

2017

**NW 4-H DISTRICT
SHOOTING SPORTS
CONTEST HANDBOOK**



Revised 2017

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GENERAL REGULATIONS AND INFORMATION

Participation

Any 4-H member who has passed his or her 9th birthday, or who is 8 and in the 3rd grade, but who has not passed his or her 14th birthday prior to January 1st of the current 4-H year. Members must be enrolled in the project or activity in the contest program entered, or as stated. Members must have participated in county contests, or in supervised training to be eligible for Northwest District Contests.

All 4-H members must be pre-registered to be eligible to participate in NW District Shooting Sports Contests.

General Eligibility

Previous District winners are eligible in any contest.

Age Categories

There are two age categories in all contest areas:

Novice: Ages 9 through 11. A 4-H member must have passed his/her 9th birthday or be 8 years old and in third grade but cannot be in the 6th grade and have passed his/her 12th birthday prior to January 1st of the current 4-H program year.

Junior: Ages 12 through 13. A 4-H member must have passed his/her 12th birthday or be 11 years old and in the 6th grade but cannot be in 8th grade and have passed his/her 14th birthday prior to January 1st of the current 4-H program year.

4-H members, selected by the counties, who are currently enrolled in 4-H, and who are classified in the novice or junior age category of the current 4-H year.

Dropping Contests

If a contest has only two counties participating for two consecutive years, the contest will be reviewed to determine if it should be dropped.

Entering a Contest

Shooting Sports Contests:

Contestants may enter only one (1) shooting contest in the morning and one (1) shooting contest in the afternoon. Each shooting discipline will allow one (1) novice and one (1) junior team per county to participate with the exception of Shotgun.

Score Sheets

Return score sheets to extension agents after the Contest Awards Assembly.

NORTHWEST DISTRICT 4-H ARCHERY CONTEST

Sighted & Bare Bow: Revised 2011

PURPOSE:

To assist 4-H Members to learn and practice the sport of archery safely, in a sportsmanlike fashion, and achieve an advancing degree of proficiency. Rule changes have been made to enhance competition, assist beginning archers in their archery skill development, and practice and compete in a manner that prepares novice and junior youth for senior competition.

ELIGIBILITY: The general rules of eligibility will apply.

1. Members must be enrolled in the 4-H Archery project or the shooting sports SD project.
2. Teams:
 - a. **Bare Bow** – 1 Novice Team, 1 Junior Team of 3 or 4 **or** 1 to 2 individuals in each division.
 - b. **Sighted** - 1 Novice Team, 1 Junior Team of 3 or 4 **or** 1 to 2 individuals in each division.

Note: If a novice team is full (4 members) and there are two Juniors on a team, it may be filled with one or two novice members. Juniors may not move down to novice. **Novice added to a junior team** will compete as a junior for all awards including individual high point. Team scores will be the sum of the three highest placing individuals of the team.

DIVISIONS:

Two divisions: Recurve and compound archery are different competitions with different teams BUT will shoot the same events. Different faces of targets and distances will be used. See target selection for details.

1. Bare Bow –
 - a. All except compound – No sight, no release, no overdraw.
 - b. Compound – No sight, no release, no stabilizer/counter balance, 2 ³/₈" maximum overdraw
2. Sighted Bows –
 - c. Olympic Recurve or Longbow – No releases, one adjustable sight pin or multiple hunting style sight pins may be used; no electric, telescopic or magnified sights, stabilizer allowed.
 - d. Compound bows – String peeps, optical sights, spirit levels allowed; No electronic, telescopic or magnified sights, maximum overdraw - 2 ³/₈". Mechanical releases allowed (not required) provided it is hand operated and supports the draw weight of the bow, stabilizer allowed.

EQUIPMENT:

Various weight bows, arrows, and accessories may be checked-out by the County Extension Office but contestants are encouraged to use their own equipment. Items such as finger protection (tabs and gloves), arm guards, and chest protectors are allowed. Each contestant should have a minimum of 5 arrows identical in length, weight, diameter, and fletching. Bows and arrows are to be used and handled only on the target range. Equipment is to be under the supervision of the adult leader or agent and stored in a safe place. Equipment will be checked by the Range Officer prior to the shooting contest.

FITA ROUND

TARGETS:

- a. Bare Bow (except compound) shooters will shoot the NAA 60 cm face with 10 colored rings.
- b. Compound Bare Bow will shoot the NAA 40 cm face with 10 colored rings.
- c. Sighted Olympic Recurve or long bow will shoot the NAA 60 cm face with 10 colored rings.
- d. Sighted Compound Bow will shoot the NAA 40 cm face with 10 colored rings.

DISTANCE:

- Novice bare bow – 9m. (10 yards)
All others – 18m. (20 yards)

PROCEDURE:

1. Marksmanship: The shooting match will be conducted under NAA Junior Olympic Archery Development rules, Except as noted (300 points possible).

RANGE CONTROL:

- The Contest Official will be in charge of the range, providing targets, monitoring safety, and assisting shooters as necessary.
- Range assistants will also be helping shooters as necessary and assist in score keeping.
- Shooters will shoot based on the following whistle commands:
 - ***2 whistles** = go to the shooting line (shooters may nock arrows but not raise the bow)
 - ***1 whistle** = shoot (raise bow, draw and release)
 - ***3 whistles** = retrieve arrows
 - ***Series of whistles or “stop or cease fire”** = emergency, stop shooting

SHOOTING TIME:

- Practice must cease 15 minutes prior to the start
- 2 minutes to shoot three arrows

TOURNAMENT COURSE:

- A Maximum Score of 300 points (30 arrows or 10 ends of 3 arrows each)

SCORING RINGS:

- Scoring on a 5 color ring face is scored:
Gold 10-9 Red 8-7 Blue 6-5 Black 4-3 White 2-1

TIE BREAKERS:

1. 1st End 2. 2nd End 3. 3rd End 4. 4th End 5. 5th End, etc.

GENERAL ARCHERY RULES:

1. Shooters stand with one foot on each side of the shooting line
2. No coaching permitted on the shooting line
3. Target faces may not be touched until they are scored
4. Arrows (not a paper brake) touching a dividing line shall count for the higher value
5. After arrows are scored, the holes shall be marked

6. In case of a rebound, pass through, or equipment failure, the archer stops shooting and holds their hand up above their head to call a judge
7. Bows may be drawn with or without an arrow only at the shooting line
8. Arrows are scored and re-scored on score sheet in descending order
9. There will be a 5-foot safety zone between the coaches, non shooting competitors, or spectators and the competitors
10. There will be a 5-foot safety line from the targets for pulling arrows
11. Any archer that shoots too many arrows, 2 arrows in a 3 spot target, shoots before the start signal , or shoots after the signal to stop shall forfeit the highest scoring arrow for that end
12. An arrow shall **NOT** be considered shot if:
 - the archer can touch it with his bow without moving his feet from their position on the shooting line
 - the target face or buttress blows over
13. There is to be a caller, puller and recorder at each target (it can be the shooters)
14. All score cards should be double checked before being signed and turned in. If there is an error in addition, the lowest score will be used. Any changes or alterations to the scorecard must initialed by the judge.

PROTESTS:

Protests or concerns of any nature should immediately be made to the range officer.

CONDUCT:

Violation of the accepted rules of conduct on the range will, at the discretion of the range officer, disqualify a contestant

AWARDS:

First through fifth place ribbons will be awarded to the winning team members and high point individuals of each Bare bow and Sighted bow division and age category (i.e., 8 divisions and age categories possible). Medals will also go to the 1st place team and overall high point individual of both divisions and age category.

REFERENCES:

4-H Archery Project Materials

ARCHERY SCORESHEETS

NAME:					
COUNTY:					
Please circle one: NOVICE JUNIOR			Please circle one: BARE BOW SIGHTED		
HITS					
SCORE	TOTAL				
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

NAME:					
COUNTY:					
Please circle one: NOVICE JUNIOR			Please circle one: BARE BOW SIGHTED		
HITS					
SCORE	TOTAL				
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

NORTHWEST DISTRICT AIR RIFLE CONTEST RULES

Revised 2014

I. 4-H Air Rifle Contest Objectives

To assist 4-H members to learn and practice the rules of air rifle safety, sportsmanship and accuracy with firearms. The contest will consist of 300 points total.

II. Eligibility

One team per age group (novice/junior) consisting of 3 to 4 members may be entered from each county. If not enough members are entered for a team; the county participants will be entered as individuals.

III. Age Categories

Based on the age of the 4-H member as of January 1st of the current 4-H year or the grade rule:

1. Novice: Ages 9 through 11. A 4-H member must have passed his/her 9th birthday or be 8 years old and in third grade but cannot be in the 6th grade and have passed his/her 12th birthday prior to January 1 of the current 4-H program year.
2. Junior: Ages 12 through 13. A 4-H member must have passed his/her 12th birthday or be 11 years old and in the 6th grade but cannot be in 8th grade and have passed his/her 14th birthday prior to January 1 of the current 4-H program year.

IV. Rules:

2012-2014 CMP National Standard 3 Position Air Rifle Rules, 9th Ed. (Sporter Air Rifle) adapted for the contest will apply.

V. Target:

- NRA AR5/10 10 Bulls-eye, 10 meter (33 feet) target. If Orion Scoring system is used, Orion targets will be used.
- If target frames are available, the top (standing) target will be set at a 55 inches center, with the kneeling 31.5 inches center and prone targets 19.7 inches center.
- All three targets will be posted before the preparation period begins.

VI. Course of Fire and Time:

- The individual 3x10 course of fire consists of 10 shots (one shot per scoring bulls-eye) each in the prone, standing, and kneeling positions, fired in that order.
- 30 shots total, 10 in each position, maximum of 300 points.
- Targets for each position set at a 10 meter (33 feet) distance.
- Each position will determine 1/3 of the total score.

3X10 COURSE OF FIRE		
STAGE	POSITION	TIME LIMIT
PREPATION AND SIGHTING	PRONE Unlimited sighting shots	10 minutes
RECORD FIRE	PRONE 10 record shots	10 minutes
CHANGE-OVER	PRONE to STANDING	5 minutes
SIGHTING	STANDING Unlimited sighting shots	5 minutes
RECORD FIRE	STANDING 10 record shots	15 minutes
CHANGE-OVER	STANDING to KNEELING	5 minutes
SIGHTING	KNEELING Unlimited sighting shots	5 minutes
RECORD FIRE	KNEELING 10 record shots	10 minutes

VII. Scoring:

The values of shots may be determined by the manual scoring of paper targets or the use of a visual image electronic scoring system (Orion Scoring System).

- A cross-fire occurs when a participant fires a shot on the target of another participant.
- If a participant cross-fires a record shot on the target of another participant, the shot must be reported to the Range Officer immediately.
- If a participant receives a cross-fired shot, and it is impossible to determine which shot is theirs, they will receive the value of the highest undetermined shot.
- If a shot is fired and the pellet does not leave the barrel (misfire), the participant must immediately notify the Range Officer. The Range Officer will assist or may ask the coach to assist the participant in safely removing the pellet from the barrel. This shot will not be counted as a record shot and the participant will be allowed to re-fire the shot.

VIII. Ties:

Ties will be broken as follows:

- Ties are broken in favor of the participant with the highest inner tens.
- If ties are not broken by inner tens, the tie must be broken according to the highest score in the last 10- shot series fired, then the next to the last 10-shot series, etc. (1st – Kneeling 2nd – Standing 3rd – Prone Score).

VIII. Rifle:

- Sporter air rifles must be .177 caliber (4.5 mm) pneumatic, spring air, compressed air or CO2 rifles. Metallic sights only.
- The use of Clear Barrel Indicators (CBIs) made of fluorescent orange (the recommended color) or a similar bright colored material and long enough to visibly protrude from both the breech and muzzle when inserted in the bores is **mandatory**.

IX. Equipment:

- All shooters or other persons in the immediate vicinity of the firing line must wear adequate eye protection (Plastic prescription glasses or plastic glasses and/or goggles).
- Use of spotting scope, shooting glove, shooting jacket, kneeling roll, off-hand rifle stand and shooting mat is permitted.
- Use of a sling is permitted in Prone and Kneeling positions only.

X. Coaching & Spotting:

- Coaches and parents may pump air rifles as required and spot, but may not make coaching suggestions on how to adjust their shooting technique or their guns after the first record shot is fired in each position.
- Participant who wishes to speak with a coach behind the firing line must:
 - a) notify the Range Officer,
 - b) leave his/her rifle grounded on the firing line with the action open and a CBI inserted,
 - c) leave the firing line so as not to disturb other participants.

XI. Safety and Conduct

- Any participant who handles a rifle in an unsafe manner or violates safety rules so as to endanger another person may be disqualified and the 4-H member will be asked to leave the range.
- CBIs shall be inserted before an air rifle is brought to the range or when it is removed from a gun case.

XII. Awards

Ribbons / medals will be awarded to:

- a) Teams – 1st through 5th place
- b) Individuals – 1st through 5th place

NORTHWEST DISTRICT .22 RIFLE CONTEST RULES (Revised 2014)

I. 4-H RIFLE CONTEST OBJECTIVES

To assist 4-H members to learn and practice the rules of rifle safety, sportsmanship and accuracy with firearms. The contest will consist of 300 points total.

II. ELIGIBILITY

One team per age group (novice/junior) consisting of 3 to 4 members may be entered from each county. If not enough members are entered for a team; the county participants will be entered as individuals. *Contestants must be enrolled in the 4-H Rifle project.*

Each contestant will be charged a fee for the use of the range. Cost can vary by year, so consult with your county agent each year.

NO REFUND OF ENTRY FEE OR RANGE CHARGES WILL BE MADE.

III. AGE CATEGORIES

Based on the age of the 4-H member as of January 1st of the current 4-H year or the grade rule.

3. Novice: Ages 9 through 11. A 4-H member must have passed his/her 9th birthday or be 8 years old and in third grade but cannot be in the 6th grade and have passed his/her 12th birthday prior to January 1 of the current 4-H program year.
4. Junior: Ages 12 through 13. A 4-H member must have passed his/her 12th birthday or be 11 years old and in the 6th grade but cannot be in 8th grade and have passed his/her 14th birthday prior to January 1 of the current 4-H program year.

IV. INSTRUCTIONS - EVENTS AND PROCEDURES

Marksmanship

The shooting match will be conducted using modified NRA rules.

NOVICE – A total of 30 shots will be taken in three positions – 10 per position
Positions: 1) Prone 2) Standing and 3) Kneeling in that order at a distance of 50 feet.

JUNIOR – A total of 30 shots will be taken in three positions – 10 per position
Positions: 1) Prone 2) Standing and 3) Kneeling in that order at a distance of 50 feet.

Each member will fire all positions in succession. Positions governed by the NRA Rules. (NRA Rules 5.6 to 5.12 defines these positions.)

V. SHOOTING TIME

TOTAL FIRING TIME: 45 minutes – One(1) minute per record shot prone, two(2) minutes per record shot standing and one and one-half(1 ½) minutes per record shot kneeling.

Sighting-In Shots

Contestants may fire FIVE (5) sight-in shots at the sighting-in bull per position. Range Officials ONLY will mark misplaced sighting shots (shots hit outside of the guard ring on the sighting bullseye). Shooters, coaches and parents will have TWO (2) minutes to look at sight-in shots and will then be asked to return to the firing line.

Record Shots

Shooters, coaches and parents may inspect targets as designated by the Range Officer/Master, but may not touch or pull the target. Range Officer/Master and/or designated volunteers will remove targets for scoring. Cross-fire hits ~~shot~~ during competition should be pointed out to the Range Officer/Master immediately. **Only shots initialed by the Range Officer/Master will be considered cross-fired shots when scoring targets.**

This process will be repeated for each position.

VI. TARGETS AND SCORING

A-36 50 foot target will be used for each position and age category. **A-36 50 Foot Target-12 bullseyes (2 for sighting) 50 Foot reduction of 50 meter small bore.** Official NRA target.

Selected individuals following NRA Rules 14 and 15 will perform scoring. Decision of the judges is final.

VII. EQUIPMENT

Rifle

Any **Safe** .22 caliber rimfire rifle chambered for .22 short, .22 long, or .22 long rifle may be used which loads **ONE ROUND AT A TIME. SEMI-AUTOMATIC RIFLES CANNOT BE USED!** No restrictions on barrel length or overall weight of rifle and accessories. Contestants must bring their own rifles and ammunition as EQUIPMENT WILL NOT BE PROVIDED. Shooters sharing equipment must shoot in different relays.

All rifles are required to have an ECI (Empty Chamber Indicator) when the rifle is not being fired. (It is strongly recommended that ECI be bright orange).

Ammunition

Rimfire cartridge commercially cataloged as the “.22 short”, “.22 long”, or “.22 long rifle” which have an overall length not more than 1.1 inches and loaded with lead or alloy bullet of not larger than .23 inch diameter which weighs not more than 40 grains. Hollow point, tracer, incendiary, or explosive bullets are specifically excluded from ammunition authorized for match use. **NO MAGNUMS** will be allowed in the competition. Ammunition is **NOT** provided. Shooters are expected to bring their own ammunition to the contest. Ammunition may be checked to ensure it meets these requirements. (NRA Rule 3.17)

Sights

Metallic sights, non-corrective.

Ground Cloth, Eye/Ear Protection, and Optional Items

1. Ground cloth may be used provided it is not constructed or used in a manner to provide artificial rest or support. (NRA Rule 3.10)
2. **Eye and ear protection will be required for all 4-H competitors to protect the eyes and hearing. (NRA Rules 3.19 and 3.20)**
3. Spotting scopes, shooting kits, gloves, rifle slings and kneeling roll (kneeling position only) used in accordance with NRA rules are authorized. The sling cannot be used in the standing position (NRA Rule 5.12).

XIII. RANGE CONTROL

A Range Officer/Master will be responsible for conducting the contest, setting up the range,

monitoring safety and assisting shooters if necessary. Range Officer/Master may assign or designate an assistant. **Decisions of the Range Officer/Master are final.**

IX. SAFETY AND CONDUCT

4-H members and adults are expected to conduct themselves in a safe manner at all times. All firearms, whether being carried, at rest in vehicles, or at rest on the firing line will be unloaded and will have bolts open except when on the firing line competing. All 4-H members must wear protective gear such as hearing protection and eye protection at all times when on the firing line. Shooters are expected to follow ALL safety and range rules. Failure to comply with safety and range rules and not acting in a responsible and safe manner will result in immediate disqualification and the 4-H member will be asked to leave the range.

Actions Open - Unless the rifle is cased, the action must remain open at all times and the empty chamber indicator (ECI) inserted in the chamber. No competitor will aim toward the targets until the proper command is given. No rifle will be handled in any manner to violate any rule of safety.

Rifles Unloaded - Rifles will not be loaded until the competitor has taken position at his firing point, rifles pointed toward the targets and the command **LOAD** has been given.

X. COACHING

Adult and youth coaching is permitted in the NW District 4-H match. Each county is encouraged to have an adult coach present. The coach may assist team members by calling the shots, checking time, checking scoring, ordering sight changes, etc., but he or she must control their voice and actions as not to disturb other competitors. The coach will not physically assist in loading but may help in making sight corrections. Contestants should learn to make their own sight corrections. Coaches will be allowed on the firing line, between and slightly to the rear of the shooters, as long as they do not interfere with another shooter.

XI. PROTESTS

Protests or concerns of any nature should be immediately made to the contest superintendent. **Actual targets are NOT returned to competitors.**

XII. AWARDS

Ribbons / medals will be awarded to:

Teams – 1st through 5th place (~~A team is a squad of three to four members~~).

Individuals – 1st through 5th place

XIII. REFERENCES

The 4-H Rifle Project Materials

~~The National Rifle Association's "The Hunter's Guide" (ISBN: 0-935998-69-1)~~

The National Rifle Association's "Smallbore Rifle Rules"

The National Rifle Association's "Junior Rifle Handbook"

The National Rifle Association's webpage: www.nra.org

NORTHWEST DISTRICT SHOTGUN CONTEST

Revised 2017

I. 4-H Shotgun Contest Objectives

To assist 4-H members to learn and practice the rules of shotgun safety, sportsmanship and accuracy with firearms. The contest will consist of 100 points. Participants will compete using conventional trap course. The contest will consist of 25 clay targets for trap course.

II. Eligibility

Two teams of Junior age 4-H members consisting of 3 or 4 members may be entered from each county. If not enough members are entered for a team; the county participants will be entered as individuals.

Contestants must be enrolled in the 4-H Shotgun project.

Each contestant will be charged a fee for the use of the range. Cost can vary by year, so consult with your county agent each year.

III. Age Categories

Based on the age of the 4-H member as of January 1st of the current 4-H year or the grade rule:

5. Junior: Ages 12 through 13. A 4-H member must have passed his/her 12th birthday or be 11 years old and in the 6th grade but cannot be in 8th grade and have passed his/her 14th birthday prior to January 1 of the current 4-H program year.

IV. Shotgun Classes

1. Shotgun – all 4-H competitors will compete in trap.

V. Event Rules

International Shooting Sport Federation and USA SHOOTING SHOTGUN RULES

Edition 2013 (Second Print 1/2014) Effective 1 January 2014 adapted for the contest.

Marksmanship

The shooting match will be conducted using the following guidelines:

Junior age 4-H members will shoot the same 50 clay targets – 50 traps.

Course

The competitor stands 16 yards away from the center of the "trap house" and shoots at random targets that fly at various angles in front of him/ her. Each position is a constant 16 yards from the trap house, each one is spaced three feet apart forming a small arc.

VI. Shotgun Shooting Procedures

Ready Position

The ready position for calling the target will be either on or off the shoulder, whichever way the shooter is more comfortable shooting.

A legal target is a whole clay target that is thrown from the trap in a prescribed light pattern within the five-second time limit after the participant calls for the target. Targets broken by

the trap or another obstruction will not be scored. These are illegal targets and will be re-thrown for the participant, regardless of whether or not the participant fires at the target.

Trap

Each team or group of individuals with their instructor/coach will be allowed (as a group) to see one legal target from the trap prior to shooting the contest. The competitor will begin at one station (assigned by the range officer/referee), will shoot five (5) targets at that station then rotate clockwise through the event until all positions have been shot by each competitor.

Each shooter will shoot 50 targets. The first shooter will shoot his/her first target, the second shooter will shoot his/her first target and so forth until the last shooter has shot his/her first target. The first shooter will shoot his/her second target at the first station and so forth until the last shooter has shot his/her fifth target at the first station. The team members will then rotate clockwise to the next station and repeat the sequence.

VII. SCORING

Selected officials will do scoring. Only legal targets will be scored and the scorer will be sole judge of whether or not a target is broken. Officials may ask for assistance from the trap puller or the range official if they feel their assistance is required.

Scorers will call “dead” for any target successfully hit; scorers will call “lost” for any target missed. Any challenge to the call must be made immediately by the participant. The final decision will then be made by the scorer with assistance from the trap operator and/or the range official. The decision of the official is FINAL.

Rule violations and procedure violations can be referred to the 4-H staff and officials for settlement, but legality of targets and whether or not the target is broken is the responsibility of the scorer. Only targets with a visual piece broken off will be scored “dead”. Duster and even clays deflected in flight (but with no visible breakage) will be scored “lost”.

Based on the scorer’s judgment, if a target hits an obstruction such as a tree or limb of a tree before the participant has had ample time to fire at the clay, a new target will be thrown. However, if the participant had had ample time to fire in the scorer’s judgment, and failed to do so before the target hits an object near the end of its flight and breaks, the target will be scored lost.

VIII. EQUIPMENT

Contestants must bring their own shotguns and ammunition as EQUIPMENT WILL NOT BE PROVIDED. Lenses, optics, illuminated-type sighting fixtures or release triggers are NOT allowed.

All types of smoothbore shotguns, including semi-automatics, may be used, provided their caliber does not exceed 12 gauge. Shotguns smaller than 12 gauge may be used.

Double targets will be thrown in some instances; therefore, the shotgun should be capable of holding two shells. Contestants should arrive prepared to shoot 50 clay targets - at least 50 shells (plus extras for damaged clay birds). There are no specific ammunition requirements; a lighter load such as “target load” is recommended.

IX. Malfunctions

Only the following malfunctions will be allowed and a new target(s) thrown:

- a) ammunition
- b) trap failure or failure of trap operator

The following malfunctions will not be allowed and targets will be scored lost:

- a) participants error
- b) failure to load gun
- c) failure of gun to fire (other than defective ammunition)
- d) failure of gun to reload

If a gun breaks through no fault of the participant, another gun may be borrowed or used and the contest continued. However, if breakage occurs during the firing at a target and the target is missed, it will be scored as lost.

X. Range Control

A Range Officer/Referee will be responsible for conducting the contest, setting up the range, monitoring safety and assisting shooters if necessary. **Decisions of the Range Officer/Referee are final.**

XI. Safety and Conduct

4-H members and adults are expected to conduct themselves in a safe manner at all times. All firearms, whether being carried, at rest in vehicles, or at rest on the firing line will be unloaded and will have actions open except when on the firing line competing. All 4-H members must wear protective gear such as hearing protection and eye protection at all times when on the firing line. Failure to comply with safety rules and not acting in a responsible and safe manner will result in immediate disqualification and the 4-H member will be asked to leave the range. Shooters are expected to follow ALL safety and range rules. Failure to follow safety rules and behave in a safe, sportsmanlike manner will result in immediate disqualification from the contest and the participant will be asked to leave the range. **NO REFUND OF ENTRY FEE WILL BE MADE.**

Carrying Guns

To ensure safety, all shotguns, even when empty, must be handled with maximum care at all times (penalty - possible **DISQUALIFICATION**).

- a) Conventional double barrel guns must be carried empty with the breech visibly open;
- b) Semi-automatic guns must be carried with the breech bolt visibly open, with a safety flag inserted, and the muzzle pointed in a safe direction only;

Safety flags may be constructed of plastic filament line inserted through the breech and reaching out past the end of the barrel. A piece of tape or some other item may be used to prevent the line from falling through the barrel.

- c) Shotguns not in use must be placed in a gun rack, gun case, armory or other secure place;
- d) All shotguns must be kept unloaded except on the shooting station and only then after the command or signal "**START**" has been given;
- e) Cartridges must not be loaded in the gun until the competitor is standing on the shooting station, facing the traps with the gun pointed towards the target flight area

and after the Range Officer/Referee has given permission;

f) When shooting is interrupted, the gun must be opened and any cartridges and cartridge cases must be removed;

g) No athlete may turn from the shooting station before his gun is open and empty;

h) After the last shot and before leaving the range or placing the gun on a rack, armory etc., the competitor must ascertain and the Range Officer/Referee must verify that there are no cartridges or cartridge cases in the chamber and / or magazine; and

i) The handling of closed guns is prohibited when operating personnel are forward of the firing line.

"STOP" Command

a) When the command or the signal "**STOP**" is given, shooting must stop immediately and all competitors must unload their shotguns and make them safe.

XII. Coaching

Adult and youth coaching is permitted in all 4-H matches. Each county is encouraged to have an adult coach present. The coach may assist team members by calling the shots, checking time, checking scoring, ordering sight changes, etc., but he or she must control their voice and actions as not to disturb other competitors. The coach will not physically assist in loading but may help in making sight corrections. Contestants should learn to make their own sight corrections. Coaches will be allowed on the firing line, between and slightly to the rear of the shooters, as long as they do not interfere with another shooter.

XIII. Protests

Protests or concerns of any nature should be immediately made to the contest superintendent. **Written exams and actual targets are NOT returned to competitors.**

XIV. Awards

Ribbons / medals will be awarded to:

- a) Teams – 1st through 5th place
- b) Individuals – 1st through 5th place

XV. References

International Shooting Sport Federation And USA SHOOTING SHOTGUN RULES

Edition 2013 (Second Print 1/2014) Effective 1 January 2014

http://www.usashooting.org/library/Rulebooks/2014/USAS_Shotgun_2014.pdf

4-H Shotgun project literature, NRA Shotgun Handbook, ATA Rules, By Laws, Policies and other Shooting Information