

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 Northeast District Shooting Sports Contests. 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.

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

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 BELOW.
- **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 BELOW

	Novice	Junior
Grade*	3rd, 4th, 5th	6th, 7th
Age as of January 1 of the current 4-H year (October- September)	8 years old in the 3rd grade, 9 years old, 10 years old, 11 years old in the 5th grade	11 years old in the 6th grad; 12 years old; 13 years old in the 7th grade

Special Education youth older than 18 may enroll with the approval of the county 4-H agent.

*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, YHEC 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. 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.

IV. AWARDS:

First through fifth place ribbons will be awarded to the winning team members and high point individuals of each 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.

V. INSTRUCTION - EVENTS AND PROCEDURES

Event Procedures are divided by discipline contest: Rifle (Division: Light Rifle), Archery (Divisions: Bare Bow All except compound, Bare Bow Compound, Sighted Recurve/Longbow, and Sighted Compound), and Shotgun.

Members are limited to ONE Division per Discipline.

Rifle Contest

The general rules of eligibility will apply. Members must be enrolled in the 4-H Rifle project or the shooting sports SD project. **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.

C. CLASSES

There will be one class within each age group as defined under equipment.

Sporter (Light) Rifle (see equipment section for specifications.)

D. POSITIONS

Ten (10) fired shots will be completed from each of the following positions.

The firing order will be:

- **NOVICE:** Prone, Sitting, and Kneeling
- **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.

E. SHOOTING TIME

- 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.
- 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.
- **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 Officer. **Only shots initialed by the Range Officer will be considered flyers when scoring targets.**
- This process will be repeated for each position.

F. SCORING

- 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%.
- 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: Score sheets will be returned to Extension agents after the Contest Awards Assembly.

G. 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.

- Sporter (Light) Rifle Class shall use the NRA A-32 Target.

H. 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.

I. EQUIPMENT

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.
- No military or assault type rifles will be allowed at the County, District, and State 4-H Rifle Shooting Sports Contests. This is due to safety and image of the New Mexico a 4-H Youth Development Program. (Examples below of what is not allowed)



- No adjustable stocks or thumbholes are allowed.
- 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 (1 ½") 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.
- Cased rifles will be the last equipment to be brought to the range and the first to be removed from it.
- .22 rifle contestants please be aware that there can only be 2 participants sharing a rifle and not used in the same relay

ADDITIONAL EQUIPMENT

- 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.

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.

J. SAFETY

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.

K. 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.

L. 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 Office disqualify a contestant.

M. REFERENCES

4-H Shooting Sports Project Manuals
NRA Small Bore Rule Book
CMP Competition Rules
NRA Junior Rifle Handbook/Northeast District Rifle Test Bank
Hunter Safety and Conservation Manual
International Youth Hunter Education Challenge Rules and Regulations
New Mexico State 4-H Shooting Sports Contest Rules and Regulations

ARCHERY CONTEST

The general rules of eligibility will apply. Members must be enrolled in the 4-H Archery project or the shooting sports SD project.

A. TEAMS:

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

B. DIVISIONS:

Four Divisions:

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

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

C. EQUIPMENT:

No shooting equipment will be provided; Contestant must provide 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.

D. TARGETS:

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

E. 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).

F. PROCEDURE:

Marksmanship: The shooting match will be conducted under NAA Junior Olympic Archery

Development rules, except as noted. The maximum number of points will be 240 for a total of 24 arrows. The marksmanship score will be added to the written exam score for a total of 270 points.

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.**

G. RANGE CONTROL:

- The Range Officer will be in charge of the range, providing targets, monitoring safety, and assisting shooters as necessary.
- Range Officer 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

H. 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:

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

I. GENERAL RULES:

- Shooters stand with one foot on each side of the shooting line
- No coaching permitted on the shooting line
- Target faces may not be touched until they are scored
- Arrows (not a paper brake) touching a dividing line shall count for the high value
- After arrows are scored, the holes shall be marked
- In case of a rebound, pass through, or equipment failure, the archer stops shooting and holds bow above their head to call a judge
- Bows may be drawn with or without an arrow only at the shooting line
- Arrows are scored and re-scored on score sheet in descending order
- There will be 5 meters between the coaches, non-shooting competitors, or spectators and the competitors (safety line).
- There will be a 5-foot safety line from the targets for pulling arrows
- 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
- 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
- There is to be a caller, puller and recorder at each target (it can be the shooters)
- 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 be initialed

by the judge.

J. PROTESTS:

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

K. CONDUCT:

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

L. REFERENCES:

4-H Archery Manual
NM Hunter Conservation & Safety
Junior Olympic Archery Development (JOAD)
Northeast District Rifle Test Bank

SHOTGUN CONTEST

A. SHOTGUN CLASSES

- NOVICE – 4-H competitors will compete in trap only.
- JUNIOR – 4-H competitors will compete in both trap and skeet.

B. 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. Each shot is worth 1 points.

C. 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.**

D. 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.

E. 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.

F. 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.

G. MALFUNCTIONS

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

- ammunition
- trap failure or failure of trap operator

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

- competitor's error
- failure to load gun
- failure of gun to fire (other than defective ammunition)
- 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.

H. RANGE CONTROL

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

I. 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.**

J. 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 Range Officer** 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 Officers to pass freely.

K. 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.

L. REFERENCES

4-H Shotgun project literature
Northeast District Rifle Test Bank
NRA Shotgun Handbook
ATA Rules Bylaws, Policies and Other Shooting Information