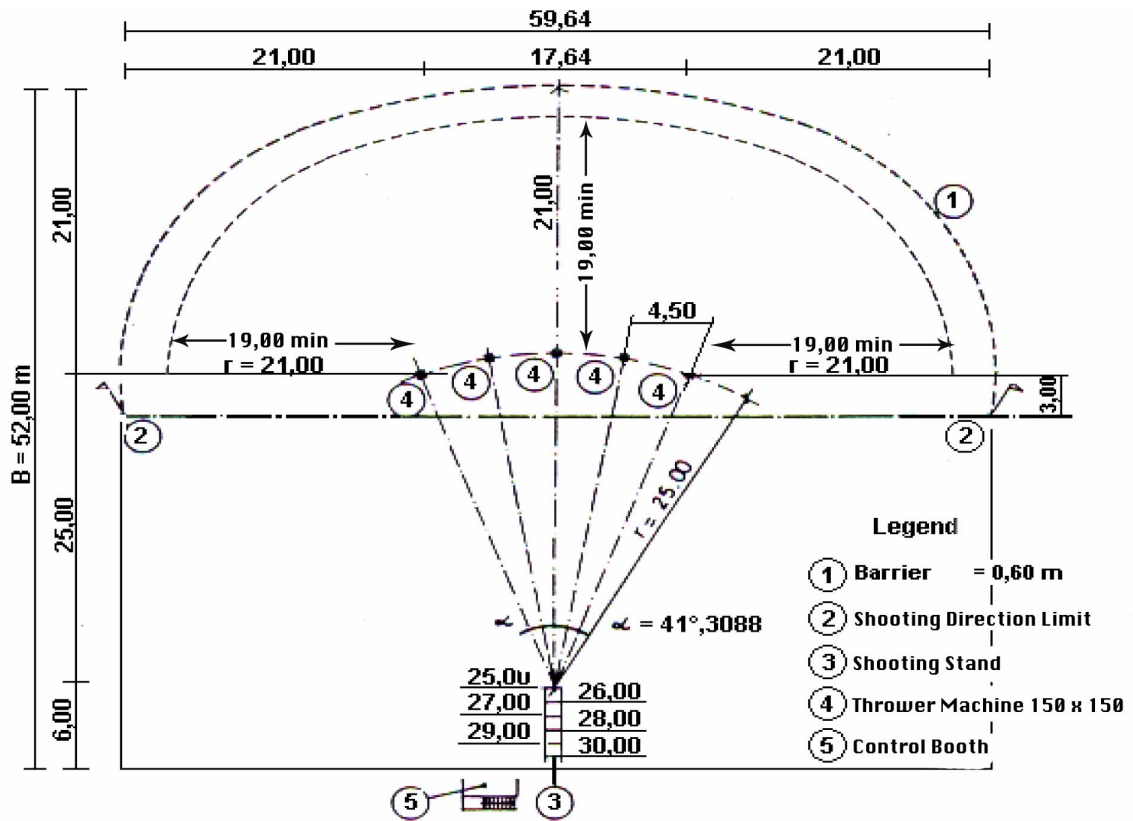
A difficult rule to interpret as a very strong wind blowing at the machines can put a helice from one or five machines over the boundary as the shooter fires.

Benefit of the doubt should apply but only once.

The shooter must pay for the repeat.

# HELICES SHOOTING LAYOUT

(National and State sizes)



# HELICES SHOOTING LAYOUT

National & State