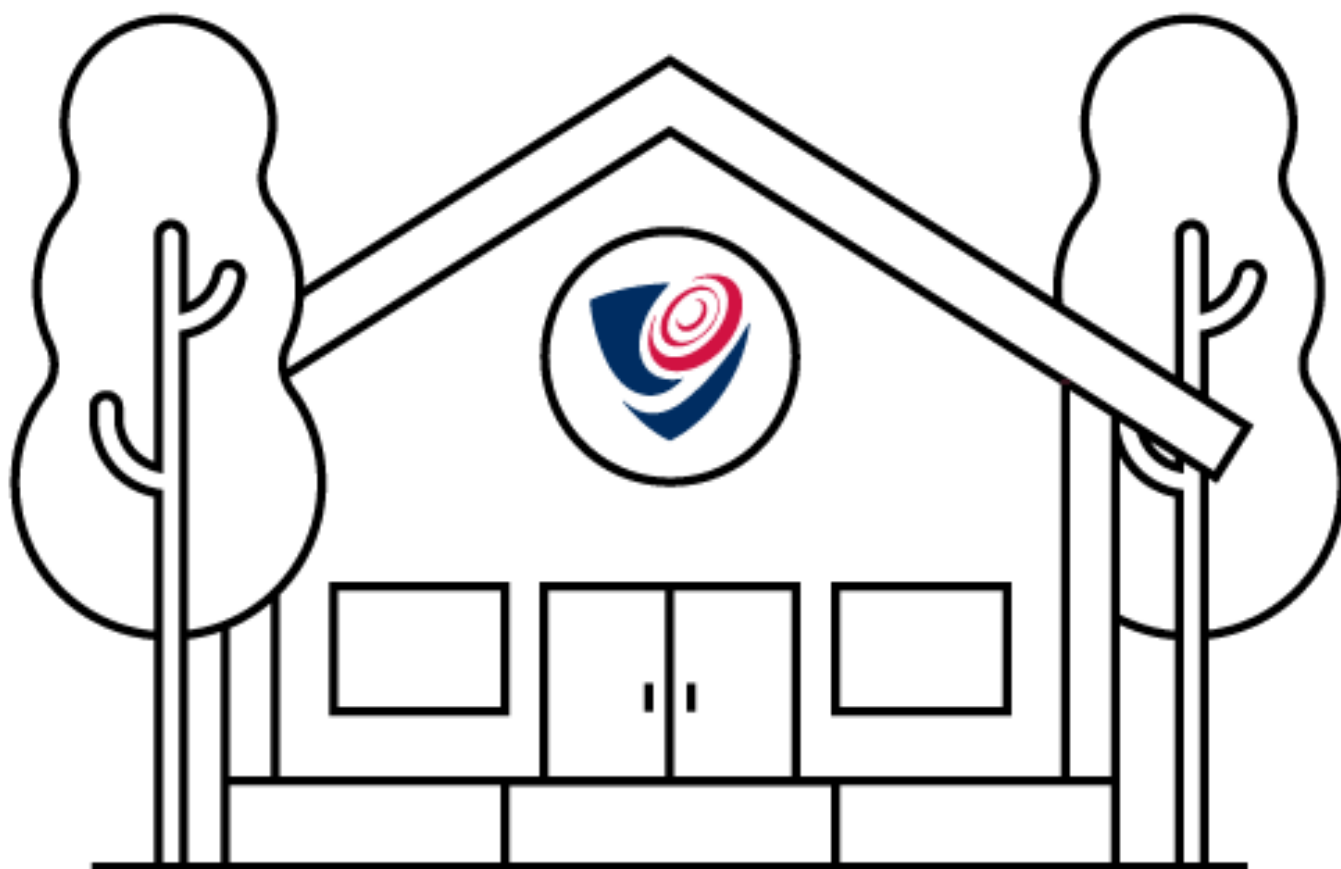




AMERICAN
FIELD SPORTING

HOST CLUB & TARGET SETTER HANDBOOK



Version 22.1

Thank you for your interest in hosting newest game in Sporting Clays. Our tag line is: Less Rules. More Fun.

This handbook will offer best practices for throwing a successful American Field Sporting event at your club. This discipline will be new to many shooter and they will be eager to shoot AFS and at the same time will be navigating new rules and new formats.

Based on dozens of shoots, the following three things are critical to the success of AFS at your club:

1. **Extended Rotation Times.** As more people participate in AFS, rotation times will come down to 35 minutes or less on each field format. Until then, we recommend 45 minutes per field. That's three hours for 100 targets, but you should be down to about 2:30 after the first few events.
2. **Certified Field Judges.** They are the Ambassadors of the game and will help ensure your guests are guided through the game efficiently and having fun while doing it! People who are interested in becoming certified can easily do so online at www.americanfieldsporting/fieldjudges. It's free and simple process and critical to your success.
3. **Easier Targets.** Your shooters will be mentally navigating a lot of new rules the first time they shoot AFS. If more challenging targets are layered on top of this, their scores will suffer and they will blame you and the game. Help them out the first few times you throw AFS and ensure your better shooters score well into the 90s.



The preferred scoring program is Score Chaser. There is a custom AFS event builder which produces AFS scorecards and menus as well as manages squad rotations between fields. The program also files your scores with the NSCA, seamlessly.

OVERVIEW

EVENT NAME*
AFS (All Colors)

STATUS: Active

TARGETS SHOT: 100

Event Description

EVENT TYPE: AFS

REPORTING TYPE: Standard

NSCA TYPE: Main Event

GAUGE: 12 Gauge

NSCA FEE PER TARGET: \$.04

STATE FEE PER TARGET: \$ 100

Total NSCA Fee: \$4.00

Total State Fee: \$0.00

CANCEL CREATE EVENT

TOURNAMENT SUMMARY

AFS Setup Demo
11357 N Decatur Blvd
Las Vegas, NV 89131
July 6, 2021

NSCA Shoot #:

COURSES & STATIONS

Total Targets for Event: 25/100
Targets Entered for Course: 25/25

COURSES: Red

TIE-BREAKER: AFS Rules

COURSE DETAILS

NAME: Red

Number Targets: 25

DURATION (MINUTES): 35

TARGETS: 24

AFS TYPE: AFS White

STATION 1: Choose Presentation

STATION 2: Choose Presentation

STATION 3: Choose Presentation

STATION 4: Choose Presentation

STATION 5: Choose Presentation

CANCEL CREATE EVENT

AFS TOURNAMENT
RED, WHITE & BLUE MAIN: SCORE SHEET

RED 3 DAY: Wednesday TIME: 4:10 PM

#	SHOOTER	XBIRD	TOTAL	INITIAL
4	Homer Hansen			
24	David Niederer			
6	Lois Neely			
7	Jake Neely			

For handwritten entries, write shooter number, name, and class.

USE LAST TWO FRAMES FOR XBIRD SCORE
// If broken on first shot
0 / If broken on the second shot
0 0 If missed by both shots

SCORE CHASER

RED, WHITE & BLUE MAIN
RED 1
STATION #1

A
One Shot Single

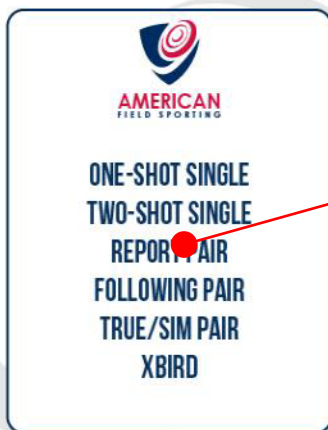
B
Two Shot Single

A Report B
C-B True



If you use WinscoreOnline, the fitasc or five stand format is best to set up your event. You will need to use the scorecards on the AFS website because there are 26 scoring boxes.

Go to www.americanfieldsporting.com/tools to download your scorecards, menus, as well as other tools to run your event.



Menus

Printable menus are available on the website:
www.AmericanFieldSporting.com/tools

Scoresheets

Printable scoresheets are available on the website:

www.AmericanFieldSporting.com/tools

AMERICAN FIELD SPORTING

Name of Event _____

FIELD: _____

DAY: _____

TIME: _____

SHOOTER #/ NAME/CLASS _____ AFS IS A 26 POINT EVENT/25 TARGETS, 26 POINTS. START COUNTDOWN FROM 26. XBIRD TOTAL INITIAL

SHOOTER #/ NAME/CLASS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	TOTAL	INITIAL

FOR HAND WRITTEN ENTRIES, PLEASE WRITE SHOOTER NAME, NUMBER, AND CLASS.

NAME	MALFUNCTIONS	WARNINGS	VIOLATIONS

FIELD JUDGE _____

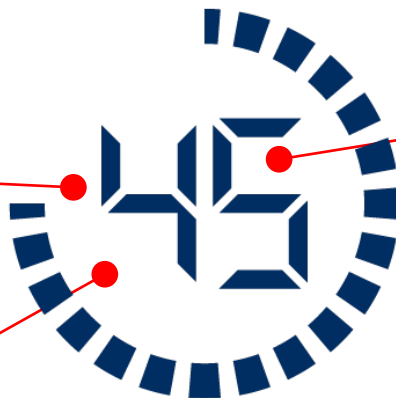
USE LAST TWO FRAMES FOR XBIRD SCORE: \ \ IF BROKEN ON FIRST SHOT, 0 \ IF BROKEN ON THE SECOND SHOT, 0 0 IF MISSED BY BOTH SHOTS.

Rulebook available at www.AmericanFieldSporting.com © 2020 International Field Sporting Association

ROTATION TIMES

Please plan on 45 minute rotations for your first few events.

Shooter and Field Judges will not be at their most efficient to begin with



Over time, we expect each field will take 35 minutes or less.

NSCA REPORTING

If you don't use Score Chaser, when submitting scores to the NSCA, please place them in the same category as you would for a super sporting event.




12 GAUGE OTHER

SCORING

This is a 25 target game with a total of 26 possible points.

Xbirds broken on the first shot are used for tie breakers. Please make sure your Field Judges score the XBird in the correct place on the scorecard no matter where it is in the shooting sequence. (See above.)



FIELD: _____
 DAY: _____
 TIME: _____

 Name of Event

AFS IS A 26 POINT EVENT/25 TARGETS, 26 POINTS.

SHOOTER #/ NAME/CLASS	XBird	TOTAL	INITIAL

FOR HAND WRITTEN ENTRIES, PLEASE WRITE SHOOTER NAME, NUMBER, AND CLASS.

NAME	MALFUNCTIONS	WARNINGS	VIOLATIONS

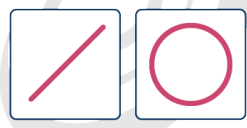
_____ FIELD JUDGE

USE LAST TWO FRAMES FOR XBIRD SCORE: \ \ IF BROKEN ON FIRST SHOT, 0 \ IF BROKEN ON THE SECOND SHOT, 0 0 IF MISSED BY BOTH SHOTS.

Rulebook available at www.AmericanFieldSporting.com © 2021 International Field Sporting Association

A dead/broken target will be marked on the score sheet with a diagonal line “/” or “\”. A loss is marked with a 0. Please do not use the countback method when scoring.

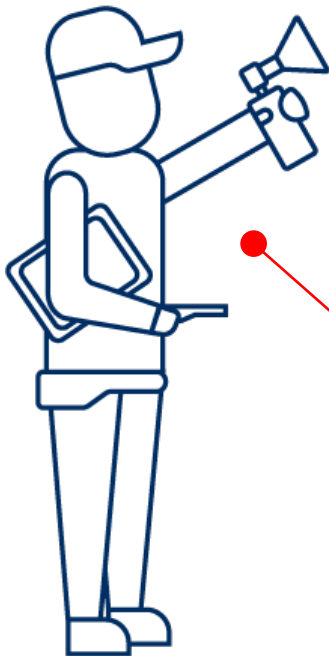
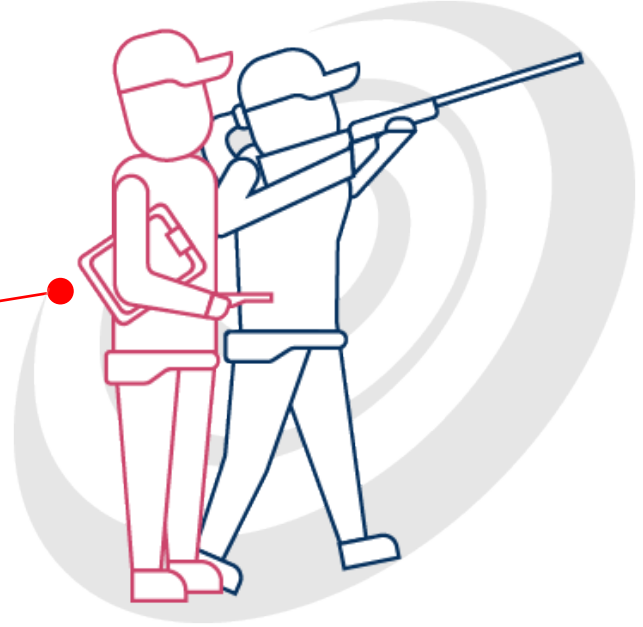
MASTER SCORESHEET



FIELD JUDGES

Go to www.americanfieldsporting.com/fieldjudges to learn how you and your team can become certified. It will soon be a requirement to have at least one certified Field Judge at registered events, so please make this a priority.

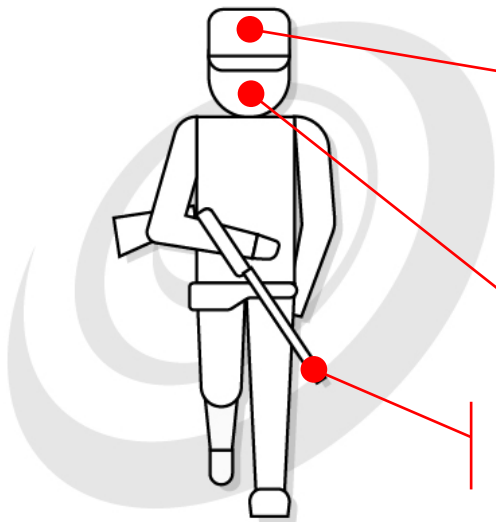
We **STRONGLY** recommend using certified Field Judges. A judge unfamiliar with AFS is not going to be able to ensure the game is officiated correctly and it will not go well for your shooters. Certification is quick, easy, and free.



Field Judges are considered Ambassadors of the Game rather than eager enforcers of the rules. With AFS there are fewer rules than other games and they are critical to the success of the game. At the same time, it's new for everyone so the approach for Field Judges is to err on the side of helping the shooter have more fun with AFS.

To successfully complete the event in the allotted time, Field Judges must keep the squads moving from station to station on the field as well as getting the squad to the first peg for previews and ensure all squad member have their chokes and ammo with them at all times.

OTHER GENERAL RULES TO NOTE



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

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

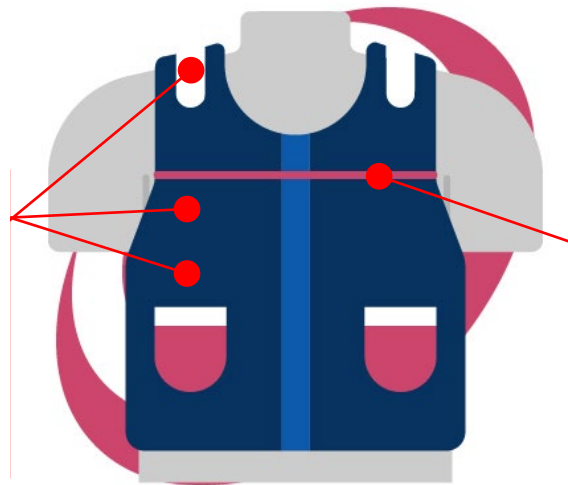
Shooter's gun must be kept safe at all times.

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 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.



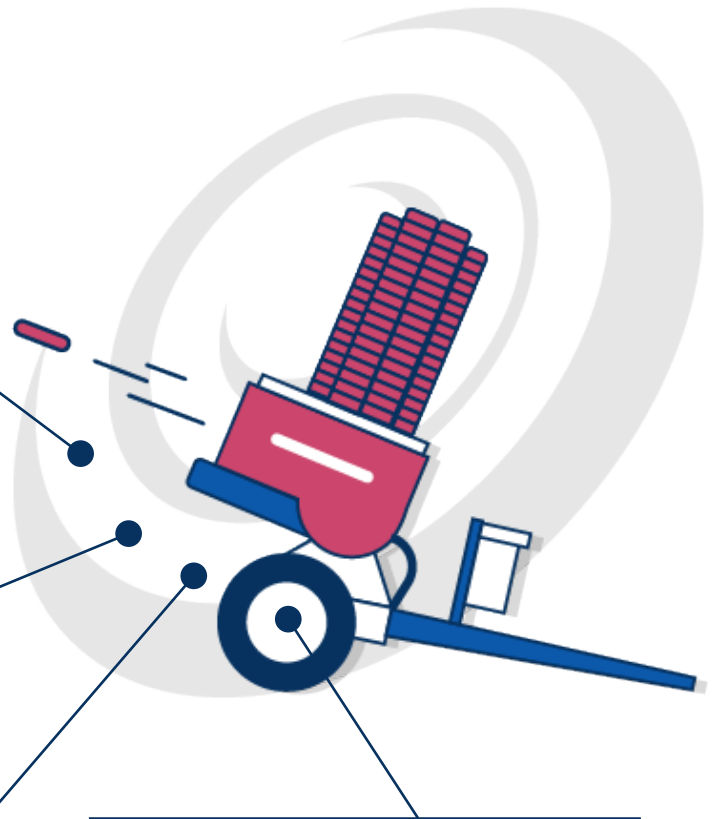
The ready position for Master and AA class shooters is the heel of the shotgun in contact with the body and the highest point of the back of the stock (and the highest point of any type of stock) must be below a horizontal line marked on the shooter's outermost garment.

TARGET SETTING

At your first few AFS events, consider easing up on the difficulty of the targets. Shooters who are new to the game will have a lot on their mind and with challenging targets on top off that can prove to be not such a fun day.

The XBird should be set at a level of difficulty that 30% of shooters hit the target. The XBird is worth two points, the target should be worthy of that score.

Consider throwing an equal amount of report and simo pairs across the set. It will make the game go faster.

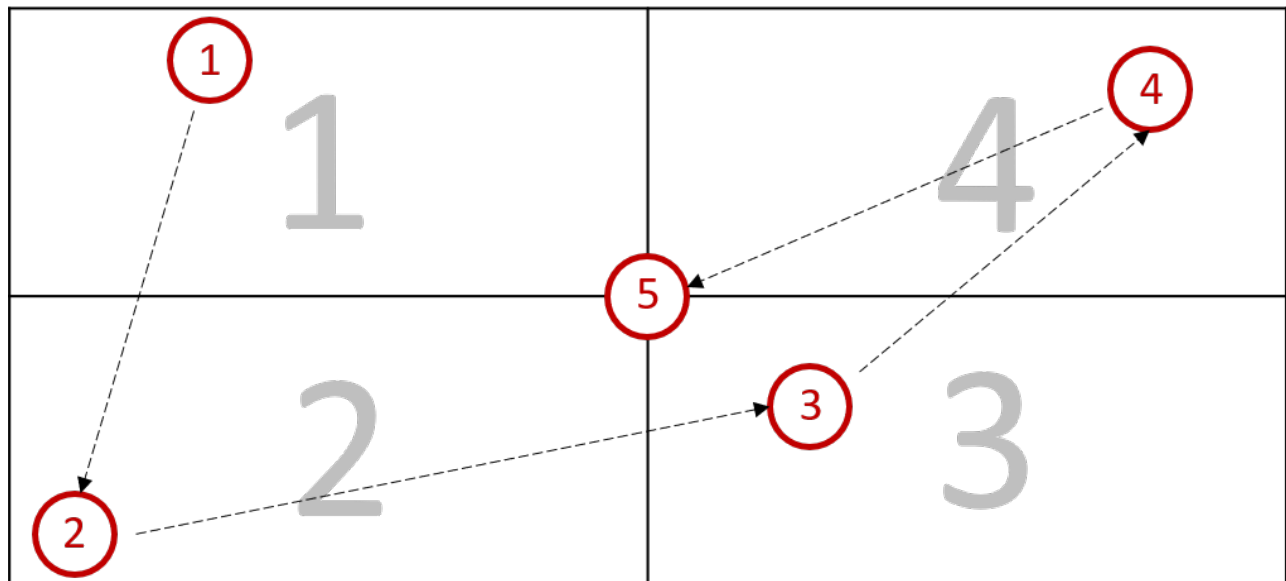


There is no preview of any pairs, including simo pair. In setting your true pair, please make sure its obvious which target to attempt first or that the pair could be successfully attempted either way.

**It's critical, that your fields are near each other.
Transition times can greatly affect the rotation time.**

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

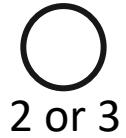
Beginning at Station 1, each shooter in the squad will attempt the entire menu.

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. 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

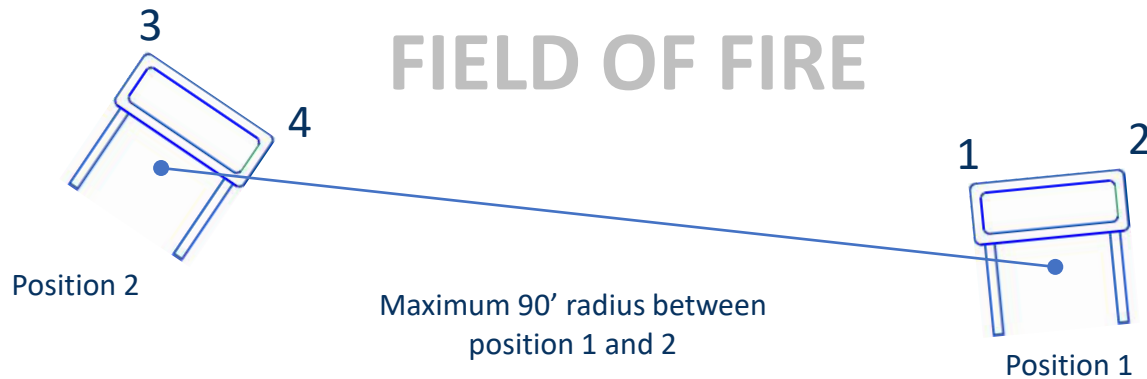
The XBird can be shot at any one of the 3 stations and is the last target on the menu.

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.

For more information, videos, rules book, score sheet and everything AFS please visit www.AmericanFieldSporting.com and join us at the American Field Sporting Page on Facebook.