



**AMERICAN**  
FIELD SPORTING

# AMBASSADOR HANDBOOK



Version 22

Thank you for being a Field Judge for the newest game in Sporting Clays. Our tag line is: Less Rules. More Fun.

While there are less rules, the ones that we do have, are critical to the success of the game. You are the Ambassadors of the game; many of the participants will have never shot the game and will need your help and support.

There are lots of familiar rules as well as some big changes. Your proficiency with all the rules is critical. This handbook does not replace reading and understanding all the rules in the rulebook.

Please be efficient in your guidance and brief in your conversations. A squad of five shooters should take less than thirty minutes. That is completely dependent on the way you manage the squad.

If you have questions, or ideas for improvement, post them on the Facebook page or email us at [info@AmericanFieldSporting.com](mailto:info@AmericanFieldSporting.com).

The rulebook, scoresheet, videos, and FJ testing can all be found at [www.AmericanFieldSporting.com](http://www.AmericanFieldSporting.com)

Thanks again!

**It is the responsibility of field judges to put all aspects of safety first.**



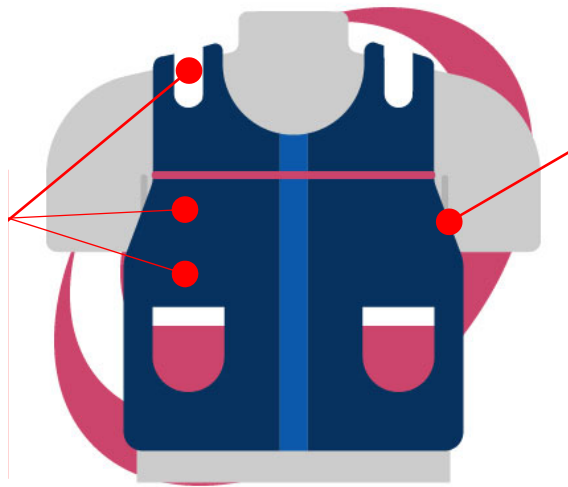
Shooters, Field Judges, and spectators must wear eyes and ear protection when shooting is taking place.

- ✓ First shooter in station views targets with EMPTY gun.
- ✓ Shooters ONLY load guns when standing in the hoop or stand.
- ✓ Loaded guns ALWAYS pointing downrange.
- ✓ Shooters ALWAYS unload guns BEFORE turning away/leaving shooting hoops or stands

No reloads are allowed in competition. All ammunition must be commercially manufactured cartridges. Load and shot size may not exceed federal, state, local, and host club rules. If registered, load and lead shot size shall be limited to association specifications.



All shooters A, B, C, D, and E Classes may hold their shotgun in the Ready Position at any height, but the heel of the shotgun must be in contact with their body.



The Ready Position for Master and AA class shooters is the heel of the shotgun in contact with the body and the highest point of the back of the stock (and the highest point of any type of stock) must be below a horizontal line marked on the shooter's outermost garment.

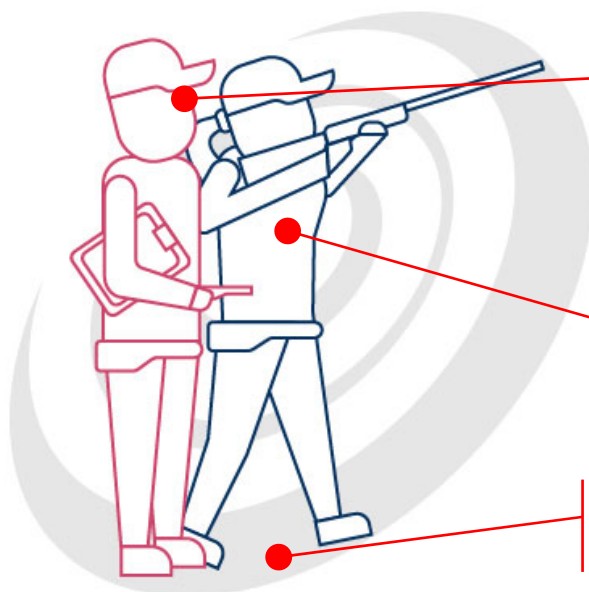
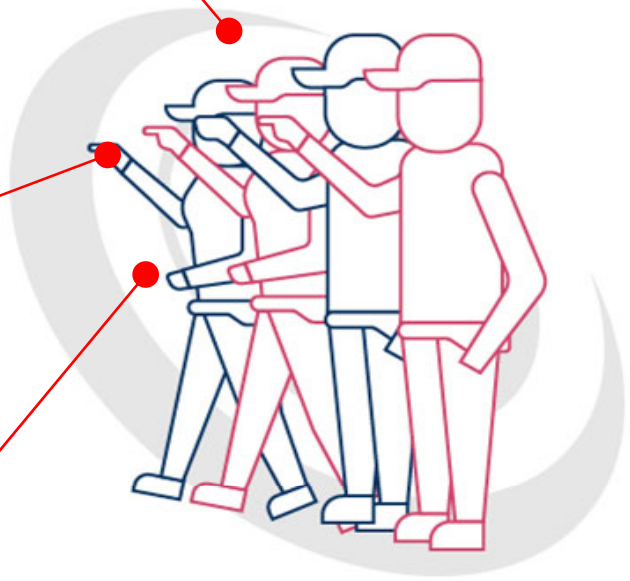
The horizontal line is referenced at the bottom of each shooter's armpit as their arm is at their side to ensure line height is anatomically proportionate to all shooters.



The squad is allowed two views of all targets as singles in numerical or alphabetical order. The Xbird is viewed twice from the station where it is thrown and is the last target viewed. There are no previews of pairs.

Before the first preview of each target, the Field Judge will describe the type of target, if non-standard, entry point, and landing point. This description must be short and simple. It is the shooter's sole responsibility to assess the target.

Each shooter may change chokes before they attempt targets at each station. Once a shooter begins attempting targets, they may not change chokes at that station.



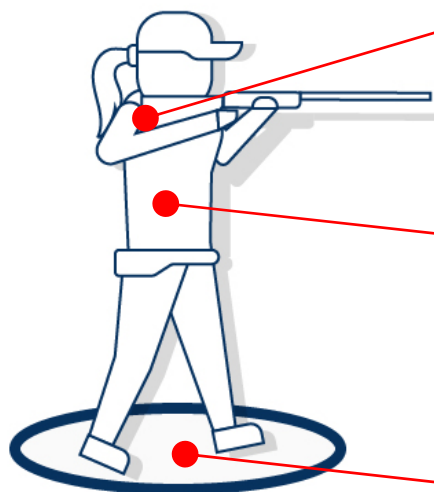
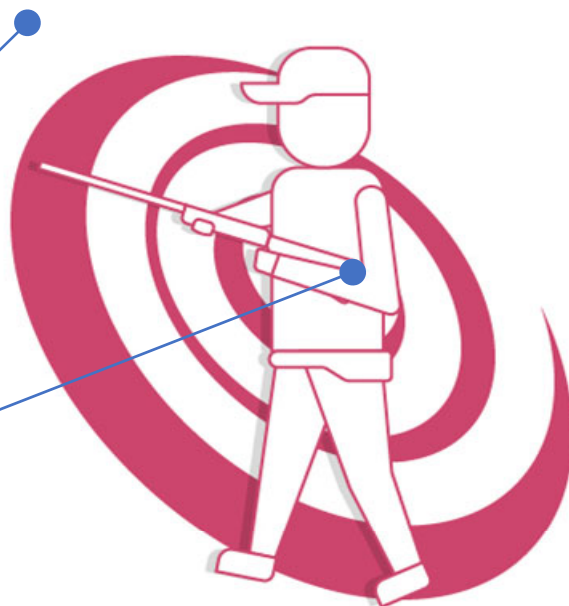
The Field Judge must announce each presentation for every shooter. i.e. one-shot single 3, true pair 2, 5, etc.

Each shooter attempts the entire menu. There is no rotation between singles and pairs

Shooters must rotate between each station and each field.

**All shooters**, when they are in the station, may pre-mount and swing their gun on the target line before placing their gun in the Ready Position and attempting the target.

All shooters must set their gun in the Ready Position before calling for the target and not move until the target is visible.



The shotgun must be fully shouldered before attempting the target.

After the shot is attempted, the Field Judge must call lost or dead so that the shooter can hear the call.

Both feet must always be fully inside the station while attempting targets.



### **One-Shot Singles**

Up to two shells may be loaded, but only one may be discharged while attempting the target.

A second shell discharged during the attempt, even at a broken chip, will result in a lost target.



### **Two-Shot Single Target and XBird**

Full use of the gun, both barrels are allowed.

If a gun or ammunition malfunction occurs on the second shot, the target will be re-shot and the shooter must intentionally miss the target on the first shot.

### Report Pairs

On Report Pair, the shooter may shoot twice at the first target.

A target shall be deemed a No Bird if the target breaks when thrown from the trap and/or if it is broken by an obstacle before the first shot.

In the case of a No Bird or Gun Malfunction on the second target of a Report Pair, the first shot attempt will be established Dead or Lost and the pair will be re-shot.

The shooter must make a legitimate attempt at the first target and the second shot attempt will be scored Dead or Lost based on the result of the attempt at either the first or second target.



**FOLLOWING PAIR  
TRUE/SIM PAIR**

### Following/True Pairs

The shooter may shoot either target first and may shoot twice at the same target.

If either target or gun malfunction occurs, neither target is scored, and the pair will be re-shot.

If the shooter breaks both targets with one shot, or a piece of the first target broken by the first shot breaks the second target, both targets will be scored dead.

A target shall be deemed a No Bird if the target breaks when thrown from the trap and/or if it is broken by an obstacle before the second shot.

A No Bird or Gun Malfunction will result in reshooting the pair with nothing established.



## Ready Position and Malfunction Penalty Assessment

		1st	2nd	Penalty	No Bird
<b>One Shot Single</b>		Re-Shoot nothing established	Lost Bird	Lost Bird	Re-Shoot nothing established

<b>Two Shot Single</b>	<b>First Shot</b>	Re-Shoot	Lost Bird	Lost Bird	Re-Shoot nothing established
	<b>Second Shot</b>	Re-Shoot, must miss first shot	Lost Bird	Lost Bird	

<b>Report Pair</b>	<b>First Shot</b>	Re-Shoot nothing established	Lost Bird	First SHOT is lost, reshoot and score second shot (either target)	Re-Shoot nothing established
	<b>Second Shot</b>	Re-shoot first bird established	Lost Bird		Re-Shoot first bird established

<b>True Pair</b>	<b>First Shot</b>	Re-Shoot nothing established	First SHOT is lost, reshoot and score second shot (either target)	First SHOT is lost, reshoot and score second shot (either target)	Re-Shoot nothing established
	<b>Second Shot</b>	Re-Shoot nothing established	Lost Bird		

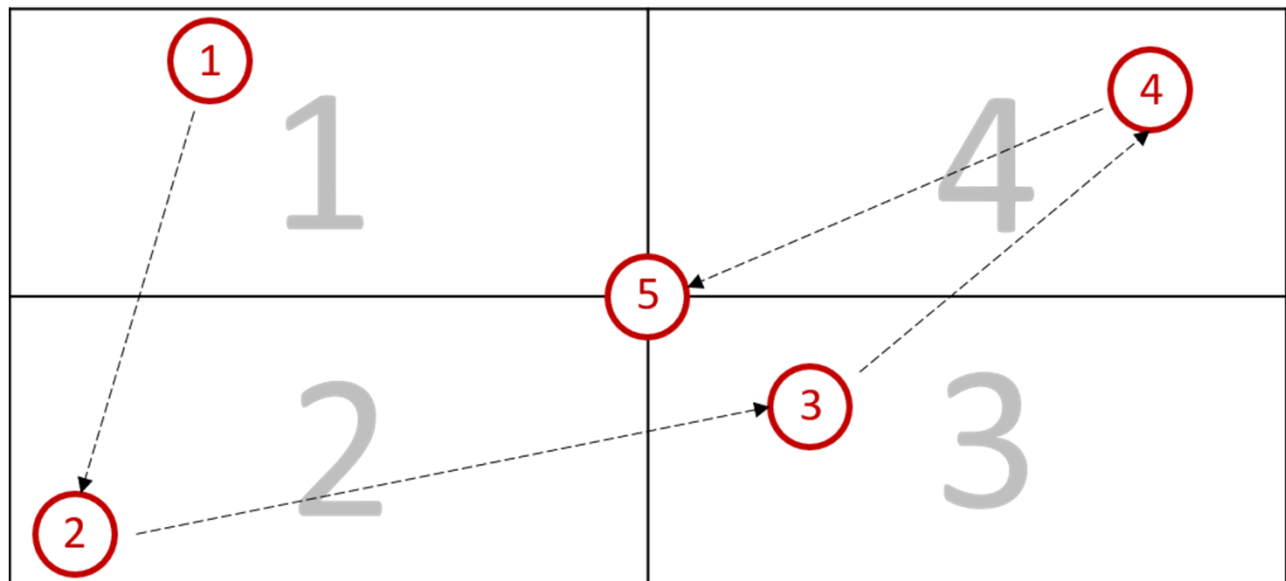
The second penalty that occurs before or on the first shot of any pair requires a reshoot. The first shot of the reshoot is counted lost no matter the actual result. Either target can be attempted with the second shot.

The second Gun Malfunction and/or second Shooter Error on a penalty reshoot will result in the loss of both targets/points.

Any Gun Malfunction or Shooter Error on the second shot of a two shot single is scored as lost and there is no reshoot.

# RED FIELD

## FIELD OF FIRE



### Red Field Layout

Five stations with hoops are arrayed in a rectangular 2x2 box grid that is 90 feet wide by 30 feet deep. Station 1 through 4 are placed anywhere inside grid with the corresponding numbered box. Station 5 must be placed in the center of the grid. The Red Field requires a minimum of 6 traps with 1 trap dedicated exclusively to the Xbird.

### Previewing Targets

The squad gathers at Station 1 and is allowed two views of all targets as singles in numerical/alphabetical order except for the XBird.

The XBird is previewed at Station 5 before shooters attempt the target.

### Menu

The menu for Stations 1-4:

- One-Shot Single
- Two-Shot Single
- 2 Pair Any Type

The menu for Station 5:

- XBird only

### Shooting Sequence

Beginning at Station 1, each shooter in the squad will attempt the entire menu.

When all shooters have attempted the menu, the squad rotates, moves to the next station, and attempts the targets on that menu.

The field is complete when every shooter has attempted the complete menu at all five stations.

# WHITE FIELD

## FIELD OF FIRE



### White Field Layout

Three stations with hoops or stands numbered 1-3 are positioned at the target setter's discretion. The White Field requires a minimum of 6 traps with 1 trap dedicated exclusively to the XBird.

### Previewing Targets

At Station One the squad is allowed two views of all targets as singles in numerical/alphabetical order at each station.

The XBird is previewed twice at the station from which it is thrown.

### Menu

The menu for Stations 1-3:

One-Shot Single

Two-Shot Single

3 Pair Any Type

The XBird can be shot at any one of the 3 stations and is the last target on the menu.

### Shooting Sequence

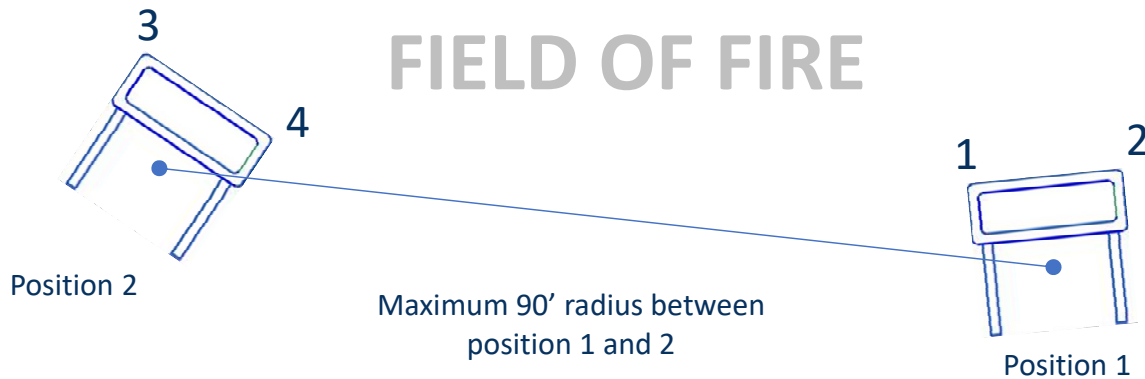
Beginning at Station 1, each shooter in the squad will attempt the entire menu.

When all shooters have attempted the menu, the squad rotates, moves to the next station, and attempts the targets on that menu.

The field is complete when every shooter has attempted the complete menu at all three stations.

# BLUE FIELD

## FIELD OF FIRE



### Blue Field Layout

Two Positions (stands or hoops) are located no more than a ninety-foot radius from each other. Each Position contains 2 Stations for a total of 4 Stations. The Blue Field requires a minimum of 7 traps with 1 trap dedicated exclusively to the XBird.

### Previewing Targets

Before shooting at each station the squad is allowed two previews of all targets as singles in numerical/alphabetical order.

Station 1: Targets 1, 2, and 3.

Station 2: Targets 4, 5, and 6.

Station 3: Targets 1, 2, and 3.

Station 4: Targets 4, 5, and 6.

The XBird is previewed twice at the station from which it is thrown.

### Menu

The menu for Stations 1-4:

One-Shot Single

Two-Shot Single

2 Pair Any Type

The XBird can be shot at any one of the 4 stations and is the last target on the menu.

### Shooting Sequence

Beginning at Position 1, **Station 1**, each shooter will attempt the entire menu of singles and pairs before the next shooter begins.

When all shooters have attempted the menu at Station 1, the squad rotates, remains at Position One, previews and attempts the targets for **Station 2**.

When all shooters have attempted the menu at Station 2, the squad rotates and moves to Position Two, previews and attempts the targets for **Station 3**.

When all shooters have attempted the menu at Station 3, the squad rotates, remains at Position Two, previews and attempts the targets for **Station 4**.

Shooting is complete when every shooter attempts both stations at Position 1 and 2.

# GREEN FIELD

## FIELD OF FIRE

1

2

3

4

5

### Green Field Layout

Five stations with hoops numbered 1-5 spaced between 15 – 20 feet apart in a straight line. The Green Field requires a minimum of 6 traps with 1 trap dedicated exclusively to the XBird.

### Previewing Targets

The squad gathers at Station 3 and is allowed two views of all targets as singles in numerical/alphabetical order including the XBird.

### Menu

The menu for Station 3:  
4 Two-Shot Singles  
XBird

The menu for Stations 4, 5, 1, 2:  
One-Shot Single  
2 Pair of Any Type

### Shooting Sequence

Beginning at Station 3, each shooter will attempt the entire menu of singles and the XBird before the next shooter begins.

When all shooters have attempted the menu in Station 3, the entire squad moves to Station 4, rotates, and attempts the targets on that menu.

When all shooters have attempted the menu in Station 4, the entire squad moves to Station 5, rotates, and attempts the targets on that menu.

When all shooters have attempted the menu in Station 5, the entire squad moves to Station 1, rotates, and attempts the targets on that menu.

When all shooters have attempted the menu in Station 1, the entire squad moves to Station 2, rotates, and attempts the targets on that menu.

The field is complete when every shooter has attempted the complete menu at all five stations.

The master score sheet has twenty-six boxes. The Field Judge is the only person allowed to make entries on the score sheet. Entries must be in ink.

Two boxes at the end of the score sheet are dedicated to the XBird score regardless of the XBird position in the shooting sequence.

A target piece must be visible to call the target dead/broken. A dead/broken target will be marked on the score sheet with a diagonal line “/” or “\”.

If there is no visible piece or only dust is seen, the target will be called missed/lost. A missed/lost target will be marked zero “0” on the score sheet.

The XBird will be scored “/” “/” (2 points) if broken on the first shot, “0” “/” (1 point) if broken on the second shot, and “0” “0” (zero) if missed on both shots.

**DO NOT USE THE COUNTDOWN METHOD FOR SCORING!**