



**AMERICAN**  
FIELD SPORTING

# SHOOTER QUICK START GUIDE



Version 22.1

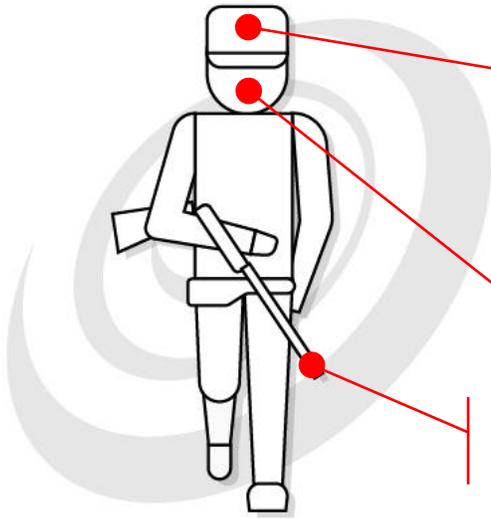
This Quick Start Guide is designed to give competitors a short introduction and reference to the AFS format and to be able to shoot the game with guidance of the Field Judge whose decisions are final.

All competitors are highly encouraged to read the rule book and watch the videos of each of the four formats.

Thank you for your continued support of American Field Sporting!

For more information, videos, rules book, score sheet and everything AFS please visit [www.AmericanFieldSporting.com](http://www.AmericanFieldSporting.com)



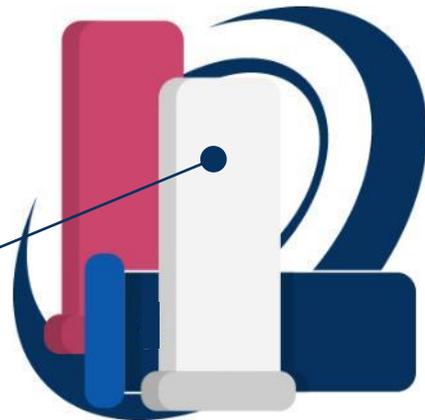


It is the responsibility of clubs, target setters, field judges, and shooters to put all aspects of safety first.

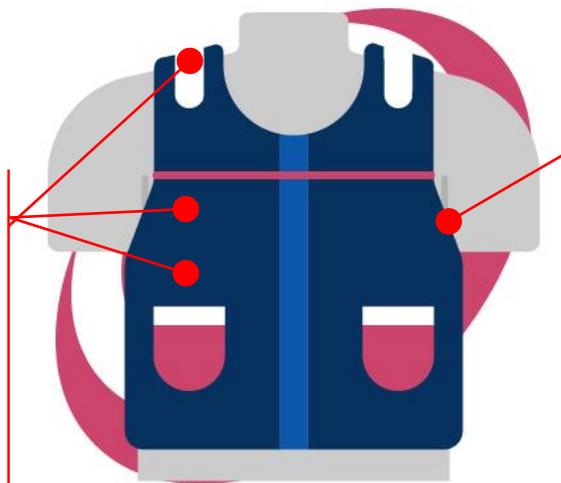
Shooters must wear eye and ear protection when shooting is taking place.

Shooter's gun must be kept safe at all times.

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.

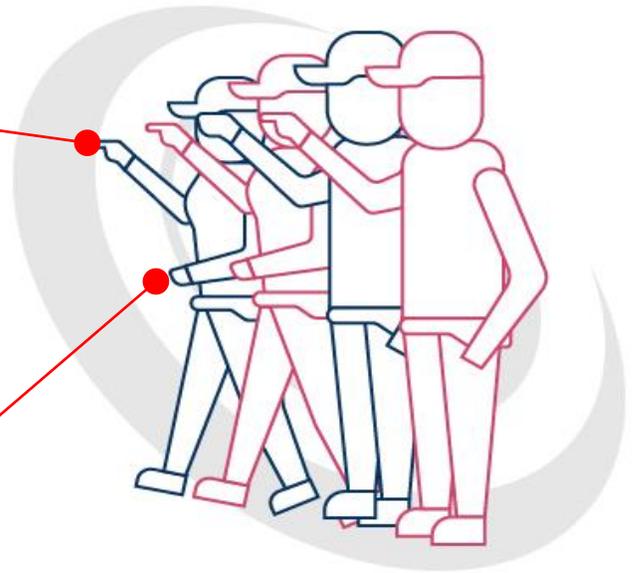


All shooters in A, B, C, D, and E Classes may hold their shotgun in the ready position at any height, but the heel of the shotgun must be in contact with their body.

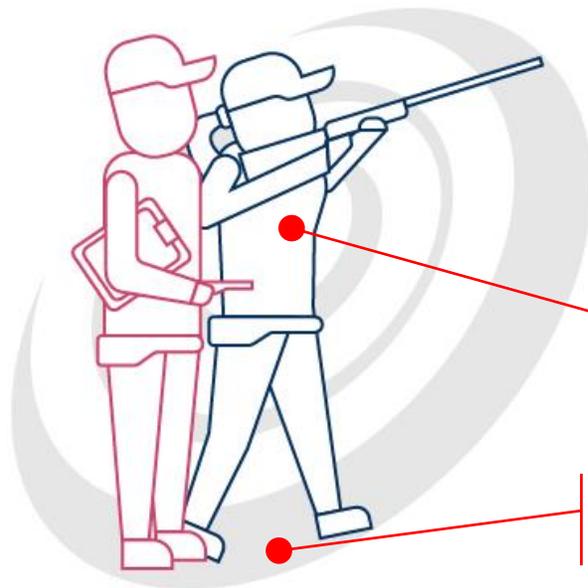


The ready position for Master and AA class shooters is the heel of the shotgun in contact with the body and the highest point of the back of the stock (and the highest point of any type of stock) must be below a horizontal line marked on the shooter's outermost garment.

The squad is allowed two views of all targets as singles in numerical or alphabetical order. The Xbird is previewed twice at the station from which it is thrown. There are no previews of pairs.



A 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.

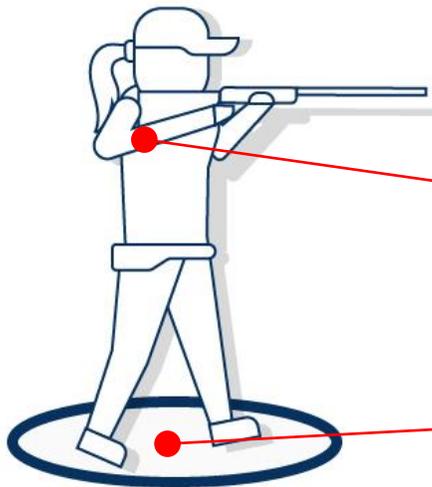
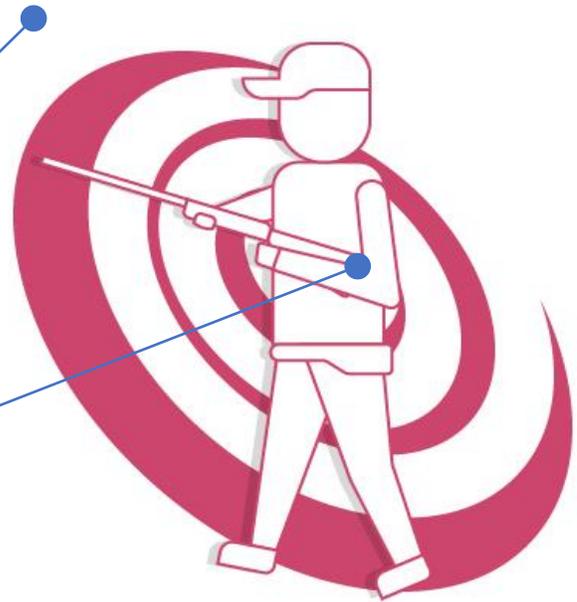


Each shooter attempts the entire menu.

Shooters must rotate between each station and each field.

All shooters, when they are in the stand, 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 it until the target is visible.



The shotgun must be fully shouldered before attempting the target.

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. The first Ready Position fault or Gun/Ammo malfunction occurs on the second shot (per field), the target will be re-shot and the shooter must intentionally miss the target on the first shot. In the penalty phase (after the first warning), the target is counted as lost and there is no reshoot.

### Report Pairs

On a 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 target 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 target will be scored Dead or Lost based on the result of the attempt at the second target.



### 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.

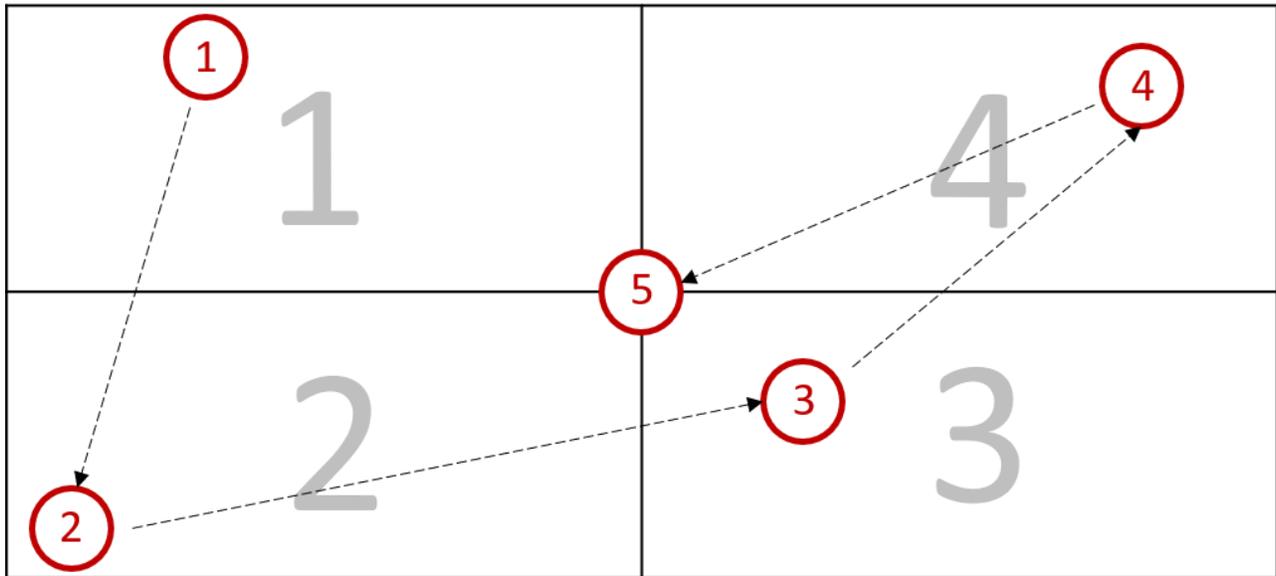
If the shooter breaks both targets with one shot, or a piece of the first target broken by the first shot breaks the second target, both targets will be scored Dead.

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.

# 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



2 or 3



2 or 3



### 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

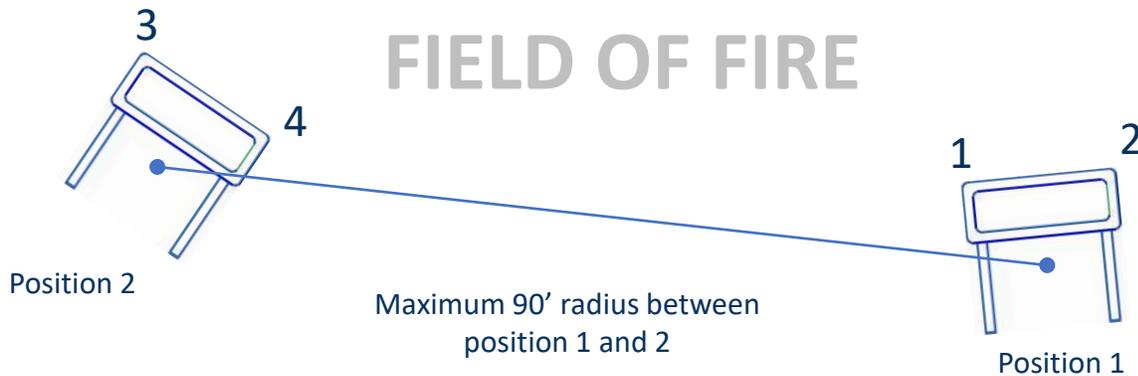
Beginning at Station 1, each shooter in the squad will attempt the entire menu.

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.