

2010
JUNIOR DEVELOPMENT PROGRAM
SSAA



Mission Statement

Passing onto Youth the skills of safe firearm use and encouraging a responsible attitude to Hunting and Conservation.

This being the hallmark of the Sporting Shooter.

In particular:

- To educate juniors in the safe handling and use of firearms.
- To educate juniors in the skills of responsible shooting, hunting and conservation.

SSAA (NT) Junior Development Program

The intent of the Junior Development program is to educate and to introduce the juniors to a broad range of shooting disciplines of the SSAA.

The Junior Development Range Officers (JDRO) are volunteers and are therefore not expected to be “Expert Marksman” or “Highly Qualified Shooting Coaches”, although people with these skills would be highly sought after and we would expect them to act as a “Role Model” with reasonable experience.

Juniors attending the program for the first time will be expected to attend the initial safety instruction, to be held on 1st Sunday every 2nd month or as required.

Levels of development

“Novice” juniors who have completed the initial safety instruction and have adequate JDRO supervision, but have not yet passed the proficiency test (bench rest rimfire .22lr at 25 metres – 5 scoring shots on a rimfire target) under direct supervision of a JDRO After this the “Novice” becomes a “Trainee”.

“Trainee” juniors will generally still have one on one supervision with a JDRO. Trainees are given direct coaching on the safe handling and of the use of firearms. There is a skills register checklist that must be completed prior to the “Trainee” progressing to “Advanced” skills group.

“Advanced” juniors will have passed all levels listed in the skill register checklist.

All junior shooters shoot scoped .22 rimfire rifles at a different event each week, e.g. week 1 - initial safety instruction, week 2 - Bench-rest, week 3 - Field Rifle, week 4 - 2P or 3P, week 5 - Rimfire Metallic Silhouette, week 6 - the ‘Super Shoot’ and week 7 is dedicated to a Fun shoot (e.g. lever action paper targets eg, bear, fox, rabbits or cane toads, balloons, playing cards, fruit, eggs, Brussels sprouts etc) and instruction / assistance on correct rifle maintenance, all directly supervised by a JDRO.

Each week the all junior shooters participate in an event in which points are awarded for 1st, 2nd and 3rd places in each of the 3 grades. The scores and points are published or posted each week on a notice board. With the points accumulated over the month an award is given as encouragement. The ‘Super Shoot’ event is used as a benchmark to evaluate / maintain the grades.

The scheduled events are not meant to be just a competition, except for the ‘Super Shoot’, the JDRO’s may modify the event to suit the occasion, as long as all the juniors shoot the same event. The event merely sets up a situation or application in which the JDRO’s can look for opportunities to help a junior to improve their skills.

At the beginning of each detail, the JDRO will explain each event, then check if anyone is unclear or who has not shot the event before. Depending on the response, the JDRO may give more detailed information or demonstrate how to shoot the event.

While the event is underway the JDRO will monitor how the junior is handling their firearm and also how they are performing (if possible). If an issue is detected the JDRO should give the junior some guidance and tips or tricks on how to improve. *Be aware that the range is still open, and other shooters may still be firing, it is strongly recommended that hearing protection is to stay in place.*

There are usually multiple ways or techniques to shoot, each shooter will have different abilities and limitations and each JDRO will have different experiences and techniques, so it is to be expected that different JDRO’s could give different advice to the same Junior to resolve a particular issue, there must be a consensus between all JDRO’s on what is the best approach for common problems that may occur, this allows the junior to see a unified approach to any difficulties that the junior may have with certain techniques.

SSAA (NT) Junior Development Program

Week 1: Safety Instruction

All new participants must attend a safety instruction (both theory and practical) prior to accessing the firing line. Instruction covers the following:-

- Parts and description of the firearm (T/P)
- How to check and clear a firearm (P)
- The safe handling of a firearm including muzzle direction (P)
- Range rules – Range template & angle of fire(T)
- Complete a Junior Safety assessment (T/P)

After attending the Safety instruction the juniors are permitted to go to the range area where in small groups they are introduced to rimfire .22 cal bolt action repeater rifles, shot from the bench under direct supervision of a JDRO. This session covers:

- Safety instruction
- Sight alignment as well telescopic sighting and zero in
- Shot placement, theory of the group and sight adjustment

After completing this session the “Novice” may shoot the proficiency test under direct supervision of a JDRO.

Week 2: Benchrest (BR) (2 different events shot on alternate months)

BR Group on Field Rifle Target:

The juniors are to be reminded that they are shooting for group size and to keep aiming for the same spot no matter where the shots are going (i.e. theory of the group).

- Description: 10 shots on a field rifle target. 5 shots on each of the 2 scoring rings
- Position: Benchrest
- Distance: 50 metres
- Time: 10 minutes per Detail
- Scoring: Group size is measured using an approved measuring device, eg calipers, ruler, find the smallest outside to outside measurement that all the shots fit inside and read off the score (Under supervision, juniors may score the targets).

Hunter Class:

- Description: up to 10 shots on a hunter class target. Only 5 shots count. 1 shot on each of the 5 scoring rings. Up to 5 (none scoring) shots on the 6th “Sighter” ring.
- Position: Benchrest
- Distance: 50 metres
- Time: 10 minutes per Detail
- Scoring: worst edge scoring, if a shot touches an outer ring, score the lower value.

Week 3: Field Rifle

Field Rifle is a 4 detail event each shot on a Field Rifle target. Each detail has a different position or time limit.

Rapid Fire:

Description: 12 shots, fired in 4 bursts of 3 shots each, 6 shots into each of the 2 target rings, best 5 shots count. Each lot of 3 shots can be loaded into a magazine.

The commands are:-

“Load 3 rounds into the magazine and insert the magazine into the firearm

Actions open and butts below the elbow”

“Is there any shooter not ready” (allow some time for the shooters to respond)

Commence (then a one second delay) **Fire** (start timer on the “F” of Fire),

(after 14 seconds) **Cease** (then a one second delay) **Fire** (stop timer on the “F” of Fire)

Position: Standing unsupported

Distance: 25 metres

Time: 15 seconds for each 3 shot burst.

Scoring: Best edge scoring, if a shot touches an inner ring, score the higher value.

Offhand:

Description: 10 shots, 5 shots into each of the 2 target rings

Position: Standing unsupported

Distance: 25 metres

Time: 15 minutes per Detail

Scoring: Best edge scoring, if a shot touches a inner ring, score the higher value.

Standing Post:

Description: 10 shots, 5 shots into each of the 2 target rings

Position: Standing using the post for support, only one hand &’ or the rifle may touch the post

Distance: 50 metres

Time: 15 minutes per Detail

Scoring: Best edge scoring, if a shot touches an inner ring, score the higher value.

Sitting Post:

Description: 10 shots, 5 shots into each of the 2 target rings, only one hand &’ or the rifle may touch the post. Position: Sitting or kneeling using the post for support

Distance: 50 metres

Time: 15 minutes per Detail

Scoring: Best edge scoring, if a shot touches an inner ring, score the higher value.

Week 4: 2P (for 2 positions) or 3P (for 3 positions)

3P is a 2 or 3 detail event each shot on an official SSAA rimfire target. Each detail has a different position.

Prone:

Description: 20 shots
Position: Lying, Shooting mats are available
Distance: 50 metres
Time: 30 minutes per Detail
Scoring: Best edge scoring, if a shot touches an inner ring, score the higher value.

Off hand:

Description: 20 shots,
Position: Standing, Unsupported
Distance: 50 metres
Time: 30 minutes per Detail
Scoring: Best edge scoring, if a shot touches a ring, score the higher value.

Sitting or Kneeling:

Description: 20 shots.
Position: Sitting or kneeling unsupported
Distance: 50 metres
Time: 30 minutes per Detail
Scoring: Best edge scoring, if a shot touches an inner ring, score the higher value.

Week 5: Metallic Silhouette

Metallic Silhouette: (approved metal profiles of Chickens / Pigs / Turkeys & Rams)

Description: 40 shots, 10 shots at chickens at 40m, 10 shots at pigs at 60m, 10 shots at turkeys at 77m and 10 shots at rams at 100m. Shot as 5 shots, pause, 5 shots.
Position: Standing unsupported
Distance: 40, 60, 77 and 100 metres
Time: 2min & 30sec per detail
Scoring: Number of Silhouettes knocked over.

Week 6: Super Shoot

This is a 3 detail event. It is intended to represent a cross section of shooting applications, i.e., target shooting, hunting and practice. This allows grading & evaluation the overall skill level of each junior.

Bench Rest (Target shooting):

The juniors are to be reminded that they are shooting for group size and to keep aiming for the same spot no matter where the shots are going.

Description: 10 shots on any target. 5 shots on each of the 2 sets of scoring rings
Position: Benchrest
Distance: 50 metres
Time: 10 minutes
Scoring: Best edge scoring, if a shot touches an inner ring, score the higher value.

Fox Head (Hunting):

Description: 10 shots on a fox head target.
Position: Standing unsupported
Distance: 25 metres
Time: 10 minutes
Scoring: Best edge scoring, if a shot touches an inner ring, score the higher value.

1lt Plastic Milk Bottles (practice)

Description: 10 shots fired at 10 1lt Plastic Milk Bottles
Position: Standing unsupported
Distance: 25 metres
Time: 10 minutes
Scoring: 10 points for each plastic bottle knocked over, plus “.1” for each unfired round.

Week 7: Fun Shoot & Rifle Maintenance

Fun Shoot:

This is only limited by the combined imagination of both the JDRO and the juniors, and by safety. It is not necessary to record any scores.
Some ideas are: lever action paper silhouettes (eg, bear, fox, rabbits or cane toads), balloons, playing cards, fruit, eggs, Brussels sprouts (kids hate Brussels sprouts) etc or any combination of these.

Rifle Maintenance:

This takes the last 15 to 30 minutes of the day, one JDRO might need to show new junior shooters how to clean and check the workings of the junior club rifles, whilst the other JDRO's check / supervise the remaining juniors as they maintain the rifles.

Program Development

The SSAA Junior Development Program of the SSAA as developed during 2009 by the SSAA NT Inc. sub-committee. As adopted on the 7th of February 2010

Chaired and Written by

Zane Moody, Committee Member of the SSAA (NT) Inc. and President SSAA Darwin Branch Inc.
Assisted by Robert Kittle, Vice President SSAA (NT) Inc. and President of SSAA Alice Springs Branch
& Mick Brennan, President SSAA (NT) Inc.

Acknowledgments:

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Richard Gawned

Sporting Shooters Association of Australia (New South Wales) Inc.

Kaye McIntyre

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Sporting Shooters Association of Australia Inc.

References

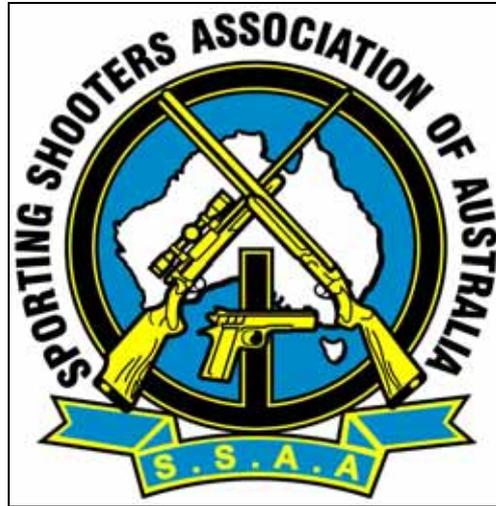
SSAA (ACT) - Junior Development Program.

SSAA St Marys - Junior Development Program.

SSAA's Comprehensive Guide to Shooting & Hunting in Australia.

Pages 16–20 (Benchrest), 28–30 (Field rifle & 3P), 34–36 (Rifle Metallic Silhouette)

SSAA (NT) Junior Development Program



Permission Form

I _____

Being the Parent / Guardian of

_____ D.O.B. _____

Hereby give my permission for my Son / Daughter to attend SSAA Micketts Creek Shooting Range to participate at the SSAA (NT) Junior Development Program. Between the hours of 1pm and 6pm Sunday.

My contact details are:

Home: _____

Mobile: _____

Email: _____

Signed: _____ Date: _____

Parent / Guardian

Please Note that it is preferable that the Parent / Guardian observes the activities of the SSAA (NT) Junior Development Program.
Tea & Coffee / soft drinks / snacks are available at the Canteen.