Northeast District 4-H Shooting Sports Rules

GENERAL REGULATIONS AND INFORMATION

I. Objectives
To assist 4-H members to learn and practice the sport of firearm safety, in a sportsmanship like fashion, and achieve an advance degree of proficiency and marksmanship,
Rule changes have been made to enhance competition, assist beginning competitors in their shooting sports skill development, and practice and compete in a manner which prepares novice and junior youth for senior competition.

II. General Eligibility

Participation

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

One team per class (in each age group) consisting of 3 to 4 members may be entered from each county. If there are not enough participants from a county to make a team, then those participants shall be entered as individuals.

Member must be enrolled in the 4-H Shooting Sports project of competition.

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

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. SEE CHART ON NEXT PAGE.

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. SEE CHART ON NEXT PAGE.

Special Education youth older than 1B may enroll with the approval of the county 4-H agent.

<table>
<thead>
<tr>
<th>Grade*</th>
<th>Novice</th>
<th>Junior</th>
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<tbody>
<tr>
<td></td>
<td>3rd, 4th, 5th</td>
<td>6th, 7th</td>
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<tr>
<td>Age as of January 1 of the current 4-H year (October-September)</td>
<td>8 years old in the 3rd grade, 9 years old, 10 years old, 11 years old in the 5th grade</td>
<td>11 years old in the 6th grad; 12 years old; 13 years old in the 7th grade</td>
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*These are standard grades based on public school general ages. Exceptions such as home or private schools or youth who have skipped a grade must be determined under the appropriate age. Youth do not move up in an age group until October of the next 4-H year, therefore, youth participate in summer and fall fair activities as the grade they just completed.

**III. Spirit and Intent of the following rules**

The spirit and intent of the rules is to ensure fair competition for all, not to exclude or prohibit. These rules have been comprised from NRA, CMP, YEHC and New Mexico State 4-H rules. It is intended to provide a natural progression for youth competing at the County and district level to be familiar enough to move up to other competitions common to New Mexico 4-H Youth, namely 4-H State Shooting Sports Contest (Target Class) and Youth Hunter Education Challenge (YHEC) (Sporter Class). Rules need to be updated periodically, especially when questions arise for clarity sake or the progression of the sport deems rule changes necessary. Any firearm configuration or item of equipment that is not specifically mentioned in these rules or is contrary to the Spirit and Intent of these rules is prohibited. The Range Officer may decide cases that are not specifically provided for in these rules.

**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.

**IV. Instruction - Events and Procedures**

Event Procedures are divided by discipline contest: Rifle, Archery, and Shotgun.

**Rifle Contest**

The contest will consist of 350 points total. Fifty points will be based on a written exam while the remaining 300 points will be based on actual shooting – 100 points per position.

**A. Written Examination**

A written exam consisting of questions derived from the State 4-H Rifle project book and the Northeast Shooting Sport Test Bank will be given. The exam will show various parts of a .22 caliber rifle, ammunition and accessories for their proper identification by matching part name and part; questions to measure the contestant’s ability to handle firearms safely; and general rifle shooting. The exam will be 25 questions, with matching, true and false, and multiple choice questions. The total
number of correct answers will be added to the shooting score to compile a total score per individual. IN THE EVENT OF A TIE DURING SHOOTING, THE WRITTEN EXAM WILL BE USED TO BREAK A TIE AND IF NEEDED, DETERMINE PLACINGS.

B. Marksmanship
A three (3) position match of 10 record shots fired from each position will be conducted with the following guidelines for each class and division of shooters.

V. Classes
There will be two (2) classes within each age group as defined under equipment.
A. Target Rifle
B. Sporter (light) Rifle

Teams must be either "Sporter (light) Rifle" or "Target Rifle" teams. No target rifles will be allowed in the sporter class; however, sporter rifles may be used in the target rifle class. If there are not enough participants from a county to make a team, then those participants shall be entered as individuals.

VI. Positions
Ten (10) record shots will be fired from each of the following positions. The firing order will be:
A. Novice: Prone, Sitting, and Kneeling
B. Junior: Prone, Standing, and Kneeling
• In all positions the rifle must be entirely supported by the shooter, NRA rules 5.6, 5.8, 5.10 and 5.12 should guide legal and illegal positions.

VII. Shooting Time
A. Competitors will be allowed a three (3) minute preparation period to take their places on the firing line and prepare to fire, rifles may be handled during this time but not loaded.
B. Sighting-In Shots: Contestants may fire FIVE (5) sight-in shots at the sighting-in bull per position. Range Officials ONLY will mark flyers. Shooters and parents will have TWO (2) minutes to look at sight-in shots and will then be asked to return to the firing line.
C. Record Shots: TOTAL FIRING TIME: 45 minutes – 15 minutes per position. Competitors and parents will be asked NOT to pull 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.
This process will be repeated for each position.

VIII. Scoring
A. Scoring will be done by a selected team of judges. NRA Rules 14 and 15 on scoring will be followed. Scoring gauges will be used on all questionable shots. Each scoring bull will have the shot value(s) marked clearly on the target. Written exams will have wrong answers marked by an X and the correct answer indicated by underlining, highlighting or circling. Team scores will consist of the high three (3) composite
scores for the rifle match and written exam of each team. The written exam will account for 25% of the competitor's total score, with marksmanship being 75%.

B. All targets and tests will be given to the respective County agent or his/her designee at the end of the awards program. All scores are final and official.

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

XIV. Targets
Targets shall be provided by the host county. Targets will be posted at fifty feet (50’) from the firing line. A separate new target shall be used for each of the three (3) positions.

A. Target Rifle Class shall use the NRA A-17 Target.  
B. Sporter (light) Rifle Class shall use the NRA A-32 Target.

XV. Range Officer
The Range Officer shall be in control of the range operation for the event. All commands and instructions from the range officer must be obeyed. This shall include range safety, ensuring that the proper targets are provided and lane and relay assignments are made. The Range Officer may designate no more than one (1) Line Officer for each 5 firing lanes for the purpose of ensuring safety, monitoring shooters and assisting shooters as necessary. All decisions by the Range Officer are final. The Range Officer shall conduct a safety and range operations brief prior to the beginning of the event. ALL participants, coaches and Line Officers are strongly encouraged to attend.

XVI. Equipment
Contestants shall bring the following items to the contest:

A. Target Rifle Class -
The intent of the Target Rifle Class is to provide a fair and competitive class for those shooters who are using target class or custom rifles designed for the purpose of competitive shooting. The rules of this class should be similar to those of the New Mexico State 4-H Shooting Sports 3 Position Rifle Match with the main exception being range distance, (fifty (50) feet instead of fifty (50) yards) and shooting positions for Novice shooters.

- Any safe .22 caliber rimfire rifle chambered for the .22long rifle cartridge may be used.  
- All triggers must pull 3 pounds or more.  
- **The overall weight of the rifle may exceed 7.5 pounds including sights and sling.**  
- No restriction is placed on barrel length and overall weight of the rifle and accessories.  
- All action types except fully automatic are acceptable so long as the shooter is capable of safely loading, firing and extracting each round individually from all positions.
The sights will be open or peep (globe type front sights are permissible), no
telescopic or corrective sights will be allowed, all corrective lenses must be worn by
the shooter.

Slings and hand stops may be used in the Target Rifle Class in the prone, sitting
and kneeling positions. Slings and hand stops are not permitted in the standing
position. (palm rests are permitted in the Standing position)

Specialized shooting clothing is permitted in the Target Rifle Class. (standard NRA
rules apply to jackets, trousers, and footwear)

B. Sporter (light) Rifle Class -
The intent of the Sporter (light) Rifle class is to provide a fair and competitive class for
those shooters with low-cost, readily available rimfire rifles that are typically used for
the informal target shooting and plinking or for small game hunting. Any rifle
configuration or item of equipment that is not mentioned in these rules or that is
contrary to the intent and spirit of these rules is prohibited. In case of unclear or rules
not specifically provided for, the Range Officers decision shall be final.

Any safe .22 caliber rimfire rifle chambered for the .22 long rifle cartridge that
complies with the following requirements;

The overall weight of the rifle may not exceed 7.5 pounds including sights and sling.

All action types except fully automatic are acceptable so long as the shooter is
capable of safely loading, firing and extracting each round individually from all
positions.

Sporter Rifle triggers must be capable of lifting a three (3) pound weight when cocked.

The sights will be open or peep, no scopes, or sights that project a laser beam.

A sling, not more than one and a half inches (11/12") wide may be attached to the rifle
using a fixed, non-adjustable sling swivel (no hand stops). The sling may be used in
the prone, sitting, and kneeling positions, but not in the standing position. The sling
must be of simple leather, synthetic or web strap with no special padding or
construction.

Specialized shooting clothing is prohibited in the Sporter (light) Rifle Class.
Competitors that fall outside of these rules may be permitted to shoot in the Target
Rifle class provided that they comply with the minimum Target Rifle requirements

C. Rules Common to both classes

A kneeling roll that is not more than seven inches (7") in diameter or ten inches (10")
long may be used in the kneeling position. It may be placed under the foot or ankle, or
between the foot and buttocks. (Any construction is allowable i.e., rolled up towel so
long as it conforms to the above requirements)

Spotting scopes or binoculars are permitted to spot shots during firing.

All contestants shall use a Clear Bore Indicator (CBI) "Flag or Chamber Safety" this
flag safety shall be inserted into the chamber of all firearms on the range property
not properly stored or actively used in firing. Commercial "Chamber Checker" or
similar products or homemade versions such as (nylon or plastic cable tie with an
ear tag or surveyors ribbon fastened within the closed loop end) are acceptable.
D. Ammunition

- Contestants are responsible to ensure that they have sufficient, proper ammunition to complete the contest of thirty (30) record shots plus any sighters. (at least 40 rounds are recommended)
- The ammunition shall be commercially manufactured, solid point, 40 grain bullets, standard or target velocity, cataloged as .22 long rifle caliber rimfire. No hollow point, hyper velocity, incendiary or tracer ammunition are permitted.

XVII. Safety

A. Safety is above all else, **MOST IMPORTANT**;
- Always keep your muzzle pointed in a safe direction (straight up or Down range)
- Keep your finger off the trigger until you are ready to fire
- All contestants shall use a Clear Bore Indicator (CBI) - "Flag or Chamber Safety" this flag safety shall be inserted into the chamber of all firearms on the range property not properly stored or actively used in firing. Commercial "Chamber Checker" or similar products or homemade versions such as (nylon or plastic cable tie with an ear tag or surveyors ribbon fastened within the closed loop end) are acceptable.
- Hearing and Eye Protection - All 4-H competitors, coaches and range officials will wear hearing and eye protection while on the firing line while the range is "Hot" or live firing is conducted. No exceptions.
- **EVERYBODY IS RESPONSIBLE FOR SAFETY** there are no excuses for unsafe behavior. Contestants, parents, and adult or youth volunteers exhibiting unsafe behavior may be disqualified or required to leave the range.

XVIII. Coaching

Adult and youth coaching is permitted. Each county is encouraged to have an adult coach present. The coach may assist team members by calling shots, checking time, checking scoring, ordering sight changes, equipment adjustment, etc., coaches must control his/her voice and actions so as not to disturb other competitors. Coaches may not physically assist in loading. Competitors should learn to make their own sight changes; however, assistance is acceptable if necessary. 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. Protests or concerns of any nature should immediately be made to the Range Officer not to coaches or contestants. The Range Officer may address concerns as he/she sees applicable.

XIX. Conduct

Violation of the accepted rules of range conduct or conduct that is contrary to the accepted conduct of 4-H members and adult and youth volunteers, may, at the discretion of the Range Officer r disqualify a contestant.

XX. References

- NRA Small Bore Rule Book
- CMP Competition Rules
- NRA Junior Rifle Handbook/Southwest District Rifle Test Bank
ARCHERY CONTEST

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 category.
   b. **Sighted** - 1 Novice Team, 1 Junior Team of 3 or 4 or 1 to 2 individuals in each category.

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: **Compound and other bows may be mixed and shoot on the same team**, different faces of targets will be used. See Target section for details.

1. **Bare Bow** –
   a. All except compound – No sight, No releases, No overdraw.
   b. Compound – No sight, No release, No stabilizer/counter balance, 2 3/8” maximum overdraw

2. **Sighted Bows** –
   b. Olympic Recurve or Longbow – No releases, No electronic, telescopic or magnified sights, Stabilizer allowed
   c. Compound bows: 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 will be provided by the State 4-H Office but contestants may 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 6 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.

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 60 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 60 cm face with 10 colored rings.
DISTANCE AND SHOOTING TIME:
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.
PASS-THROUGHS that cannot be scored may be re-shot.
WARM-UP – one end of six arrows will be allowed for warm-up (five minutes maximum).

PROCEDURE:
1. Marksmanship: The shooting match will be conducted under NAA Junior Olympic Archery Development rules, except as noted (120 points possible).
2. Written Exam- The archery exam material will be taken from the 4-H Archery project literature and the Northeast District Shooting Sports Test Bank. The exam will be 25 questions, with matching, true/false, and multiple choice questions. The totals number or correct answers will be added to the shooting score to compile a total score per individual. The exam will include questions on parts identification, safety, and general archery shooting.
   IN THE EVENT OF A TIE DURING SHOOTING, THE WRITTEN EXAM WILL BE USED TO BREAK A TIE AND IF NEEDED, DETERMINE PLACINGS.

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

TOURNAMENT COURSE:
- 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.

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 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 highervalue
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
bow 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 5 meters between the coaches, non-shooting competitors, or spectators and
the competitors (safety line).
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

**REFERENCES:**
4-H Archery Manual, NM Hunter Conservation & Safety, and/or Junior Olympic Archery
Development
(JOAD)

**SHOTGUN CONTEST**

IV. SHOTGUN CLASSES
   V. Novice – 4-H competitors will compete in trap only.
   VI. Juniors – 4-H competitors will compete in both trap and skeet.

V. EVENT INSTRUCTIONS

**Novice:** 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 targets, on the trap courses. Each
shot is worth 2 points.

**Juniors:** 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 target, 25 each at the skeet and trap
courses.

**Written Exam**
The shotgun exam material will be taken from the 4-H Shotgun project literature and the Northeast
District Shooting Sports Test Bank. The exam will be 25 questions, with matching, true/false, and
multiple choice questions. The total number of correct answers will be added to the shooting score
to compile a total score per individual. The exam will include questions on parts identification,
safety,
and general shotgun shooting. IN THE EVENT OF A TIE DURING SHOOTING, THE WRITTEN EXAM WILL BE USED TO BREAK A TIE AND IF NEEDED, DETERMINE PLACINGS.

C. SHOTGUN SHOOTING PROCEDURES

Ready Position
The ready position for calling the target will be either on or off the shoulder, whichever way the competitor 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.

Skeet
Each team or squad of individuals with their instructor will be allowed (as a group) to see one legal target from each trap prior to shooting the contest at the station. The competitor shoots his/her quota of targets, then the next competitor steps forward and repeats the sequence until all competitors and team members have had their turn at the station. All team members shoot all targets, then rotate stations as a team.

Each shooter will shoot 25 targets. The first time the shooter misses a target, the “option” shot must be taken regardless of the station. If the shooter shoots all eight stations without missing a target, the “option” shot will be taken at the last station.

Trap
Each team or squad of individuals with their instructor 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), 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 25 targets. The first competitor will shoot his/her first target, the second competitor will shoot his/her first target and so forth until the last competitor has shot his/her first target. The first competitor will shoot his/her second target at the first station and so forth until the last competitor 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.

D. SCORING

Scoring will be done by selected officials. 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 “hit” 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 targets 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 target, 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. 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 (for Juniors) and 25 (for Novice)- at least 50 (25 for Novice) shells (plus extras for damaged clay targets). 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:
   IX. competitor’s error
   X. failure to load gun
   XI. failure of gun to fire (other than defective ammunition)
   XII. 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.

XVII. RANGE CONTROL

A Range Master (RM) will be responsible for conducting the contest, setting up the range, monitoring safety and assisting shooters if necessary. Decisions of the Range Master are final.

XVIII. 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.

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 and coaching must remain positive and constructive. The Coach will not physically help in loading, but may be asked by Rangemaster to assist clearing any sort of malfunction of team member’s equipment. Contestants should learn to make their own sight corrections as well. Coaches are asked to remain behind the firing line to the rear of the shooter as to allow room for Range Master and Range Officers to pass freely.

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.

XV. REFERENCES

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