

UNIVERSITY OF MINNESOTA

EXTENSION

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To: 4-H Program Staff and Shooting Sports & Wildlife Leaders

From: 4-H Shooting Sports & Wildlife State Coordinators,
Kia Harries & Nicole Pokorney

Re: Rules for 2009 Minnesota 4-H Shooting Sports & Wildlife Invitational

Enclosed are the rules for the 2009 Minnesota 4-H Shooting Sports & Wildlife Invitational. The event will be held in Anoka County September 12 & 13. Highlighted in this introduction letter are the changes that were made for 2009. Please review these changes.

Please be sure that Shooting Sports & Wildlife leaders in your county get copies of the 2009 rules.

- ⊙ Please be working with your members on scoring targets. This is the number one problem with scores at the State Shoot.
- ⊙ It would also be helpful to your members to be using the range commands so they are familiar with them at the Shoot. A copy of these are attached.
- ⊙ Members must complete 15 hours of on-line training per discipline, with 5 hours of annual updates, and 8 annual hours of wildlife education to participate at the State Shoot in September. Training **MUST** be conducted by 4-H trained coaches, certified in the discipline(s) they are instructing.
- ⊙ Entry dates for ALL registrations will be **July 27th** to your county Extension office, or a date pre-determined by your county.
- ⊙ **Entries received after July 27th will not be scheduled and participants will shoot on Sunday, September 13th during the make up rounds. All late entries are restricted from eligibility for the 2010 National 4-H Shooting Sports Invitational. There will be no exceptions to the rules.**
- ⊙ **Again in 2009: Team entries will be due to the Worthington Regional Office on Friday, August 28th.**
- ⊙ An introductory precision air rifle match with all allowable equipment will be held on Sunday morning, according to "2009 National Standard Three Position Air Rifle Rules". This event will happen after all scheduled events have been completed on Sunday morning and before the Awards Ceremony begins, as time allows.

Senior only: Introductory 22 pistol slow, timed and rapid shoot at 25 yards using national 4-H guidelines will be held on Sunday morning. Members must have their own equipment, and must have completed 8 annual hours of on-line pistol experience. This is an introductory shoot and not for competition in 2009.

Changes for 2009 State Shoot Approved at PDC meeting October, 2008

Items in **BOLD** have been changed for 2009.

SAFETY, RANGE RULES

1. **CLEAR BARREL INDICATOR (CBI)** – Clear Barrel Indicators or CBIs are synthetic monofilament cords (0.065” – 0.095” dia.) in fluorescent orange or a similar bright color that are inserted into the bores of air rifles so that the ends of the CBI protrude out of both the muzzle and open breech. CBIs confirm that air rifles are unloaded. CBIs must be inserted in all air rifles when they are brought to a range or removed from a gun case on a range. CBIs may be removed only during preparation periods, change-over periods and firing times. The use of CBIs is mandatory in all air events and the .22 events.

7. **All pistols, rifles, shotguns, muzzleloaders, and bows and arrows will be cased and unloaded until the 4-H'er is instructed to uncase at the firing line or a designated staging area, unless otherwise instructed. Unstrung recurve and longbows are considered cased, but use of a cloth/plastic case is encouraged.**

TEAMS

3.b. If a junior archer wishes to participate on an Intermediate or Senior archery team, he/she must shoot an additional time at the required distances for that division. Participant must speak to range officers to schedule additional shooting time for juniors on an intermediate or senior team.

Educational Exhibits, Wildlife Calling & Skillathon Rules

Rule 7. Seniors and intermediates are encouraged to participate from 9:00 – 11:00 a.m. Juniors are encouraged to participate from 11:00 a.m. – 1:00 p.m.

Rule 8. Sources for Skillathon: MN Hunter Safety Manual; NRA Hunter Safety Guides; Federal Cartridge Wildlife Guides (4); Call of the Wild; Peterson Field Guide – Skull Identification; Wildlife Diversity; 4-H Wildlife Manuals A, B, C & D

Scoring

9. **If there are score discrepancies after preliminary scores are posted on Saturday night, participants are encouraged to go to the score room, where the staff will review targets or scorecards to verify a result. It will be important to do this step after preliminary scores are posted.**

.22 Rifle

8. a. **No shooting jackets will be allowed.**

8. b. **Any ordinary glove or shooting glove is permitted. There is no thickness limitation for sporter class gloves. The glove may not be so stiff or tight that it artificially supports or binds the wrist so that it cannot bend. Palm rests are not acceptable.**

3 Position Air Rifle

8. **Single load only.**

Standard Air Rifle

6. **Single load only.**

7. **No shooting jackets will be allowed.**

7.b. ***Palm rests are NOT acceptable.* Any ordinary glove or shooting glove is permitted. There is no thickness limitation for sporter class gloves. The glove may not be so stiff or tight that it artificially supports or binds the wrist so that it cannot bend. Palm rests are not acceptable**

Air Pistol

8. Single load only.

BB Gun

7. Single load only.

ARCHERY

3. Participants must wear safety glasses while on shooting line and retrieving arrows.
- 8b. There will be no changing of target faces. Example: changing a 5 spot to a single spot and vice versa.
10. All seniors and intermediates will **double** score their targets in groups of three (3) or four (4). Scoring for juniors will be done by **volunteers from the audience**. No arrows or targets may be touched until **the entire group** is scored. Any arrow touched before scoring will be scored a zero. All arrows that are shot at the wrong target will be scored as a zero. Ties will be broken by a count of x's, **5's, 4's, 3's, 2's, 1's**. Each arrow will be scored and recorded separately.
14. a. **Class A archery teams may only consist of Class A participants. Class B Archery teams may consist of any combination of Class A & B participants, with at least one Class B participant. Class C Archery teams may consist of any combination of Class A and Class B and Class C participants with at least one Class C participant.**
14. b. If a junior archery wishes to participate on an Intermediate or Senior archery team, he/she must shoot **an additional time** at the required distances for that division. **Participants must speak with the range officer to schedule an additional shooting time for a junior on an intermediate or senior team.**
16. **All participants will shoot 5 arrows per end, 60 scoring arrows and 10 practice arrows.** All lanes shall be 4 feet per archer.

Muzzleloading Events

Technical Rules

12. The participant must maintain a minimum distance, where upon throwing the tomahawk must make at least one complete revolution.

Pistol

Chicken pick' or crow silhouette target: 15 yards; five (5) shots from standing position; revolver or single shot pistols; one to two hand fingers over fingers hold may be used. **Revolvers are loaded as single shot only.**

Hawk Throw

The tomahawk will consist of 10 throws. Two practice throws are allowed beforehand. The target butt will be a 4 inch center bull **with a value of 5 each ring, decreasing 1 point**, and successive 2-inch rings to a minimum outside ring of 16 inch diameter. Maximum score = 50.

SILHOUETTE

7. **A tie breaker will be broken with individuals participating in a tie-breaking round held at a designated time on Sunday morning.**

Range Etiquette

1. **Be prepared. It is your responsibility to read all the rules for your event, and show up for your event on time.**
2. **Be on time. Come to the line when called. Have a parent or coach inform the line official if youth is still on another line.**
3. **Listen to the line official for instructions regarding uncasing equipment. Have equipment facing "down range" at all times.**

4. Actions will be kept open when not in use.
5. When shooting is completed, step back from the line and sit down, leave firearm action open and equipment uncased until checked by line official.
6. Be respectful to all participants, line officials and other youth and adults present at the event.
7. Listen to the line official for all instructions regarding line and scoring procedures.
8. Wear appropriate footwear for your discipline terrain.

Teams: All team registrations will be due to the Worthington Regional Office by Friday, August 29th. Teams will then be entered and a printout of teams will be posted on Friday at the Registration Desk. Changes may be are allowed until 7:30 a.m. on Saturday. (If any member is participating in Trap on Friday night, no changes may be made to your Trap team(s) after shooting begins on Friday.)

**State 4-H Shooting Sports &
Wildlife Invitational
September 12 & 13, 2009
Anoka County**



**OFFICIAL 2009 RULES
4-H SHOOTING SPORTS & WILDLIFE INVITATIONAL
GENERAL RULES & INFORMATION**

ELIGIBILITY, POLICIES

1. 4-H members shall be considered eligible to participate in the Minnesota 4-H State Shooting Sports & Wildlife Invitational if they, and the county program, meet these minimum requirements:
 - At least one active adult leader has successfully completed a state-sponsored Shooting Sports & Wildlife leader training workshop, or advanced training, in each discipline that 4-H members are participating in.
 - It is strongly recommended that coaches be re-certified every five years.
 - At least one county leader must be in attendance at any county training where live fire is occurring.
 - All participants at the 4-H State Shooting Sports & Wildlife Invitational must be accompanied by a responsible adult (does not have to be state certified) who is not a participant in the event.
 - **Trainers MUST be certified in the disciplines they are coaching.**
 - **Coaches must sign off on each participants form, stating they are certified to coach in the discipline(s) members are entering.**
 - If youth enroll in an event at the State Invitational in which the county does not have a trainer, the youth will not be allowed to participate in that event. Several safety issues have arisen at the State Shoot; most have been traced to a lack of certified coaches in the county. Some counties share coaches; this is permissible; please indicate the coach's county on the Individual Registration Form.
- b. All ranges will be run by State Trainers and authorized County Trainers.
 - A minimum of 8 hours of wildlife education is required annually.
 - 15 hours of on-line marksmanship and safety for each participant (including basic safety, range rules and etiquette, and marksmanship in scoring) in each event in which the participant participates for the first year.
 - In case of .22, air rifle, air pistol, and BB Gun disciplines only, 15 hours total training of one discipline and 5 hours in each other related discipline. After the initial training, the participant shall have an additional five hours of training annually in each discipline he/she is to participate in per year.
 - **Coaches must sign each member's registration form indicating training requirements have been met.**
 - Each county must provide a conservation education exhibit. Conference judging will take place on Saturday. Sign-up sheets will be available at the registration desk. At least one member from the county MUST attend the conference judging to qualify their team for team awards and their county for individual awards. *Exhibits may be presented by the entire county, a group or an individual – county's choice.*
 - Each participant must also meet any and all other requirements set by the county 4-H Shooting Sports & Wildlife committee.
 - It will be the responsibility of the youth, coach or parent to inform the range officer of any delays and reason for the delays in attendance **before** their scheduled shooting time. The range officer will determine if the event can be rescheduled for another

- time or if the participant will lose their ability to shoot because of not attending their scheduled shooting time.
- Scheduling is based on the assumption that each county has sufficient equipment for multiple shooters on the same line. Shooters needing to share equipment must make arrangements with range officer(s) (in person or through a coach and/or parent) for alternate shooting times to share equipment.
2. Participation requirements will be followed as described by Minnesota 4-H.
 3. The minimum age for a junior participant at the MN 4-H State Shooting Sports & Wildlife Invitational shall remain consistent with MN State 4-H guidelines in that they must have completed fourth grade to participate. Three age divisions are recognized. Completion means grade completed at time of State Shoot.
 - a. Completion of 4th grade through completion of grade 6 are **Junior** participants.
 - b. Completion of 7th grade through completion of grade 9 are **Intermediate** participants.
 - c. Completion of 10th grade through one-year post-high school are **Senior** participants.
 - d. **3rd graders** (completed) enrolled in the regular 4-H Program may participate in the Skillathon, Wildlife Calling Contest, and in a Fun Shoot for 3rd graders to be held on Saturday. 3rd grade Fun Shoot will be held at 4:30 p.m. on Saturday. 3rd Graders must enter on the Individual Registration Form; and a coach must certify they have met the training requirements in the county to participate.
 - For safety function of the firearm, coach and or parent may assist a third grader.
 - Range officer may ask for parent or coach to stand behind youth, then move down a selected number of lanes, so that a coach or parent are not with youth from their county.
 - The fun shoot will include BB Gun. No registration fee is required - only the \$5.00 discipline fee for BB gun. The fun shoot is non-competitive; all members will receive a participation ribbon.
 - e. **Cloverbuds** are **NOT** eligible to enter in any event at the 4-H State Shooting Sports & Wildlife Invitational.
 4. Individual shooters may not compete in more than one category in any one event.
 5. Registrations will not be accepted without a completed Minnesota 4-H Member Information & Authorization Sheet.
 6. Adaptations or other help for handicapped shooters must be approved by the county project coordinator and the State Shooting Sports Coordinators prior to event. A copy of the approved adaptations must be provided by the shooter to the appropriate line range officer.
 7. Combined County Shooting Sports & Wildlife Programs may participate at the 4-H State Shooting Sports & Wildlife Invitational as a combined county entry if they meet the following criteria:
 - a. Insufficient number of enrolled 4-H'ers in Shooting Sports & Wildlife program within individual counties.
 - b. Insufficient number of trained discipline project leaders within individual counties.
 - c. Conduct a year-around combined training program.
 - d. Letter of request submitted by Extension Educator for review and approval by the March PDC meeting of that project year, **or after the March PDC meeting, submitted to 4-H Shooting Sports & Wildlife State Coordinators.**
 8. Registration policy: 4-H'ers may register and participate in no more than four events in this shoot. All participants must pre-register and pay the general registration and event fees by the determined registration due date on the registration form.
 9. Refund policy:
 - a. General State Shoot registration fee is non-refundable.
 - b. Event fees are refundable upon written request of the 4-H Shooting Sports & Wildlife State Coordinators for extenuating circumstances.
 - c. No refunds for cancellations will be given during the State Invitational.
 - d. No refunds will be paid back to any eligible recipient until after the State Invitational.

10. If a youth has participated in another 4-H Shooting Sports state program, he/she can participate in the MN 4-H SS&W program with proof of participation from previous state.

SAFETY, RANGE RULES

1. **CLEAR BARREL INDICATOR (CBI)** – Clear Barrel Indicators or CBIs are synthetic monofilament cords (0.065” – 0.095” dia.) in fluorescent orange or a similar bright color that are inserted into the bores of air rifles so that the ends of the CBI protrude out of both the muzzle and open breech. CBIs confirm that air rifles are unloaded. CBIs must be inserted in all air rifles when they are brought to a range or removed from a gun case on a range. CBIs may be removed only during preparation periods, change-over periods and firing times. The use of CBIs is mandatory in all air events and .22 events.
2. Safety is the primary consideration. Each participant must wear appropriate eye protection for all shooting events, including fun shoots. Appropriate ear protection shall be worn for all powder burning shooting events. Any safety violation is grounds for disqualification.
3. Range officials may check all firearms, ammunition and all archery equipment prior to its use in competition. Unsafe equipment will not be allowed on the range. All ranges will be run by [State Trainers and authorized County Trainers](#).
4. Participants are responsible for providing their own equipment including the correct amount of ammunition. Participants may bring their own shooting mats and kneeling rolls, if they choose to use one. Targets, scorecards, and other range equipment will be provided by the host county. Participants should remember equipment including mats, pencils and calculators. Do NOT use red ink.
5. **NO** scoring plugs will be allowed on-line, by participants, coaches, parents or audience.
6. Any .177 caliber pellets may be used. **No pointed pellets allowed.**
7. **All pistols, rifles, shotguns, muzzleloaders, and bows and arrows will be cased and unloaded until the 4-H'er is instructed to uncage at the firing line or a designated staging area, unless otherwise instructed. Unstrung recurve and longbows are considered cased, but use of a cloth/plastic case is encouraged.**
8. The range commander and range referee together may modify or make procedural match changes in the interest of safety and/or to make the event run more smoothly.
9. Range commands shall be as determined by Minnesota 4-H Shooting Sports & Wildlife State PDC and are enclosed at the end of the rules. (See Exhibit A)
10. All participants will start and end their relays at the same time. Exceptions: equipment failure, shooting schedule conflict, illness or other extraordinary circumstances. Requests for exceptions must be made by the entrant and/or county leader to the line or range official for final approval.
11. Participants must stand alone at the line of competition. No coach, leader, spotter or other person may accompany or assist the participant except as approved by the range officer in charge of the event, **except third grade shooting event.**
12. Shooting will be conducted only on designated sites during scheduled matches. No practice ranges will be allowed.
13. On the trap range, there will be no retrieving of hulls or unbroken targets.

SCORING

1. The addition will be checked on the top fifteen scores in all events **in the scoring room.**
2. Scoring for archery will be done on the range at the completion of each end while the arrows are in the targets. For this reason, protests for scored arrows are allowed only at the time of active participation. All disputes will be settled on the shooting range by range officials. Total individual scores and team scores will be calculated at the conclusion of the round and event respectively.
3. Scoring for the shotgun events will be done on the range by an official of the range. Challenges will be settled on the range as they occur. **Any shooter on the squad may**

challenge the calling of a loss and must do so before the next shooter calls for a target. Individual scores will be totaled at the completion of the round and team scores at the conclusion of the event.

4. Preliminary scoring for BB, air gun and .22 rifle will be done on the range at the completion of each relay. Scoring will be done by fellow contestants as defined by the range commanders at the beginning of each relay. Scoring officer will assist all questionable scoring problems at the range. Team scores will be tabulated at the completion of the event. When the shooter signs his or her target, he or she gives up their right to challenge, other than for arithmetic, computer, or scoring errors. Challenges are accepted **from** shooters only. **Coaches need to work with participants on how to score. Make sure they have a calculator if needed.** The scoring committee will determine the final scores. Results from the scoring committee will be reported and posted.
 - It will cost \$1.00 to challenge the final score. If challenge is correct, the participant will receive the \$1.00 back; if not, the \$1.00 is donated to the 4-H Shooting Sports & Wildlife Program. The top fifteen scores will be reviewed by the scoring committee. Total scores will not be increased, but may be lowered because of addition and scoring errors.
5. Once in the scoring room, arithmetic errors can only be corrected if a lower score is detected. No change will be made for a higher score once targets are removed from the line.
6. **On-line coaching:** This is not allowed at the State Invitational. However, if the Range Official determines there is a safety issue with a participant on-line, some coaching by the Range Officials may be permitted.
7. Equipment Failure - All shooters will start and finish each end at the same time except in the case of equipment failure. A shooter whose equipment has failed must notify Range Officer.
8. Crossfire: If a participant disclaims a shot on his/her target, he/she must immediately inform the Range Officer. If the Range Officer can confirm beyond a reasonable doubt that the participant did not fire the shot (for example, when an adjacent participant reports or has a missing shot) the shot will not be credited to the participant. If the Range Officer cannot confirm that the participant did not fire the shot, the shot must be credited to the participant.
9. If there are score discrepancies after preliminary scores are posted on Saturday night, participants are encouraged to go to the score room, where the staff will review targets or scorecards to verify a result. It will be important to do this step after preliminary scores are posted.

TEAMS

1. Counties may enter as many teams as they would like (or as qualify) in any discipline. Only the highest scoring team from one county or a combined county program can place for team awards in any specific discipline. Therefore, if a county has 2 teams in a discipline age division; only the highest placing team will be recognized at the award program, and will receive the team awards.
2. All teams must be designated on the team entry form (Archery, BB Gun, Standard Air, 3-Position Air, Air Pistol, Trap, .22, Black Powder).
 - All teams from one county/combined counties must be listed on **one** team entry form
 - Shotgun events: three to five shooters per team.
 - .22 rifle/air gun/BB gun/air pistol and archery events: two to four shooters per team.
 - Each team may designate an alternate in the event one team member cannot compete; see the team registration form. Alternate scores will not be counted, unless the county indicates which team member to drop. **Final team designations are due to the Worthington Regional Office by Friday, August 28th. At that time, all teams will be entered into the computer and on Friday evening and Saturday morning, all team listings will be posted at the Registration Desk for coaches to review. Changes may be made until 7:30 a.m. Saturday.**

- **Note: If a member will be shooting Trap on Friday night, no changes may be made to your Trap team(s) after shooting begins Friday.**
3. a. *Class A Archery teams may only consist of Class A participants. Class B Archery teams may consist of any combination of Class A and B participants with at least one Class B participant. Class C Archery teams may consist of any combination of Class A and Class B and Class C participants with at least one Class C participant.*
 - b. *If a junior archer wishes to participate on an Intermediate or Senior archery team, he/she must shoot an additional time at the required distances for that division. Participant must speak to range officers to schedule additional shooting time for juniors on an intermediate or senior team.*
 4. Junior teams will be defined as competitors that have participated as junior individuals only.
 5. Intermediate teams will consist of any combination of junior or intermediate participants that will conform with all intermediate rules and regulations, except powder burn events. Juniors are not eligible for powder burning events (.22. trap, BP).
 6. Senior teams will consist of any combination of junior, intermediate or senior participants but will conform to all senior rules and regulations, except powder burn events (.22, Trap, BP). Juniors are not eligible for powder burning events (.22. trap, BP).
 7. Shooters may not compete in more than one team category in any one event.
 8. Juniors or intermediates participating on senior teams are eligible for junior or intermediate individual awards on the basis of their performance on the senior team. They are not eligible for senior individual awards. Juniors participating in intermediate events are not eligible for individual intermediate awards.
 9. Team awards will be given to the top **three** teams in each class.
 10. Juniors or intermediates who will be shooting on a different team (i.e. juniors on an intermediate team or intermediates on a senior team) may need to shoot an additional round, possibly at an additional cost or an additional distance.
 - a. Junior archers on an intermediate or senior team must re-shoot for team score at the intermediate/senior distance.
 - b. Intermediate trap participants on a senior team must pay for and shoot two additional rounds of trap.

EDUCATIONAL EXHIBITS, WILDLIFE CALLING, & SKILLATHON

1. Teams must enter their County project/exhibit title on the county entry form. A new or different exhibit is required each year.
2. Scoring for the educational exhibits, wildlife calling, and Skillathon events will be done by the officials in charge of each event. Individual scores in wildlife calling and the Skillathon will be tabulated at the completion of the events.
3. Individual certificates will be presented to the top 10 individuals in the **Skillathon**
4. **Wildlife Calling** will be a pre-registered free event, with awards given to the top three individuals in each age category. Participants may call any type of bird or wildlife.
5. The **Skillathon** will be available for youth to participate in. This will be at the participants own choice and will involve the opportunity for hands-on identification, testing of knowledge, etc. **In order to be eligible for the National Hunting Team at the National 4-H Shooting Sports Invitational in Grand Island, NE, youth must participate in the Skillathon at the State Shoot on Sunday from 9 am – 1 pm. At the National Invitational, the Hunting event includes hunter decision making skills, map and compass, live firing, track and sign interpretation and more.**
6. Seniors and Intermediates are encouraged to participate from 9 – 11 a.m. Juniors are encouraged to participate from 11 a.m. – 1 p.m.
7. Sources for Skillathon:
 - MN Hunter Safety Manual
 - NRA Hunter Safety Guides
 - Federal Cartridge Wildlife Guides (4)

MATCH RULES

TIE-BREAKER - Individual

For the top fifteen places: (in order of application)

Number of X's or center hits

Number of highest scoring ring hits (including X's or center hits); next highest ring hits, etc. until tie is broken.

TIE-BREAKER - Teams

Ties in team events will be decided by totaling the results of all team members and following the procedures for the individual rules.

SCORING

If hit is plugged on line, the plug needs to be initialed, circled, marked with a plus or minus, all in red. This must be done by a line official.

.22 RIFLE (Intermediate or Senior Divisions only)

1. There will be 2 rifle classes for individual shooters.
 - a. Open iron sights will be classed as field grade rifle.
 - b. Peep sights will be classed as target rifle.
 - c. Teams will consist of target, target and field grade (competing at target level), or field grade only.
2. Each registered shooter will fire three positions: standing, kneeling and prone at 50 feet.
3. Targets will be standard A-17. One target (10 rounds) for each position will be fired for score. Up to 5 sight-in shots in first prone position only. Sight adjustments will be determined visually and may be aided by spotting scope or binoculars. Shooters will not leave shooting station to inspect targets. In case of questionable shots, close-up inspection and/or recording will be done by line officers.
4. Rifles capable of firing .22 short, long or long-rifle ammo only are acceptable. Field Grade Rifles may be modified by adjusting stock length only. Target grade rifles may also make butt plate adjustments. Shooters will furnish their own ammunition.
5. Rifles must be plugged or otherwise modified so they may only be loaded and fired in single shot fashion. Actions must be able to be mechanically held open until ready to fire. Semi-automatic rifles not modified to meet these criteria will not be allowed on the range.
6. No optical or optically assisted sights are permitted.
7. Slings are allowed for prone and kneeling but NOT for standing; kneeling rolls are permitted for kneeling.
- 8.a **No shooting jackets will be allowed.**
- 8.b *Palm rests are **NOT** acceptable.* Any ordinary glove or shooting glove is permitted. There is no thickness limitation for sporter class gloves. The glove may not be so stiff or tight that it artificially supports or binds the wrist so that it cannot bend. Palm rests are not acceptable
9. This event will be shot in three stages. Stage one is 1 target in the prone position. Stage two is 1 target in the kneeling position. Stage three is 1 target in the standing position to conclude the event.
10. Time limit is 15 minutes per position.

3 POSITION AIR RIFLE

1. Each registered shooter will fire 3 positions: standing, kneeling, and prone at 10 meters.
2. Ammunition will only be pellets of caliber .177 single load, **no pointed pellets.**
3. Targets will be standard 10 meter air rifle; one shot fired per bull; 10 shots per target; 30 shots for score per match plus preliminary sight-in shots.

4. Shooters will provide their own ammunition.
5. **Air rifles are limited to factory specifications - 800 FPS or less is recommended.**
6. **Any manufactured compressed gas, spring or pump operated rifles will be allowed as long as they comply with Rule 5 above.**
7. Other rules are the same as .22 rifle **# 6-10.**
8. Single load only

STANDARD AIR RIFLE

1. Each registered shooter will fire 40 rounds for score - standing position at 10 meters.
2. Other rules as specified above for 3 position air rifle and in the NRA International Rifle Rules (current edition). Time: 50 minutes per relay.
3. One shot fired per bull; 10 shots per target; 40 shots for score per match plus preliminary sight-in shots.
4. **Air rifles are limited to factory specifications – 800 FPS or less is recommended.**
5. **Any manufactured compressed gas, spring or pump operated rifles will be allowed as long as they comply with Rule 4 above.**
6. Single load only
7. **No shooting jackets will be allowed.**
- 7.b. *Palm rests are **NOT** acceptable.* Any ordinary glove or shooting glove is permitted. There is no thickness limitation for sporter class gloves. The glove may not be so stiff or tight that it artificially supports or binds the wrist so that it cannot bend. Palm rests are not acceptable

AIR PISTOL

1. Shooters will fire 1 position, standing at 10 meters.
2. Eight targets will be shot for score with 5 shots/target. One preliminary sight-in target is allowed (5 shots). Targets are standard 10 meter air pistol targets.
3. All shooters may fire 1 or 2 hand (**with fingers over fingers if 2 hand**) hold, no artificial support, rest, sand bags, etc. Exceptions: see General Rules.
4. Ammunition must be pellet in caliber .177, **no pointed pellets allowed.** Shooters provide their own ammunition.
5. No optical or optically assisted sights (telescopic) are permitted.
6. Air Pistols are limited to factory specifications – **800 FPS or less is recommended.** **Any manufactured compressed gas, spring or pump operated pistol will be allowed as long as they comply with rule 5 above.**
7. Time limit is 50 minutes per relay, not more than 5 minutes per target. Ten minutes are allowed for changing targets and assuming shooting position.
8. Single load only

BB GUN

1. Each registered shooter will fire 3 positions; prone, kneeling, and standing at 5 meters.
2. Targets will be standard 5 meter 10 bull BB targets. Three targets will be fired for score, one at each position.
3. Rules 2-10 from .22 rifle apply.
4. Competition will only be staged in the junior and intermediate classes.
5. Other rules as stated in the NRA 5 meter and BB Gun Rules (current edition).
6. **BB guns are limited to factory specifications – 800 FPS or less is recommended.** **Any manufactured compressed gas, spring or pump operated BB guns will be allowed as long as they comply with rule 5 above.**
7. Single load only

TRAP (Intermediate and Senior Division Only)

1. 12 and 20 gauges of shotguns accepted. **Shotguns of 12 gauge and smaller will be accepted.**

2. Shooters will fire from 16 yards on ATA range.
3. Intermediates will shoot two rounds (50 clays) and seniors will shoot four rounds (100 clays) during the event. Intermediates on the Senior team will need to shoot four rounds as described for seniors above. For scoring purposes, only the first two rounds of any intermediates on the senior team will be counted for an intermediate's individual score.
4. Shot sizes 7½ to 9 are required - standard target load.
5. In the event of ties, awards shall be decided from the first target broken in the 1st round to the end of run. If tie still remains, count next round and proceeding to 3rd and 4th if necessary.
- 6. Any shooter on the squad may challenge the calling of a loss and must do so before the next shooter calls for the target.** Teams must be declared by a coach prior to the first team member shooting.
- 7. All Trap Shooting will end at 11:00 a.m. on Sunday regardless of those still needing to shoot. This is to help keep awards to a reasonably scheduled time.**
- 8. All shooters must make use of a shooting pouch (belt or vest) to hold live rounds. No live rounds will be allowed to be placed on the ground at/near the shooters feet.**

ARCHERY

1. Archery classes will be as follows:
 - Class A. Bare bow - all age groups - any bow without sights and shot with fingers.
 - Class B. Free Style Limited - all age groups - any bow shot with sights (no optically assisted sights allowed), and shot with fingers.
 - Class C. Free Style Unlimited - Intermediates and Seniors only - optically assisted sights and releases are allowed.
2. All types of bows (except foot-bows and crossbows) are permitted, i.e., long bows, recurves and compound.
3. Participants must wear safety glasses while on shooting line and retrieving arrows.
4. **No telescopic or optically enhanced sights (sights with lenses) are permitted** (except in Senior and Int. Free Style Unlimited - Class C.) Participants must wear safety glasses while on shooting line and retrieving arrows.
5. Mechanical releases are allowed only in Senior and Int. Free Style Unlimited - Class C.
6. Only target or field points are to be used. NO HUNTING POINTS!
7. Target face will be the "300" Round Target (i.e. National Field Archery Association). This is a 17" blue target with a white bull's-eye and scoring rings.
8.
 - a. If a shooter wants a five spot NFAA 300 Round Target they must bring their own.
 - b. There will be no changing of target faces. Example: changing a 5 spot to a single spot and vice versa.
9. All shooters will start and finish each end at the same time except in the case of equipment failure. A shooter whose equipment has failed must notify Range Officer and will be allotted 20 minutes to repair the equipment and will be allowed five practice shots. All shots before equipment failure will count at Range Commander's discretion. If equipment is not repaired within the allotted time, shooter must take score before equipment failure. Note: Equipment failure is not lost or broken arrows. Bring adequate arrows!
10. **All seniors and intermediate will double score their targets in groups of three (3) or four (4). Scoring for juniors will be done by volunteers from the audience.** No arrows or targets may be touched until the entire group is scored. Any arrow touched before scoring will be scored as a zero. All arrows that are shot at the wrong target will be scored as zero. Ties will be broken by a count of x's, **5's, 4's, 3's, 2's, 1's**.. Each arrow will be scored and recorded separately.
11. Score is determined by the position of the shaft. The shaft must touch the scoring ring to score the higher value
12. Bounce outs or pass throughs will be scored only if judge can unquestionably determine point of impact; otherwise these will be reshot at the end of each round.

13. All shooters shall straddle the shooting line.
14. a. Class A archery teams may only consist of Class A participants. Class B Archery teams may consist of any combination of Class A & B participants, with at least one Class B participant. Class C Archery teams may consist of any combination of Class A and Class B and Class C participants with at least one Class C participant.
b. If a junior archer wishes to participate on an Intermediate or senior archery team, he/she has to shoot an additional time at the required distances for that division. Participant must speak with the range officer to schedule an additional shooting time for a junior on an intermediate or senior team.
15. Distance for juniors is 15 yards; intermediates and senior distance is 20 yards.
16. All participants will shoot 5 arrows per end, 60 scoring arrows and 10 practice arrows. All lanes shall be 4 feet per shooter.
17. Archery Commands **may be given by voice or whistle commands**. Commands are as follows:

<u>Whistle</u>	<u>Voice Command/Meaning</u>
2 whistles	Come to the line
1 whistle	Commence shooting
3 whistles	Retrieve arrows
Multiple whistles (4 or more)	Emergency or cease fire

MUZZLELOADING (BLACK POWDER) AGGREGATE CHALLENGE (intermediate & senior division only).

Welcome to the smokiest and smelliest 4-H State Shooting Sports & Wildlife Invitational event! There will be a black powder fun shoot on Sunday morning for anyone interested. This will be held after the completion of formal competition.

TECHNICAL RULES

1. Participants must meet the requirements of General Rule #1.
2. Participation by pre-registration only.
3. Firearms, tomahawks, and limited Moses sticks will be provided for those who need the equipment.
4. Muzzle loading, black powder firearms will be used. Open iron **or peep** sights are required (no optically enhanced sights are allowed).
5. No greater than 60 grains of black powder or equivalent powder charge of black powder substitute, brought in an approved container may be used.
6. Firearms may be inspected by the Range Commander and/or Range Referee for safety and conformity with the events.
7. Loading of firearms will be done only at designated area and will be supervised by authorized range assistants. Range assistants will do the loading when deemed necessary.
8. Capping or priming will be done only on the firing line when the command is given.
9. Individuals must provide their own eye and ear protection. It is mandatory for shooters and recommended for observers.
10. Parents or a shooter's personal support staff will not be allowed at the loading bench or firing line.
11. Tomahawks must be single-edged with the edge not longer than 4-inches when measured along the curve.
12. The participant must maintain a minimum distance where ~~of 10 feet from the butt end,~~ upon throwing; the tomahawk must make at least one complete revolution.
13. The distance of the buffalo blast will be **50 yards**.
14. The firing line will be scheduled in half hour time slots with the line open for 20 minutes and closed for 10 minutes, at which time shooters can come and go. Once the line has started shooting, no one will be allowed to come to the line until the next scheduled shooting

time. A sign-up sheet will be posted at the range to allow participants to schedule themselves a time during the day to shoot.

15. For 4-H purposes, a gun will be considered loaded when it has powder, patch and ball in the barrel. Do not leave a loaded gun unattended.

MUZZLELOADING EVENTS

Participation in the three events (Rifle, Pistol, and Tomahawk) is required. Participants will have a maximum of 30 minutes to complete in each event (Silhouette, Bottle Targets, Pistol, Hawk Throw, Buffalo Blast)

RIFLE includes the following:

- ▽ BUFFALO BLAST – **Intermediates & Seniors – 50 yards**, buffalo silhouette target; five (5) shots; a Moses stick may be used. (The Moses stick is a single-legged staff with a crotch at the top to support the rifle. Its height is dependent upon the shooter. It is used from the standing position). Maximum score = 50
- ▽ Silhouette – 25 yard silhouette target: five (5) shots; **free standing off-hand position** maximum score = 50
- ▽ *Bottle Target Shoot: -at 25 yards (this replaces the action shot)
Twenty (20) minute to shoot maximum of five (5)shots, 10 minutes to hang and replace targets. This time will be strictly enforced.*

PISTOL

Chicken pick' or crow silhouette target: 15 yards; five (5) shots from standing position; revolver or single shot pistols; one to two hand fingers over fingers hold may be used. Revolvers are loaded as single shot only.

Maximum score = 50

HAWK THROW

The tomahawk throw will consist of 10 throws. Two practice throws are allowed beforehand. The butt will be a 4 inch center bull with a value of 5 points each and decreasing 1 point, and successive 2-inch rings to a minimum outside ring of 16-inch diameter. Maximum score = 50

MUZZLELOADING SCORING AND AWARDS

1. Firearm event scoring will be done at the center of the hole. An example of each target with scoring values will be posted for inspection prior to shooting because standard bull's eye may or may not be used.
2. Tomahawk scoring will be from the point of closest contact to the target center.
3. Protests are allowed only at the time of active participation. All disputes will be settled on the range, by the range officials.
4. Top three Intermediate and senior individual awards will be given in each of the three events, Rifle, Pistol, Tomahawk Throw and top ten aggregate (combined) scores of the three events will be given awards.
5. Teams must be designated on the team competition form. Teams will be scored on their aggregate score. Intermediates competing on senior teams are only eligible for intermediate individual awards.

SILHOUETTE .177 Caliber Fun Shoot - Jr., Int., and Senior may participate

1. Firearms Used:
 - a. Any rifle or pistol chambered for .177 caliber pellets only, maximum weight of 10 pounds, including sights. Any trigger pull weight that is not subject to accidental discharge. Pistol scoring is same as air rifle. Rifles, BB guns and air pistols are limited to factory specifications – 800 FPS or less is recommended. Any manufactured gas, spring or pump operated BB gun, rifle and air pistol will be allowed as long as they comply with the prior sentence. Separate awards for air rifle and air pistol will be given.

- b. Participants in silhouette are allowed a maximum of four strokes per shot fired. Any infractions noticed by the [range commanders](#) will be grounds for disqualification. (This rule is for safety and recovery of silhouettes. Please take note.)
2. Ammunition: Any .177 caliber pellets - no pointed pellets.
3. Clothing: Gloves may NOT be worn. Commercial type trap and skeet vests and shotgun shooting shirts are permitted as well as clothing normally suited for existing climatic conditions. Shooting jackets may NOT be worn.
4. Firing Position: Any position without artificial support. Exception: Refer to General Rules.
5. Course of Fire: A match consists of twenty (20 rounds) fired in any position on air rifle silhouette targets as follows:
 - a. Five chickens at 33 feet
 - b. Five pigs at 40 feet
 - c. Five turkeys at 50 feet
 - d. Five rams at 55 feet
6. Time Limits:
 - a. Ready Time-Fifteen (15 seconds) will be allowed after the command "READY" before the command "FIRE."
 - b. Two and one-half (2 ½) minutes will be allowed to fire 5 shots, 1 shot at each target of a bank of 5 targets.
 - c. Participants must fire at the targets in sequence, beginning at the left and progressing to the right. NO hits are allowed for targets fired out of sequence.
 - d. Hits scored for removal of target from rack. Hits scored for definite turning of target on rack.
 - e. Shooters will properly space and set their own silhouettes prior to their shooting each flight.
 - f. Events to be run at discretion of [Range Commander](#) after considering physical facilities at hand with consultation with 4-H Shooting Sports & Wildlife State Coordinator .
7. A tie breaker will be broken with individuals participating in a tie-breaking round held at a designated time on Sunday morning.



EXHIBIT A: RANGE COMMANDS

BB Gun, Air Pistol, Air Rifle, and Small bore Rifle and Pistol

1. Shooters to the Line (5 to 10 minutes)
 - This is the time the shooters use to get their equipment to the shooting line.
 - Firearms are uncased at the shooting line on command.
 - Firearms are pointed down range, muzzle down range.
 - Actions open.
 - Firearms are not handled
2. Preparation time has started (3 minutes)
 - Shooters may prepare the equipment for their particular shooting position.
 - May handle firearm with no ammo.
 - Fingers outside of trigger guard.
3. Is the line ready?
 - Ready on the Left - If answer is no, please give more time; if yes, continue.
 - Ready on the Right - If answer is no, please give more time; if yes, continue.
 - The line is Ready
4. Shooters load Your Firearm
 - Single load only
 - DO NOT FIRE
5. Commence to Fire
 - Fire designated rounds.
 - When finished shooting, lay firearm down with action open and muzzle down range.
6. Cease Fire
 - Muzzle down range, action open and LAY FIREARMS DOWN.
 - It may mean:
 - a. Problem on the line.
 - b. That particular discipline or round is over.
 - c. A new set of targets.
 - d. Examine your targets down range.
 - e. Range is unsafe.
7. Is the line Clear?
 - If you hear a no, see what the problem is.
8. Range is closed
 - Shooter cases the firearm, picks up his/her equipment, and paraphernalia and removes it from the firing line.
 - Absolutely no handling of uncased firearms.

Archery Commands may be given by either voice or whistle commands. Commands are as follows:

Whistle	Voice Command/Meaning
2 whistles	Come to the line
1 whistle	Commence shooting
3 whistles	Retrieve arrows
Multiple whistles (4 or more)	Emergency or cease fire - <u>arrows in the quiver, bows down</u>

SCORING REMINDERS

For all air rifle, BB gun and .22 competition only five (5) sight in shots will be allowed in the sighting bull(s) on the first target.

No sight in shots will be allowed on subsequent targets in the same discipline.

Only ten shots for record shall be shot at any target.

If more than ten shots are fired into one target the ten lowest scores shall be counted.

Example A: if a shooter accidentally shoots twice at one bull on a target he/she must skip one bull.

Example B: all shots on the target that hit between the bulls and do not touch the scoring rings of any bull will be scored "0".

There will be no penalty points assessed for excessive shots (more than 10 on a target) but only the 10 lowest shots will be scored.

The actual points method of scoring where by the actual points of each shot is recorded will be used.

Remember to initial your own target, not the target you scored, using pencil, blue or black ink. Do NOT use red ink.

Write score by each bull, target scores placed in column on right side of target with total at bottom of column. If the scorer does not place each bull's score by the bull, shooter must do so during their check of scores after notifying the range official(s).

All scoring changes will be done by the **Range Commander** in red ink only.

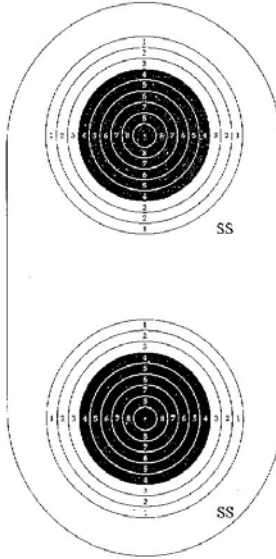
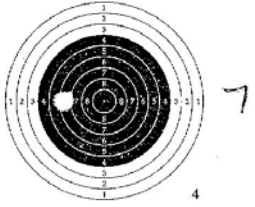
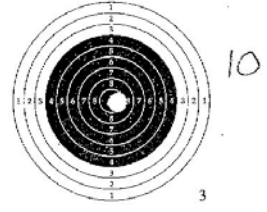
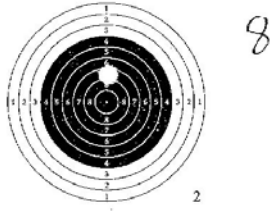
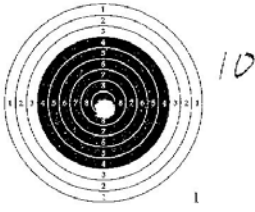
Similar rules apply for the air pistol competition although five (5) record shots will be fired at each of four (4) bulls. Only the twenty (20) lower shots will be scored on each target.

The attached scored target samples are 10 Meter Air Rifle targets but the scoring will be similar in all disciplines

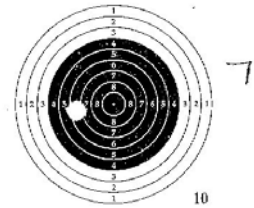
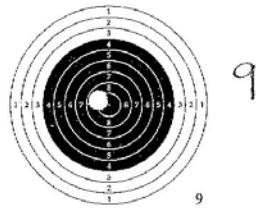
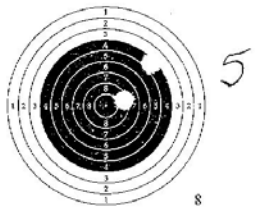
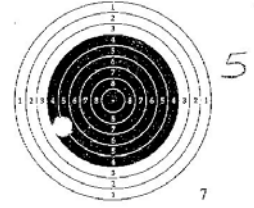
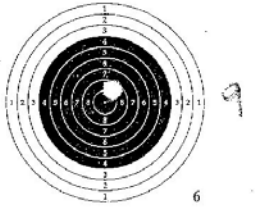
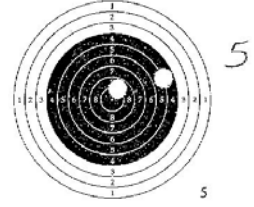
*Note the lower score being used on Bull #5 and Bull #8. Also note the column of 10 numbers.
(This example assumes the extra shots were not caused by cross-firing)

NATIONAL RIFLE ASSOCIATION
10 METRE
AIR RIFLE TARGET

MATCH # _____ TARGET # _____
RELAY # _____ STAGE # _____



10
7
9
5
8
9
10
5
5
7
75



AR-5/10
2003