



United States Helice Association (www.USHA.com)
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UNITED STATES HELICE ASSOCIATION RULES & REGULATIONS

Ver. 61104

Note: Subject document was composed from a translation of the FITASC International rules for Helice dated February 2000. USHA revisions are identified with italics and underlined. The USHA reserves the right to modify and/or change subject rules as deemed appropriate.

ARTICLE 1 These Rules are mandatory for USHA sanctioned competitions. All Shooters are expected to know the Rules and abide by the results. Any person who is proved to have shot at a Helice in a Competition without intending to break it may be banned from future competitions.

ARTICLE 2 12 bore shot-guns are the largest gauge permitted to be used. No advantage is given to smaller bores. 28 grams/1 oz is the largest shot charge permitted. The maximum size of the lead-shot must not exceed American #7 ½ or European #7.

The Referee may check cartridges and contents and have the right to disqualify any Shooter breaking these rules.

ARTICLE 3 The Shooter must stand within the marked space on the Shooting Stand at the designated distance. The gun can be held in any position judged to be safe by the Referee, from gun down to fully mounted.

ARTICLE 4 The Shooter may only load the gun on the Shooting Stand, pointing towards the Helice Machines and only when the Ring is clear and staff has returned to their places.

The Gun must be unloaded before the Shooter turns to walk off the stand.

ARTICLE 5 If the Shooter is disturbed by a spectator or other competitor a "balk" can be claimed, and if upheld by the Referee another Helice shall be allowed.

ARTICLE 6 Shooters must follow each other promptly onto the stand. If a Shooter fails to arrive after being called by name three times, they will be given a "Zero" which will be noted down only when the next Shooter walks onto the Shooting Stand.

- ARTICLE 7 If the Shooter shoots out of turn without the Referee's permission and breaks the Helice it will be scored "No Bird". Provided that the cause for shooting out of turn was an honest mistake, the Referee has the option to allow the shooter to resume his correct position in the shooting order.
- ARTICLE 8 As soon as the Shooter is at the designated mark and loads the Gun, the operator will start the Machines. The Shooter must say "Ready" and the Operator must reply "Ready". The Shooter may then call for the Helice using the call of "Pull" on which command the Helice must be released instantly. If the Shooter fires unintentionally before giving the command of "Pull" a "No Bird" will be called and a further Helice allowed (for which the Shooter must pay).
- If the Helice is released before the call of "Pull" the Shooter may either refuse it or shoot it and the result will stand; if it is refused, another Helice is given.
- ARTICLE 9 To be scored "Good", the White Centre Cap of the Helice must completely separate from the Orange Wing at the first or second shot and fall inside the Shooting Ring. If any piece of the Orange Wing is still attached to the White Centre Cap, the target shall be scored "Zero". If the White Centre Cap bounces inside the Ring and then over the Fence, the target shall be scored "Good".
- ARTICLE 10 Both shots must be fired during the acceleration phase of the flights of the Helice.
- ARTICLE 11 The Shooter has the right to another Helice if the gun miss-fires due to faulty percussion of the Cartridge or Gun mechanical malfunction. After three such misfires, subsequent Helice shall be recorded as "Zero". If the miss-fire was caused by the barrel being un-loaded or due to Safety Catch position, a "Zero" shall be recorded. Upon occurrence of a misfire, the shooter is required to immediately point the barrel upward and request inspection by the Referee. Shooter failure to allow proper inspection of the gun by the Referee shall result in the target being scored "Zero".
- ARTICLE 12 The Shooter will not have to pay for another Helice if it is called a "No Bird" due to a Machine malfunction or fault in the Helice.
- ARTICLE 13 If both barrels discharge at the same time and the Helice is missed, a "Zero" is scored.
- ARTICLE 14 If the first shot is a misfire and the Shooter fires the second barrel and the Helice is missed, a "Zero" is scored.

ARTICLE 15 If, after having shot at and missed the Helice with the first shot, and the Shooter has a misfire on the second shot, the Shooter shall be allowed another Helice. After the release of this repeat Helice, the Shooter must fire the first shot safely at the ground or in the air and attempt to shoot the Helice only with the second shot. If the target is broken with the first shot, the target shall be scored "Zero".

ARTICLE 16 Incorporated into Article 9 above.

ARTICLE 17 If the Helice falls inside the Ring after the first shot with the White Centre Cap still attached the Referee must decide if the Shooter had enough time to shoot the second shot. If the Referee decides there was enough time, the Helice is declared "Zero". If the decision is that there was not enough time, then another Helice shall be allowed and the shooter shall be required to load and shoot only ONE shell at the target.

ARTICLE 18 Each time a Helice is shot and broken within the Ring, the White Centre Cap may, at the Referee's discretion, be retrieved by authorized staff only.

ARTICLE 19 If more than one Helice is released, the Shooter can decline to shoot by raising the gun. However, if one of the Helice is shot at and breaks, it will be declared "Good" and, if missed, "Zero".

ARTICLE 20 Any Helice shot outside the boundary flag markers is declared "Zero" and the Shooter shall be subject to a fine or other appropriate disciplinary action.

ARTICLE 21 Any Shooter who shoots a Helice from a lesser distance than the fixed or handicapped distance must shoot another Helice from the correct distance.

ARTICLE 22 The Shooting Director or a designated Committee must adjust the speed of the Machines before the beginning of the event and certainly not alter the speed of the machine until the end of each rotation (crank). All competitors should be informed immediately following a speed adjustment.

ARTICLE 23 Continued...

5 Machines shall be positioned 4.50 meters minimum and 5 meters maximum apart. 7 Machines shall be positioned 3.3 meters apart, evenly spaced. The Ring has to be enclosed by a rigid Barrier measuring 0.60 meters to 0.80 meters maximum.

The mesh size of the fence must not allow the White Centre Cap of the Helice to pass through.

The distance from the Helice Machines to the Barrier must be a maximum of 21 meters. When a Pigeon Shooting Ring is being used, the distance between the Machines and the Barrier Fence can be slightly less than 21 meters. For all new Helice installations, the distance between the Machines and the Barrier Fence must not be less than 21 meters.

The Shooting walk way must be marked from 24 to 30 meters minimum.

ARTICLE 24 The dimensions of the Helice must be the following:

Size	The overall size of the Helice is 28cms. The diameter of the White Centre Cap is 10.4cms.
Weight	Total weight of the Helice is 70 grams maximum.
Material	The wings are to be made of a material fragile to impact (Polystyrene). The White Centre Cap to be a material not fragile to impact (minimum of 50% Polyethylene).
Fastening System	The White Centre Cap must attach to the wings.
Color	The wings are to be Orange or Red, the White Centre Cap must be White, or as decided by the Helice Commission.
Machines	There should be a beak on the end of a Rotor Shaft. The speed of the main motor should be adjustable from 0 to 10.000 RPM.

ARTICLE 25 All shooters shall begin shooting from 27 meters and slide back 1 meter each time that 5 (for 7 box rings) or 3 (for 5 box rings) consecutive targets are scored "Good". Maximum slide shall be to the 30-meter mark.

ARTICLE 26 During competitions or championships organized with five Machines, the Shooter will have to shoot three (3) Helice on the Stand. During competitions or championships organized with seven Machines, the Shooter will have to shoot five (5) Helice on the Stand.

There must be an electronic system to allow for random selection of Machines.

ARTICLE 27 All Referee declared "No Birds" shall be reloaded upon occurrence.

ARTICLE 28 "Veterans" shall be age 65 or older and "Juniors" shall be age 20 or younger at the time of the event.

ARTICLE 29 Only official USHA designated Referees shall be entitled to judge at USHA sanctioned events. The Shooting Director or Judge appointed by USHA shall be responsible for the correct application of USHA Rules.

Complaints from Shooters must be presented in writing to the USHA whereby USHA Directors shall tender official response and final ruling as deemed appropriate by USHA.

USHA reserves the right to change or modify the present Rules as deemed necessary.

ADDITIONAL INFORMATION TO ASSIST REFEREES

This section has been provided to assist Referees and Shoot Directors giving clarification and advice on some of the more vague rules of Helice Shooting and the way in which these rules have been interpreted at Home and Abroad over the past 10 years.

It is important to remember the "ROOTS" of Helice Shooting; it was designed to replace and replicate as closely as possible shooting of Box Pigeons. It is not a Clay Shooting discipline and this point needs to be made clearly to all newcomers to the sport and to inexperienced Referees.

One important difference concerns safety, a Helice Shooter is out on his or her own on the graduated 24 to 30 meter walkway and there is very often no Referee within 20 feet on the Shooter, shooting is not in a Safety Cage so the Shooter must be ultra conscious of loading and unloading the gun down range, turning around only with an empty gun. Also, unlike modern Clay Shooting Competitions, there can be Shooting Range Staff moving in front of the Shooter, loading Helice Machines or picking up White Centres; therefore, the Shooter must keep the gun empty until all Staff is back in safe locations. Many of the Articles are self explanatory, but the following points hopefully clarify those which are not and also cover the question of charging for extra targets.

ARTICLE 5 The Balk Rule

The Shooter should not be charged for the repeat Helice if the balk is upheld. The Referee shall make the judgment call if whether or not a balk is to be declared. Not the shooter.

ARTICLE 7 Shooting out of Turn

The Shooter must pay for one or both Targets shot out of turn unless of course it was a management fault. Targets shot out of turn shall be scored "Zero" unless the event was approved by the Referee or determined to be an honest mistake. If the Referee declares the event to be an honest mistake, the targets shot out of turn shall not be scored and the shooter shall assume his proper position in the rotation and be allowed to re-shoot subject target(s).

ARTICLE 8 Shooting Before the Call of Pull

This results in a "No Bird" decision, the Shooter must pay for a new Helice. The Helice thrown before the call of "Pull" and the Shooter declines to shoot should not be charged for the repeat Helice.

ARTICLE 9 Target Scored "Good"

If the Helice hits the top of the perimeter fence and drops outside, it is a "Zero". To be scored "Good", the target must fall inside the ring and separate completely from the Orange Wing. The Referee shall have the option of retrieving targets for inspection and shall score "Zero" for any White Centre Cap that has a piece of the Orange Wing still attached. If the target detaches and hits inside the ring and then bounces out of the ring, the target shall be scored "Good".

ARTICLE 11 **General Gun Malfunction**

The Shooter must pay for repeat Helice released because of Gun or Cartridge malfunction. If the Gun malfunctions, the shooter must remain on the Stand facing down range and hold up the gun, being careful not to touch the safety catch and not to touch the opening mechanism until a Referee comes to confirm the malfunction.

The Shooter may change gun or ammunition because of misfires at anytime with the Referees' permission. If a test fire is required, the Referee must give permission. Test Firing is not permitted at the start of or during competition *without Referee permission*.

ARTICLE 15 **Gun Malfunction on Second Shot**

*If the Shooter experiences a Referee-determined Gun Malfunction on the second shot (bang-click), the Shooter shall reload **TWO** shells and be required to shoot the first shot safely into the ground or air once the Helice is released and attempt to break the target with the **second** shot only. If the target is broken with the first shot, it shall be scored "Zero".*

ARTICLE 16 **See Article 9...**

ARTICLE 17 **Target Comes in Contact with the Ground (This Article can be and is often abused)**

The amount of time that a Shooter has to fire two shots at a low Helice before it strikes the ground is solely the Referees decision which can be made more difficult by a Shooter who, having missed with the first shot, commits a "Professional Foul" by hesitating with the 2nd shot, hoping the Helice will hit the ground or fence and be allowed a repeat.

Another situation that can occur, the Helice when released flies low and brushes the ground and flies on. If the Helice touches the ground on release but has enough energy to fly at a reasonable speed and distance for the Shooter to have taken two shots at it, the Referee has the sole discretion to declare the Helice "Fair". He may also if not satisfied call "No Bird". The decision however, is not for the Shooter to make — the Shooter must attempt to shoot the Helice and wait for the Referee's decision.

If the Shooter holds firing on a Helice in these circumstances which the Referee considers "Fair", the target shall be scored a "Zero". If the Referee declares a "No Bird", the shooter shall reload and shot only ONE shell at the repeat target.

ARTICLE 20 **Shooting a Helice Outside of the Limits of the Side Marker Flags**

A difficult rule to interpret as a very strong wind blowing at the machines can put a Helice from One or Five machines over the boundary as the Shooter fires. Benefit of the doubt should apply but only once. The Shooter must pay for the repeat.

ARTICLE 21 **Shooting from Incorrect Distance**

Shooters shall be responsible to make sure they are shooting from the correct handicap distance. Referees shall make every effort to insure that the shooter is shooting from the correct distance as noted on shooter's scorecard however, the Shooter shall be ultimately responsible. Targets shot from the incorrect distance shall not be scored and shall be re-shot from the correct distance.

ARTICLE 22 **Machine Speed Adjustment**

Machines may only be adjusted by the Event Director/Judge or designated Committee.

ARTICLE 27 **Reloading of "No Birds"**

All Referee-declared "No Birds" shall be re-loaded upon occurrence.

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