



Sporting Shooters' Association of Australia

Conservation & Wildlife Management (SA) Inc.

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SWI: Hunting in teams as well as handling & operating firearms

v05.17

Process: Conservation and Wildlife Management Activity

Sub-processes: Hunting in teams as well as handling & operating firearms

Activity: Control of feral or pest animals on lands managed by:Date Completed:..... /..... /20..... Next Review Date:..... /..... /20.....

Introduction

The following instructions are for team members who travel through the environment and operate firearms controlling feral or pest animals.

Major Issues

	HAZARD	CONTROL
1	Jammed firearm mechanism.	Operator to ensure firearm is in safe working condition prior to use in activity.
2	Cartridges jamming in chamber.	Operator to ensure ammunition to be used in particular firearm has been assembled correctly and feeds through into chamber in safe working condition prior to use in activity.
3	Getting lost or injured due to non-compliance with team plan.	Team leader will ensure all team members understand the instructions, procedures and processes under which the team will operate. This includes movement through the environment as well as controlling feral/pest animals.
4	Getting injured due to incorrect handling of firearm.	Application of correct firearm handling techniques when hunting with other members in a group.
5	Getting injured due to untimely discharge of a firearm.	Application of correct firearm operating techniques when one or more members in the team are about to fire on a feral /pest animal.
6	Hearing damage.	Application of correct ear protection to eliminate noise that might damage hearing.
7	Eye sight damage.	Application of correct eye protection to eliminate objects that might damage the eye.
8	Struck by a bullet.	Wearing of high viz, blaze orange clothing, i.e. hat, vests or shirt so that team members can be identified. Ensure target animals are clearly identified and all firing zones are clear and safe before chambering round.

Personal Protective Equipment (PPE)

	PPE	DESCRIPTION
1	Shooting glasses	Protection of foreign objects getting into the eye preventing an impact injury. Coated lens to reduce effects of harmful UV on the eye.
2	Ear plugs or muffs	Protection of hearing in order to reduce noise of rifle muzzle blast on the ears.
3	Hat	Protection against direct sun light which would cause glare and reduce visibility, and UV on the head and face. Prevent rain falling over the eyes and reducing visibility. Should be high viz, blaze orange, visible out to at least 300 metres, through 360 degrees. Can be camouflage in appearance.
4	Protective, high visibility clothing	Protection against UV and external objects from harming the body. Provide warmth and cooling, depending on the weather encountered. Can be high viz, blaze orange vest or shirt visible out to at least 300 metres, through 360 degrees. Assists in allowing members to be visible and identified by other team members. Can be camouflage in appearance.
5	Hiking boots	Protection for the feet and ankles when traversing uneven ground covered with rocks, branches and/or dirt. High side walls, non-steel capped, lace up boots are strongly recommended.
6	Gloves	Protection for the hands against extreme elements – UV burn and chill from cold air. Also protective against disease and contaminants when in direct contact with animals (disposable).
7	First Aid Kit	All teams must carry a full first aid kit. Individual members must carry a small, personalised first aid kit in their pack. This kit will provide access to basic first aid items in an emergency.



Resource Check

	RESOURCE	FAULT	HAZARD	CONTROL
1	Four Wheel Drive Vehicle	Not functioning	Possible accident.	Replace part or rectify problem before driving. Undertake regular maintenance/inspection
2	PPE	Damaged/not functioning	UV burn; poor manual handling; injury to health; get lost.	Repair or replace clothing; borrow UV protective cream; replace or repair GPS or stay close to a team member with a working GPS.
3	Map	Damaged/misplaced	Get lost.	Replace or stay close to a team member with a map.
4	GPS	Damaged/not functioning	Get lost.	Repair or replace GPS or stay close to a team member with a working GPS.
5	UHF Radio	Damaged/not functioning	Loss of communication.	Repair or replace radio or stay close to a team member with a working Radio.
6	Ammunition	Damaged/not functioning	Jam in chamber. Potential harm to health if firearm is fired.	Replace with correct ammunition for that firearm or not use at all.
7	Firearm	Damaged/not functioning	Potential harm to health if firearm is fired.	Repair or replace with properly functioning firearm in safe working order.

Working Instructions & Procedures

	INSTRUCTION / PROCEDURE	HAZARD	CONTROL
1	You must check the firearm to be used in the activity before you commence.	Jammed firearm mechanism.	Operator must carry out a full check on the operation of the firearm to be used prior to the commencement of the activity. The firearm must be in a safe working condition.
2	You must check the ammunition to be used in the activity before you commence.	Cartridges jammed in chamber.	Operator must carry out a full check on the ammunition to be used in the firearm prior to the commencement of the activity. The ammunition must be checked for correct calibre, assembly and safe feeding through the chamber.
3	The Team Leader must state a team plan and how the team will operate, before the team commences the activity.	Getting lost or injured due to non-compliance with team plan.	<p>a. Team Leader will brief team members on activity area (boundaries, radio channel, issues, etc.).</p> <p>b. Any change to (a) above during the activity must be communicated clearly to all team members before activity resumes.</p> <p>c. Depending on the location, the team plan may be either: (i) moving in a single column, with firearms rendered safe and pointed in a safe direction; or (ii) moving in a straight line with members having sight of each other on either side; firearms must be rendered safe and pointed in a safe direction.</p> <p>d. Correct technique for radio communication must be applied at all times.</p>
4	You must carry and handle your firearm in a safe manner when operating with your team.	Getting injured due to incorrect handling of firearm.	Operator must carry their firearm in a safe manner. This requires that the firearm be rendered safe and pointed in a safe direction.
5	You must exercise correct, safe firearm handling procedures at the time of discharging your firearm.	Getting injured due to untimely discharge of a firearm.	<p>Before the operator discharges their firearm they must:</p> <p>a. Know the location of their team members.</p> <p>b. Communicate their intention to their team members to prepare to fire upon target animals; operator should wait for confirmation back from other members or in the case of transect the line coordinator.</p> <p>c. Not chamber a live round until it is clear that your arc of fire is safe and only contains target animals.</p> <p>d. Not chamber a live round until prior to moment of lining up on the target animal.</p> <p>e. Upon completion of discharging your firearm, communicate to your team members that you have ceased fire and rendered your firearm safe and that it is pointed in a safe direction.</p> <p>f. Upon completion of the discharge, and on other occasions when the situation presents itself (e.g. prior to getting into a vehicle, or arriving back at camp), the operator must have another team member check that the chamber is empty and the firearm has been rendered safe.</p>
6	You must wear hearing protection, suitable to the occasion, prior to the discharge of all firearms in your near vicinity.	Hearing damage.	All team members must indicate to the rest of the team, in the vicinity, of their intention to line up on target animals. No firearm should be discharged until it has been confirmed that all members in the vicinity have hearing protection on.

7	You must wear eye protection when handling a firearm and operating in the field during an activity.	Eye sight damage.	Operator must wear eye protection in order to reduce the chance of injury to their eye by foreign objects.
8	You must wear some form of high viz, blaze orange clothing (i.e. hat, vest or shirt), can be camouflage in appearance.	Struck by a bullet.	All team members must wear high viz, blaze orange clothing such as a hat, vest or shirt during the activity. This is to ensure you are visible and can be identified by other team members out to a distance of at least 300 metres, through 360 degrees.