



## Overview of 4-H Shooting Sports Projects and Contests

Objective: 4-H members learn and practice the rules of rifle safety, archery safety, sportsmanship, accuracy with firearms and achieve advancing degree of proficiency.

***Member must be enrolled in shooting sports project to compete in contests.***

Teams of 3-4 members or individuals may participate

**County Contest:** All members qualify to compete at District and State Contests.

**The 2016 Rio Arriba County Shooting Sports Contest will take place on April 9 &10 in Lindrith.**

**Northeast District 4-H Shooting Sports Contest, Contest at NRA Whittington Center: June 28, 2016**

**New Mexico State 4-H Shooting Sports Contest at NRA Whittington Center: May 5-8, 2016**

District and State eligibility will be based on place rank at county contest.

### AGE CATEGORIES

Based on the age of the 4-H member as of January 1st of the current 4-H year

- 1) **NOVICE** (9 to 11) - A 4-H member must have passed his/her 9th birthday or be 8 years old and in third grade but not have passed his/her 12th birthday prior to January 1 of the current 4-H program year.
- 2) **JUNIOR** (12 to 13) - A 4-H member must have passed his/her 12th birthday or be 11 years old and in the 6th grade but not have passed his/her 14th birthday prior to January 1 of the current 4-H program year.
- 3) **SENIOR** (14 to 19) - A 4-H member must have passed his/her 14th birthday or be 13 years old and in the 8th grade but not have passed his/her 19th birthday by January 1 of the current 4-H program year.

### District Contest: Novice and Junior Members

*Members should expect to take a written exam as part of contest. In event of a tie, the written score will be used to break the tie. See District Rules for full details.*

### Archery

Two divisions:

1. Compound Bow (all sights and/or release types accepted)
2. Traditional Bow (all sights and/or release types accepted).

The shooting match will be conducted using the following guidelines;

**NOVICE** – A total of 24 arrows will be shot at two distances (10 yards and 15 yards)

10 yards – Two ends of six arrows each (12 shots) at five minutes per end.

15 yards – Two ends of six arrows each (12 shots) at five minutes per end.

**JUNIOR** – A total of 24 arrows will be shot at two distances (15 yards and 20 yards)

15 yards – Two ends of six arrows each (12 shots) at five minutes per end.

20 yards – Two ends of six arrows each (12 shots) at five minutes per end.

Standard targets (200.F – 38D) will be used for each distance and age category. The maximum number of points will be 120 for a total of 24 arrows. The marksmanship score will be added to the written exam score for a total of 170 points.

## **Rifle**

Two contests:

1.) Target rifle 2.) Light rifle

A separate target will be provided for each of the three positions 50-foot range.

Light Rifle: 4-H 200 F – 38 – c (NRA: A-32)

Target Rifle: 4-H 200 F – 38 a (NRA: A-17)

*NOVICE* – A total of 30 shots will be taken in three positions – 10 per position

Positions: 1) Prone 2) Sitting and 3) Kneeling

*JUNIOR* – A total of 30 shots will be taken in three positions – 10 per position

Positions: 1) Prone 2) Standing and 3) Kneeling

Each member will fire all positions in succession. Positions governed by the NRA Rules. Contestants will have FIFTEEN (15) minutes per position to shoot for record. Shooters and parents may inspect targets as designated by the Range Master, but may not touch or pull the target. Range Master and designated volunteers will remove targets for scoring. Flyers shot during competition should be pointed out to the Range Master. Only shots initialed by the Range Master will be considered flyers when scoring targets.

The maximum number of points per target in each discipline (light and/or target) will be 100 for a total of 300 per discipline. The marksmanship score will be added to the written exam score for a total of 350 points.

## **Shotgun**

Shotgun classes

*NOVICE* – 4-H competitors will compete in trap only. The contest will consist of 100 points. Fifty points will be based on a written exam while the remaining 50 points will be based on actual shooting. Participants compete using *only* conventional trap courses. The contest will consist of 25 clay birds, on the trap courses. Each shot is worth 2 points.

*JUNIORS* – 4-H competitors will compete in both trap and skeet. The contest will consist of 100 points. Fifty points will be based on a written exam while the remaining 50 points will be based on actual shooting. Participants compete using conventional skeet and trap courses. The contest will consist of 50 clay birds, 25 each at the skeet and trap courses.

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 bird 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. Scorers will call “dead” for any target successfully hit (or bird “shot dead”); scorers will call “lost” for any target missed (or bird that “gets away”).

Any gun in good, safe working condition will be allowed. Lenses, optics, illuminated-type sighting fixtures or release triggers are NOT allowed. 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.

## **State Contest: Senior Members**

### **Pistol**

Two Matches:

1.) Camp Parry Round 2.) Smallbore Hunter Pistol Silhouette

*All matches are "single pistol" matches. A shooter is to shoot the entire course of fire of that event with the same pistol. No pistol changes between stages. Only one pistol per shooter allowed will be on the line.*

*Equipment: Iron sights only. Any smallbore pistol or revolver firing the .22 rimfire long rifle, long or short cartridge with a sight radius no greater than 10 inches, and a trigger pull no less than 2 pounds.*

CAMP PERRY ROUND (modified)

*Target: NRA B-8 Distance: 25 yards Course of Fire: 10 shots each slow fire, 15-timed fire and 15-rapid fire.*

*(40 record shots) Time Limits: Slow fire: 5 minutes (10 shot string); Timed fire: 20 seconds per 5 shot string;*

*Rapid fire: 10 seconds per 5 shot string. Shooting Positions: One-handed standing*

SMALLBORE HUNTER PISTOL SILHOUETTE

*Course of Fire: All shooting in banks of 5 targets, shooting from left to right. 10 chickens at 40 meters, 10 pigs at 50 meters, 10 turkeys at 75 meters, 10 rams at 100 meters. 40 record shots. Time Limit: 30 second ready time and 2 minute firing time for each bank of 5 targets. Shooting Position: Only standing positions may be used, two-hand holds permitted but the hands and arms must be free of the body and may not touch beyond the wrist.*

### **SMALLBORE RIFLE MATCH**

Two Matches:

1.) Small Bore Hunting Silhouette Rifle 2.) NRA Three-Position.

*Any safe smallbore rifle chambered for the .22 long rifle, long or short cartridge See State Synopsis for full details on equipment.*

SMALLBORE HUNTING SILHOUETTE RIFLE

*Target: 1/5 scale metallic silhouettes; Course of Fire: 10 chickens at 40 meters, 10 pigs at 60 meters, 10 turkeys at 77 meters and 10 rams at 100 meters; Time Limit: 15 second ready time and 2 ½ minutes firing time per bank of 5 targets. The standard standing position used in position shooting is permitted.*

NRA THREE-POSITION

*Target: A-51 (50 yards); Course of Fire: 20 shots in each position – prone, standing and kneeling in that order at 50 meters (or 50 yards). 60 record shots. Time Limit: 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.*

*Metallic sights, non-corrective*

### **Archery**

Two Matches:

1.) Recurve 2.) Compound.

*Recurve and compound archery are different competitions with different teams BUT will shoot the same events.*

*RECURVE – one adjustable sight pin, no string peeps, no mechanical release aids, clicker and kissers button permitted, torque compensators are permitted.*

*COMPOUND (FREESTYLE) – release aids permitted, overdraws may not place the arrow rest further than 6 cm from the pivot point of the bow, string peeps and optical sights are permitted, spirit levels are permitted. 60 lb. maximum draw weight.*

*Arrows - Arrows must meet AMO minimum weight standard (6 grains arrow weight per pound bow peak draw weight).*

Two Rounds: 1.) FITA Round 2.) 3-D Round

FITA ROUND (1/2 FITA) Target – 122cm and 80 cm faces, 5-color face; Distance: 60, 50, 40, and 30 meters in that order; Course of Fire: 3 ends of 6 arrows each from 60 and 50 meters; 6 ends of 3 arrows each from 40 and 30 meters. Time Limit – 4 minutes per 6 arrow end and 2.5 minutes per 3 arrow end. Scoring: 10-1 from the center outward, compound teams will score inner 10's

3-D ROUND Targets: 3-D targets as selected and placed by the management. Distances: Unmarked distances from 5 to 50 yards. Recurve: maximum distance: 40 yards, Compound: maximum distance: 50 yards. Course of Fire: 15 targets, 2 arrows per target. Time Limit: Shooters will move through the course expeditiously and avoid delays. Lost arrow search is limited to 2 minutes. Scoring lines - The lines between scoring zones on the target are part of the higher value area. Archery Shooters Association (ASA) scoring will be used. Scoring is as follows: Center kill zone hits - +12, second kill zone- +10 outer kill zone +8, non-vital hits - +5 (no horns or hoofs), and clean miss – 0. The location of the shaft in the target will determine the point value of the shot. Shafts touching a higher value scoring zone will receive the higher score. Any shaft that does not remain in the target for any reason will be scored as a miss. Shoot management will make every effort to maintain adequate and consistent target quality throughout the shoot. Shooters must remain at least six feet away from the target until all scoring is completed and the official scorer has removed the shaft from the target. Any shaft removed from the target prior to scoring will be scored a zero.

### **Shotgun**

Two Matches: 1.) Skeet 2.) Trap

SKEET Course of Fire: 1 round (50 targets) consisting of singles and doubles.

TRAP Course of Fire: 1 rounds (50 targets) consisting of five targets from each of five shooting stations at 16 yards.

Time Limit: Shooters will fire in an expeditious manner, avoiding unnecessary delay; shooters should be prepared to take the field 45 minutes to 1 hour before their scheduled firing time.

*Equipment: Any shotgun 12 gauge or smaller firing a shot charge meeting the requirements of the NGB*

Participants will walk through a sporting clay course. The shooting stations will make use of available cover to best depict running animals, birds flight, and shooting obstacles. Targets will be the sporting clay birds.

### **Muzzle Loading Rifle**

Two Matches:

1.) 25 YARD NOVELTY – Bottles (TG2427) and Haffner Critters combo (TG901)

2.) 50 YARD BULLSEYE

*Any traditional or non-traditional NRA Conventional muzzle loading rifle (in-lines permitted).*

Sights: Metallic –non-traditional permitted (open or aperture). Position: Standing –no slings. Ignition: percussion cap, primer, or flintlock. Maximum charge of 60 grains of black powder or its equivalent is allowable. There are no limits on the caliber. All events are restricted to patched rounds balls only.

NOVELTY – Course of Fire: 5 record shots on each target, 1 per bull, (10 record shots); Time Limit: 80 minutes total running time; May be run in 2 series of 10 shots - 40 minutes/series.

50 YARD BULLSEYE – Course of Fire: 10 shots standing. Sight-in shots permitted but as part of the total running time. Time Limit: 80 minutes total running time; May be run in 2 series of 10 shots - 40 minutes/series.

### **Helpful References:**

4-H Shooting Sports Project Literature

4-H Archery Project Literature

NAA Manual

NRA Pistol Rule Book

NRA Small Bore Rule Book

NRA Junior Rifle Handbook

NRA Silhouette Rifle Rule Book

NRA Shotgun Handbook All NRA Rule Books can be found at:

<http://www.nrahq.org/compete/nra-rule-books.asp>

CMP Publications and Training Materials

<http://www.odcmp.com/Comm/Publications.htm>

PISTOL MARKSMANSHIP TRAINING GUIDE *United States Army Marksmanship Unit*

<http://www.bullseyepistol.com/amucover.htm>

[http://www.saveourguns.com/Ar\\_Marks\\_Un\\_Pistol\\_Train\\_Guide.pdf](http://www.saveourguns.com/Ar_Marks_Un_Pistol_Train_Guide.pdf)

### **Helpful Hints and Practices**

Read all contest rules and equipment regulations before contest

Ask other members and leaders about their previous experience

Practice shooting in various conditions of weather

Know your equipment and how it operates

### **Range Commands will vary from discipline to discipline and range to range.**

Range commands give the guidelines and procedures that will be followed by everyone on the range. It is especially important that youth understand the Cease Fire command and that anyone can call a Cease Fire. The Cease Fire is used to stop unsafe behavior immediately. It is important that youth always read, understand, and follow the range commands that pertain to the range they are on.

**The basic range commands are:**

- o **Is the line ready**
- o **Ready on the left; ready on the right**
- o **Load rounds**
- o **Commence firing**
- o **Cease firing**
- o **Make sure all bolts are open**
- o **Retrieve targets**

### **Suggested Items to Have:**

Shooting Mat

Ammunition block

Hard copy of contest rules

Binoculars or spotting scope

Extra ammunition/arrows

Extra eye and ear protection

Tools to adjust and/or repair equipment if necessary

Stop watch or timer

Staple gun & staples

Trash Bags

Folding chair

Cap or hat

Sun screen

Water & snacks

Anti-bacterial moist towellets

3-Position Offhand Stand

Calendar to log practices and improvements

Practice Targets