



SHOWDOWN RULES 2024

Qualification for the Showdown:

The Showdown is a knockout competition contested by 48 competitors who have qualified for the event through the BFTA GP series. It consists of three competitions: Showdown, Plate and Shield. These will subsequently be referred to as the Showdown unless otherwise stated.

If competitors wish to enter the Showdown, then they must tick the box on their GP scorecard.

At GP1 the top 7 scoring competitors will qualify for the Showdown. At GP2 the top 7 scoring competitors who have not already qualified will qualify for the Showdown; this process will continue for GP3-6. At GP7 the top 6 scoring competitors will qualify.

If qualifying scores are tied, then countback will be used to determine which competitor(s) qualifies.

Countback – the 1st target missed from target 1 on the course, if this is the same then the 2nd target missed and so on. If this process does not separate the competitors, then the Competition Manager will decide by flipping a coin.

If qualifiers withdraw from the Showdown, then where possible the next qualifier from that GP will be offered the place. If places are available on day Showdown, then volunteers will be sought.

Rules

1. BFTA Main Shoot Rules will apply except for timing.
2. The event will be shot using three 10 lane, 20 target courses (2 targets per lane).
3. Timing – 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.
4. All competitors shall report to the Stats office before 0830 to register their attendance. Failure to do so will result in disqualification. Any competitor who is late for the start of any round shall also be disqualified. Competitors with equipment problems likely to delay their start should inform the stats office as soon as the problem occurs.



League Phase

5. Competitors will be allocated into groups of 4. The first 12 qualifying competitors will be seeded into groups 1 to 12. The next 12 qualifiers will be seeded into groups 1 to 12. The remaining 24 qualifying competitors will be allocated groups at random.

6. Competitors will shoot each of the 3 courses against the three members of their group. Order of shooting should be decided with the flip of a coin.

7. Points will be awarded: 2 points for a win, 1 for a draw.

8. On completion of the three rounds of shooting, competitors will be ranked in their groups and allocated to one of the knockout phases:

Showdown

Twelve group winners and the four best 2nd place competitors.

Plate

Eight other 2nd placed competitors and the eight best 3rd place competitors.

Shield

Four other 3rd placed competitors and the twelve 4th place competitors.

Criteria for determining group places:

Points scored and if tied, then targets hit.

If two competitors tie on points and targets, then the outcome of their contest will be used.

If this does not determine position, then the Competition Manager will decide by flipping a coin.

Knockout Phase

9. In each of the competitions, competitors will be seeded for the first knockout round. Subsequently the competitions will follow a scheduled route to the final.

10. In the event of a tie then competitors must shoot-off to decide the winner.

The shoot-off must be on the course that the competitors have just shot.

The shoot-off lane should ideally be the last lane that the competitors shot or an alternative lane on the same course if the last lane is deemed inappropriate.

Shoot-off.

Two targets in the same lane shot from the standing position. 1 minute timing applies.

If this does not determine a winner, then:

Sudden death on one of the targets in the lane, 30 second timing applies.

Competitors should ensure that the winner is clearly identified on the scorecard.

11. The knockout phase will continue to determine the winners of the Showdown, Plate and Shield.



12. If the final is a tie, then the following shoot-off will apply.

1 minute rule applies.

3 consecutive lanes should be chosen.

- First lane is shot sitting, second lane is shot kneeling, and third lane is shot standing.

If this does not determine a winner, then the next two lanes on the course will be used.

- First lane is shot kneeling, and second lane is shot standing.

If this does not determine a winner, then the next lane on the course will be used.

- This lane is shot standing.

If this does not determine a winner then competitors will remain on this lane and shoot sudden death, one target shot standing. 30 second rule applies.

Trophies

Showdown

Winner, runner-up, 2 x semi-finalist, 4 x quarter finalists.

Plate

Winner, runner-up, 2 x semi-finalist

Shield

Winner, runner-up

13. The Organisers reserve the right to Chronograph any Rifle or Pistol used at any shoot that is subject to the BFTA rules. This can be done before, during, or after the shoot at the Chief Marshals discretion.

a. The BFTA has declared a maximum pellet speed for rifles of 5 fps below the 12 ft/lbs limit; this is for the actual pellet being used by the shooter on the day. 5fps below 6 ft/lbs will apply for pistols.

b. A maximum of three shots will be allowed over the chronograph. Failure of the gun to comply with 3) a. above will disqualify that gun for the whole event. Any competitor whose gun fails the chronograph test will have their card marked as void, but they may complete the course if they wish with another gun (See Rule 17) FIRING LINE CONDUCT) to help maintain the group they are shooting in.

c. Deformed pellets may not be used for the testing process (see MAIN SHOOT RULES, PENALTIES, Rule 14.

14. Any competitor who for any reason is disqualified forfeits the right to any prize that they would have otherwise been entitled to.

15. Any competitor receiving a bye in any round may still shoot the course if they wish.

16. Competitors may apply to the Shoot Jury if they believe a rule has not been correctly applied. A Jury of 3 Persons (Current BFTA Card holders) named by the Chief Marshal will settle any dispute. No member of the Shoot Jury may be involved in a decision where he or



she is involved as a shooter. This list can be amended at any time; no member of the Shoot Jury may be involved in a decision where he or she is involved as a shooter.

17. The event will generally comply with the BFTA Main Shoot Rules, except for Rule 10 as described above and timing will be one minute for two shots as described in Rule1 above.

18. In any matters contained in or not covered by these rules the Jury's decision shall be final.

Mark Bassett (BFTA Chairman) 2024