



THE RULES OF AUSTRALIAN SIMULATED FIELD Referee Exam

This is an open-book exam consisting of 58 questions, of which 50 must be answered correctly to pass.

If at least 50 questions are not answered correctly, your exam will be returned to you with those incorrect answers highlighted, along with a new exam paper for you to complete and resubmit.

TO OBTAIN YOUR RESULTS

Please complete applicant details below and all questions in the exam and send to:

FGA NATIONAL OFFICE

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You may also complete the exam on-screen and submit by email as this is a fillable PDF.

Applicant Details – Please print clearly			
Name:		Membership Number:	
Address:			
Suburb:		State:	Postcode:
Phone (H):	(B):	(M):	
Email:			DOB:

Office Use Only			
Score:	/ 58	Pass:	Y N (please circle)
Examiner's Name:		Examiner's Signature:	
Place of Certification:			Date of Certification:
Recorded:	Y N	Date:	Signature
		Badge:	Y N

Accredited Referee Examination Paper

This document supersedes all previous examination papers.

Persons undertaking this examination paper should note the following:

- All questions are to be attempted.
- The exam consists of 57 multiple-choice questions and a fillable table.
- To answer a question, the candidate should draw a cross (X) in the appropriate box (printed exam) or click the appropriate box so it has a cross displayed in it (on-screen exam).
- Please use a dark-coloured ball-point pen for the printed exam.

Every endeavour has been made to ensure that there is only one correct answer to each question; however the correct answer will always pertain to safety or one that covers the question more fully.

Hints for completing the exam:

1. Read all questions carefully and eliminate the most obvious incorrect answer.
2. Sometimes all of the answers are correct – don't just accept the first correct answer.
3. Re-check to ensure that you have selected the correct answer and marked the correct box.
4. Don't assume that what may have been the answer many years ago is still the correct answer today.

Example

1. What colour cricket ball is used during a day test match?

- a Red
- b Blue
- X Green

Should you make a mistake on the printed exam, totally cross out your old answer, and mark your new answer with a cross X, for example:

1. What colour cricket ball is used during a day test match?

- X Red
- b Blue
- ~~a~~ Green

If you make a mistake in the on-screen exam, you can simply select the new answer and the cross will appear in the most recently-clicked box.

Field & Game Australia Inc.

ACCREDITED REFEREE EXAMINATION PAPER

1. **When ground-setting, what is the distance that a clay target may be set at on a shooting range?**
 - a It depends on the amount of 'open field' available.
 - b Within the effective range of a 12-gauge shotgun.
 - c 80 metres.

2. **A Rabbit target rolled along the ground for all previous squad members, but rolls and then bounces into the air for the last shooter. What call should be made?**
 - a No Target.
 - b The shooter is to repeat the target for their second shot.
 - c The target is legal and valid, the score should be recorded as shot.

3. **How many double targets are required for a 25-target Australian Simulated Field ground to be compliant?**
 - a It does not matter, as long as there are 25 targets to shoot at.
 - b There is no limit, as long as there are at least five double targets.
 - c The Shoot Coordinator can present any variation of targets, depending on the set-up crew.

4. **What are the exotic target requirements for a 25-target Australian Simulated Field ground?**
 - a 10 exotic targets only, with two of each type used.
 - b At least eight exotic targets of any kind, as long as no more than four of the same type are used.
 - c Exotic targets can be left out if the Shoot Coordinator doesn't want to use them.

5. **Which of the following personal safety equipment should be supplied to Trappers?**
 - a Earmuffs and glasses.
 - b Gloves and high-visibility vests.
 - c All of the above.

6. **A shooter nominates for an event but their FGA membership expired 9 months ago. What happens?**
 - a The shooter is placed in AA Grade.
 - b The shooter is ineligible to win prizes and may only shoot 'Birds Only'.
 - c They can compete, as long as they are supervised by a financial FGA member.

7. **Ensuring that handicap cards are maintained with scores is whose responsibility?**
 - a The Host Branch Secretary.
 - b Each individual shooter.
 - c The squad's Referee.

8. When a shooter is called to the stand, how long can a shooter wait before taking up their position?
- a. 10 seconds.
 - b. They must take their position immediately.
 - c. They can take their position when they feel like it.
9. Referees may refer a shooter to the Shoot Jury if...
- a. They intentionally delay or interfere with other shooters.
 - b. They aim or shoot at another shooter's targets.
 - c. Any of the above.
10. A shooter has a five-shot self-loading shotgun for which they are appropriately licensed to use at FGA shooting ranges. How many shells may the shooter load?
- a. One.
 - b. Five.
 - c. Two.
11. A shooter was facing Trap A when their next target was due to be thrown from Trap B. The Referee did not inform the shooter they were facing the wrong trap, and the shooter called for and missed the target. Is the Referee at fault?
- a. No, Referees are not obliged to inform shooters if they appear to be facing the wrong trap for their next target.
 - b. Yes, and the targets should be repeated.
 - c. It depends if that shooter was in first place or not.
12. Who is permitted to shoot 'Gun Up'?
- a. Ladies, Juniors and Sub-Juniors only.
 - b. All shooters can choose to shoot either Gun Up or Gun Down, it is their decision.
 - c. Only Veterans and shooters under 18.
13. What length of time is allowed to pass after a shooter has called for their target and the actual release of the target?
- a. 0 seconds.
 - b. 3 seconds.
 - c. No limit.
14. Sighter targets are being shown at a shooting stand and a shooter motions to shoot ('dry point') or aim at the target trajectory with their firearm. What should you do?
- a. Nothing.
 - b. Throw the sighter target again.
 - c. Issue the shooter with a warning and mark the score sheet with a 'W'.

15. A trap malfunction occurs while a squad is in the process of shooting a stand. Once the trap is repaired, who can request that Sighter targets be shown before continuing shooting?
- a The shooter who was first to shoot at that stand.
 - b The shooter who is next in line to shoot.
 - c Any shooters in that squad who haven't shot yet.
16. With Double on Report targets, what is the maximum allowable period between the firing of the first shot and the actual release of the second target?
- a 0 seconds.
 - b 3 seconds.
 - c The shooter will call for the second target.
17. What is the minimum barrel length a shotgun should have for use in Australian Simulated Field events?
- a 510 mm (or approximately 20 inches).
 - b 635 mm (or approximately 25 inches).
 - c It can be any length, provided the shooter is licensed to use it.
18. Can a shooter change firearms or chokes while on the shooting stand?
- a Yes, providing it does not hold up the shooting sequence.
 - b No.
 - c Only if they are the first shooter and have just been shown the sighter targets.
19. Can two shooters share the same firearm during the same round?
- a Yes.
 - b No.
 - c Only if it is the same brand.
20. Are shooters allowed to change the chokes in their firearm during a round?
- a Yes.
 - b No.
 - c You can only go from tight to open chokes.
21. As a referee during a competitive event, you observe a shooter using another competitor's firearm on one stand, even though their firearm is in working order. What should you do?
- a Let the shooter(s) continue without penalty.
 - b Score the targets 'Lost'.
 - c Bring the infringement to the Shoot Jury's notice later.

22. What will the maximum cartridge shot load be as of January 1, 2020?

- a No limit.
- b 28 g (or 1 oz).
- c 32 g (or 1.125 oz).

23. What notation should be entered on a score sheet for the following?

Score Sheet Notation Code	Reason
	Warning – malfunction of firearm or cartridge
	Warning - for shooting out of turn
	Warning - for firing at a 'No Target'
	Warning – for pretence of shooting before calling for target
	Appeal against referee’s decision pending
	Warning –for exceeding 20 second time limit to call for a target

24. A shooter fires at a target and it is obviously deflected, but it does not break and no visible piece has been broken off. What call should be made?

- a One.
- b Lost.
- c No Target.

25. A shooter forgets to take the safety catch off and is unable to fire at a target after calling for it. What call should be made?

- a No Target, and ask the shooter to call again.
- b Lost.
- c It is up to the Referee to decide.

26. What should you do if a shooter has a suspected misfire and they open their firearm before the Referee has examined it?

- a Declare that target Lost.
- b Allow the shooter to repeat the shot.
- c Have a gunsmith check the firearm.

27. A shooter is shooting at a Single (non-rabbit) target and misses with their first shot. Before the shooter can fire their second shot, the target collides with an obstacle not in the original setup. What should occur?

- a Score the target as Lost.
- b Declare No Target and repeat the target, allowing the shooter both shots.
- c Declare No Target and repeat the target, but the shooter must miss with their first shot.

28. You are refereeing at a stand where black targets are being used, but then an orange target is thrown. The shooter breaks the target with their first shot before you can call 'No Target'. What happens now?
- a Score the shot One
 - b Declare No Target and throw a repeat target.
 - c Throw another target and tell the shooter they must hit it with their first shot
29. While a shooter is on the stand, the Referee inadvertently signals the release of a target before the shooter has called for it. Before the referee calls 'No Target', the shooter fires at the target. How is this to be scored?
- a Scored as shot.
 - b No Target.
 - c The referee should mark the score sheet as 'Lost'.
30. While refereeing, you signal for a target release, but it takes a long time to appear and you call 'No Target'. At the same time, the target appears and the shooter hits the target. On being asked to repeat the shot, the shooter claims the target because they did not hear the call of 'No Target'. What should happen now?
- a Score the target as One.
 - b Declare No Target and repeat the target.
 - c Refer the decision to the Shoot Jury.
31. A shooter calls 'Ready' and the target is duly released. As the shooter fires, the trapper looks around the side of the trap-house. The shooter misses and claims a 'No Target' as their concentration was broken by the sight of the trapper. What should you do?
- a Declare No Target.
 - b Score it as Lost.
 - c Make a notation on the score card.
32. A shooter fires at a target and you call 'Lost'. The shooter claims they saw a chip come off the target, as do other squad members and spectators. You're now not sure whether your original call was correct. What should you do?
- a Score it as Lost.
 - b Score it as One.
 - c If you are still undecided after seeking further information, because a doubt has been raised in your mind, you call 'No Target' and give the shooter another target.
33. Does a shooter have the right to refuse a target?
- a Only if they did not call for the target.
 - b No.
 - c Yes, at any time.

34. A target has been thrown broken and declared No Target by the Referee. The shooter in the stand fires and hits one of the large fragments. What should you do?
- a Issue the shooter a warning and note the score sheet with 'NT'.
 - b Nothing.
 - c Score it as One.
35. A shooter misses a rabbit target with their first shot, but the target then breaks before the second shot is fired. What call should be made?
- a Lost.
 - b No Target.
 - c Repeat the target, with the shooter missing with their first shot, and scored on their second.
36. A shooter breaks the first target of a Doubles on Report pair, then refuses to fire at the second target for no reason. What score should be noted?
- a One and Lost.
 - b One and No Target.
 - c Lost and Lost.
37. If a Double on Report pair has both targets thrown at the same time, what should occur?
- a Score the first target as shot and repeat the pair for the second target only.
 - b Score both targets as they are shot.
 - c Declare No Target for both and repeat the pair.
38. What should occur if fragments of the first target in a Doubles on Report pair break the second target before the shooter has fired their second shot?
- a Score the pair as One and One.
 - b Record the first target result as shot, then repeat the pair for the second target only.
 - c Score the pair as One and Lost.
39. What is the correct call when both targets of a Simultaneous Double are hit with the first barrel?
- a One and One.
 - b One and Lost.
 - c Lost and One.
40. A shooter hits and breaks both targets of a Simultaneous Double with their second shot. How should this be scored?
- a Lost and One.
 - b One and One.
 - c Declare No Target and repeat the pair.

41. How should a Simultaneous Double be scored if a shooter fires a second shot at one target and breaks it, with the other not fired at?
- a One and Lost.
 - b Repeat the pair with the first score recorded as shot.
 - c Lost and One.
42. What should occur on a Simultaneous Double if a shooter misses one target but the other is broken on an obstruction mid-flight?
- a Lost for the first, and repeat for the second target score to count.
 - b Declare No Target and repeat with a new pair.
 - c Wait for the wind to die down.
43. A Simultaneous Double is thrown from two visible trap positions. A shooter calls for the targets, and one is clearly released before the other. The shooter attempts to shoot the pair but misses both targets. What should you call?
- a Declare No Target and repeat the pair.
 - b Lost and Lost.
 - c Repeat the pair, but with only one shot to count
44. What is the correct call on a Simultaneous Double if a shooter hits both targets, but the referee decides to repeat the targets because one trajectory is irregular?
- a Record the first target as One, then repeat the pair to determine the result of the second shot.
 - b No Target with no scores recorded, repeat the pair for both shots.
 - c One and One.
45. Can a Referee remove unfired cartridges from a shooter's firearm?
- a Yes, at any time that is not critical.
 - b No.
 - c Only with the express permission of the Shoot Jury.
46. A shooter fires at a target. You, the referee, have no doubt whatsoever that no piece has broken off the target and call 'Lost'. The shooter claims they saw a chip come off the target. What should occur?
- a Call 'No Target' and re-shoot the target.
 - b You may seek information or advice, but the decision ultimately rests with the Referee.
 - c None of the above.
47. Apart from a warning, what other actions can the Shoot Jury take against shooters whom intentionally delay shooting or act in a dishonourable manner during Simulated Field events?
- a They can penalise the shooter one target.
 - b They can disqualify the shooter from the competition.
 - c All of the above.

48. If a shooter disagrees with a decision made by the Referee, when must they make their appeal?
- a Immediately, while still on the shooting stand.
 - b When the score sheet is returned to the nominations office at the end of the round.
 - c During presentations at the end of the event.
49. How many appeals may a shooter make against a Referee's decision during an event?
- a Three.
 - b As many as they wish, provided the correct appeal process is followed.
 - c Five.
50. A shooter has been called repeatedly by the Referee at Stand 1. The shooter fails to arrive, so the squad commences without them. The shooter arrives at the stand after their turn to shoot has passed, but before the squad has finished shooting. What should occur?
- a The shooter is allowed to shoot the stand but will not be shown the targets.
 - b The shooter can start shooting at the next stand, with all targets on Stand 1 scored as Lost.
 - c The shooter has to speak to the Shoot Jury for permission to rejoin their squad.
51. What is the maximum amount of time that can elapse before a shooter should call for a target once in the shooting stand?
- a 0 seconds.
 - b 20 seconds.
 - c No limit.
52. A shooter has a malfunction or misfire (which is not attributed to the shooter) on their first shot at the first stand and cannot fire their second shot. What should you call?
- a Lost
 - b Declare No Target and repeat the target, allowing the shooter both shots.
 - c The shooter must miss with their first shot and shoot at the target with their second shot.
53. A shooter has experienced malfunctions or cartridge misfires during one round of competition, verified by the Referee. How many times may a shooter be given new targets during one round due to malfunctions?
- a One
 - b Two
 - c Three
54. What should occur if a shooter fires at, and hits, the first Single target of the round, but the gun has double-discharged and the Referee has confirmed it was a firearm malfunction and not shooter error?
- a Score it as One.
 - b Score it as Lost.
 - c Declare No Target and repeat the target, allowing the shooter both shots.

55. Competitors under the age of 18 can participate at shooting events only if:
- a They have a shooter's licence.
 - b They shoot in a squad with their friends.
 - c They are supervised by a parent, guardian or responsible adult with the correct firearms licence.
56. Before leaving the stand, a shooter notices that a target they hit has been scored as 'Lost'. They protest to you as the squad referee. What should you do?
- a Alter the score to '1' and initial the alteration.
 - b Leave the score as recorded.
 - c Confer with other squad members for further information; however, the final decision rests with the referee.
57. When should a new shooter's first handicap calculation be done?
- a After the first round.
 - b At the completion of their first event, regardless of the number of rounds.
 - c They should be graded at C9 until they have shot 10 rounds (250 targets).
58. An AA1 Grade shooter is due to be re-handicapped, and the total for their last 10 rounds was 128 (a C-grade score). Their handicap should be changed to:
- a They should jump down to C8, as per their last 10 rounds.
 - b A2, as their handicap can only increase one point at a time if their skills worsen.
 - c You split the difference and place them in B4.

End of Exam

Please make sure you have answered all questions and filled out the information on page 1.

If you have completed this exam on-screen, you can submit by email by clicking the button below.

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