



New Mexico 4-H District Contest Shooting Sports Rules

Purpose: To assist 4-H members to learn the rules of firearm and archery safety, sportsmanship and accuracy with firearms.

All Events- It is the responsibility of each county to have the appropriate health consent and release forms for each of their participants. These forms must be on file with the NM State 4-H office. An adult supervisor should be present at the event site, with immediate access to the forms, any time their youth are participating.

General Rules:

Teams and Age Categories

- The spirit and intent of these rules is to provide a safe and fair contest for all participants.
- Counties are limited to two teams (3 or 4 individuals) per discipline per age group
- Entries must be approved by the County Extension Agent responsible for 4-H.
- There are two age categories in all contest areas: Novice and Junior
 - 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.
- Team scores will be the sum of the three highest individual scores on the team.
- Previous District winners are eligible in any contest.
- 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.** Each shooting discipline will allow two (2) novice and two (2) junior team per county to participate. If only two individuals in an age category are entered they will only be eligible for individual awards as it is not a complete team.
- The host county will make every effort to adhere to the rules, but does reserve the right to modify rules depending on state restriction, facility restrictions or weather conditions.

Agent Responsibilities

- By entry in these events, the County Extension Agent is verifying that the youth entered are knowledgeable and proficient in the safe use of the equipment and the fundamentals of the event. Range officials may dismiss or disqualify a participant if he/she believes the participant does not demonstrate the basic proficiency and knowledge required.
- By entry in these events, the County Extension Agent is verifying that the youth entered are representatives of their respective counties and have met those counties guidelines for qualifying to shoot in the district contest.
- No changes to team roster will be allowed unless by the County Extension Agent or designated leader. The County Extension Agent should inform the hosting county who that person is.

At the Firing Line

- **Safety is everyone's responsibility!** There are no excuses for unsafe behavior. Contestants, parents, and adult or youth volunteers exhibiting unsafe behavior may be disqualified or be required to leave the range.
- An official, or Range Master, will preside over each contest. Decisions of the Range Master are FINAL.
- The range master may disqualify anyone (youth or adult) who is not complying with safety rules, equipment rules or 4-H conduct.
- Handling bows or firearms when someone is beyond the firing line is strictly PROHIBITED.
- Proper eye and ear protection are required at the fire line.
- Target faces may not be touched until they are scored.
- **Youth competitors cannot have cell phones on the firing line.**
- Youth are not permitted to be coached on the firing line.

Other rules

- **There will not be any ammunition, firearms or equipment provided for this contest.** Be sure to bring adequate ammunition or arrows for your event.
- At no time shall anyone ride in the bed of a pick-up truck.
- The hosting county may charge fees for registration, range use, etc. In the event of disqualification, this fee is not refundable.
- **Concerns or protests should be made to the Range Officer.**

*****Note- Not all Counties and Districts will offer all the following disciplines, but if they do, they must follow these rules.**

Contests that may be offered at New Mexico 4-H District
Shooting Sports Contests

I. Archery

1. Recurve/Long Bow

a. Bare Bow

b. Sighted

2. Compound

a. Bare Bow

b. Sighted

II. Smallbore Rifle

III. Air Rifle- NORTHEAST DISTRICT DOES NOT OFFER THIS DISCIPLINE

IV. Shotgun

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Northeast District Does not Offer Air Rifle for Novice and Junior Members

ARCHERY MATCH EVENTS

Overview

- (270 points): 30 question test and 24 arrows.
- There are four archery events/categories.
 - Recurve Bare Bow
 - Recurve Sighted
 - Compound Bare Bow
 - Compound Sighted
- All four categories will shoot the same course, and need to correctly declare their category at registration and on their score card

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 break) touching a dividing line shall count for the higher 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 their hand up 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 a 5-foot safety zone between the coaches, non-shooting competitors, or spectators and the competitors
- There will be a 5-foot safety line from the targets for pulling arrows
- Any archer that shoots too many arrows, 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.

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

TEST

<p>Stage Description</p>	<p>30 questions each worth one point. 15 questions will refer to safety and general knowledge. 15 questions will refer to identification of the parts of bows, arrows and targets. The archery exam material will be taken from the 4-H archery project literature ONLY. Novices and juniors may take the same test.</p>
<p>Tie breaker</p>	<p>Ties are broken in the following order:</p> <ol style="list-style-type: none"> 1. Written Test 2. 1st end 3. 2nd end, 3rd end . . . etc.

Match Equipment Standard:

	PERMITTED	NOT PERMITTED
RECURVE BARE BOW	<ul style="list-style-type: none"> Gloves, tabs or fingers shall be the only legal releases. 2 3/8" maximum overdraw. 	<p>No sights, releases or overdraws</p> <p>No Stabilizer or counter-balance may be used.</p>
RECURVE SIGHTED	<ul style="list-style-type: none"> One adjustable sight pin or multiple hunting style sight pins may be used clicker and kisser buttons permitted Participants may have as many sight pins as deemed necessary Torque compensators are permitted. 	<p>No string peeps and mechanical release aids.</p>
COMPOUND BARE BOW	<ul style="list-style-type: none"> Gloves, tabs or fingers shall be the only legal releases. 2 3/8" maximum overdraw. 	<p>No sights, releases or overdraws</p> <p>No Stabilizer or counter-balance may be used.</p>
COMPOUND SIGHTED	<ul style="list-style-type: none"> Sights and stabilizer may be used. Mechanical Releases allowed (not required) provided it is hand operated and supports the draw weight of the bow. 2 3/8" maximum overdraw 	<p>No electronic, telescopic or magnified sights allowed</p>
ARROWS for both disciplines	<p>Must meet AMO minimum weight standard; 5 grains arrow weight per pound bow peak draw weight.</p>	<p>No arrows larger than 27/64ths in diameter are permitted.</p>

**** All bows are subject to a random draw weight test on both days of the contest. If bows are not at or less than the 60 lb. draw weight, contestant will be disqualified from the archery contest.**

TARGET COURSE

Target	NAA 40 cm
Distance	Novice: 10 yards and 15 yards Junior: 15 yards and 20 yards
Course of Fire	Novice: 3 ends of 6 arrows shot at 10 yards, and 3 ends of 6 arrows shot at 15 yards Junior: 3 ends of 6 arrows shot at 15 yards, and 3 ends of 6 arrows shot at 20 yards
Time Limit	5 minutes per 6 arrow end
Scoring	10-1 from the center outward, compound teams will score inner 10's.
References	World Archery Rulebook. https://worldarchery.org/rulebook 4-H Archery Project Literature
Information	https://worldarchery.org/rulebook

SMALLBORE RIFLE MATCH

Overview

- (330 points): 30 question test and a 3x10 .22 rifle match.
- Only sporter rifles, and gear are allowed. No precision rifles, gear or apparel.

Safety Rules

The intent of the Sporter (light) Rifle 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 of 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.

- All smallbore rifles are required to have the action open and a ECI (Empty Chamber Indicator) in place when the rifle is not being fired and is uncased. Either commercial or personally made flags are permitted. It is strongly recommended that the ECI be orange in color.
- Cased rifles will be the last equipment to be brought to the range and the first to be removed from it.
- Official weight of a rifle will be determined with the magazine inserted in the rifle.
- .22 rifle contestants please be aware that there can only be 2 participants sharing a rifle and **not used in the same relay**.
- 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. Shooters 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.
- Youth, parents, and leaders will be given one verbal warning for a safety violation or behavior. If the offense happens again they will be asked to leave the contest and will not be allowed to finish the contest.
- 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.
- No military or assault type rifles will be allowed at the State 4-H Rifle Shooting Contest. This is due to safety and the image of the New Mexico 4-H Youth Development Program.
- (Examples below of what is **not allowed**)



TEST

Stage Description	30 questions each worth one point. 15 questions will refer to safety and general knowledge. 15 questions will refer to identification of the parts of air rifles, ammunition and targets. The rifle exam material will be taken from the 4-H rifle project literature ONLY. Novices and juniors may take the same test.
Tie breaker	Ties are broken in the following order: 1. Written Test 2. Number of 10's shot 3. Number of 9's shot, etc.

NRA THREE POSITION LIGHT RIFLE

TARGET	NRA-A32
DISTANCE	50 feet
COURSE OF FIRE	3 x 10. 10 shots each position: prone, standing, and kneeling in that order; (30 record shots - 300 points maximum).
TIME LIMIT	<p>A. Competitors will be allowed a three-minute preparation period to take their places at their firing points and prepare to fire (NRA Rule 10.3.1). Rifles may be handled during this time but not loaded.</p> <p>B. Contestants may fire a maximum of FIVE (5) sighting shots at the sighter bull(s) in each position within the prescribed time. Sighters should be fired at the beginning of each stage or position. Once firing for record has begun then no further sighters should be taken.</p> <p>C. Targets should be posted individually at each stage. The following times should be used and the three minute preparation period should be administered at the beginning of each stage.</p> <ol style="list-style-type: none"> 1. Prone, one (1) minute per record shot for a total of ten (10) minutes. 2. Standing, two (2) minutes per record shot for a total of twenty (20) minutes. 3. Kneeling, one and one half (1 ½) minutes per record shot for a total of fifteen (15) minutes.

<p>EQUIPMENT</p>	<p>Rifle: Any safe .22 caliber rimfire rifle chambered for the .22 long rifle cartridge that complies with the following requirements. Firearms weighing less than 7.5 lbs. including sights, slings, etc.</p> <ul style="list-style-type: none"> • 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 adjustable stocks or thumbholes are allowed. <p>Rifle Weight: Maximum 7.5 lbs. including sights, slings, etc.</p> <p>Trigger pull: Sporter Rifle triggers must be capable of lifting a three (3) pound weight when cocked.</p> <p>Sights: Metallic sights are permitted, No telescopes. The sights will be open or peep, no scopes, nor sights that project a laser beam are allowed</p> <p>Ammunition: Ammunition that is commercially manufactured, solid point, 40 grain bullets, standard or target velocity, cataloged as .22 long rifle caliber rimfire is accepted. No hollow point, hyper velocity, incendiary or tracer ammunition will be permitted.</p>
<p>OPTIONAL EQUIPMENT</p>	<p>Spotting scopes, ground pads, shooting kits, gloves, rifle slings and kneeling roll (kneeling position only) are allowed.</p> <p>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 must be of simple leather, synthetic or web strap with no special padding or construction. <u>The sling cannot be used in the standing position.</u></p> <p>Kneeling roll: A cylindrical cushion for shooting in the kneeling position; maximum dimensions will be 9 ¾ inches long (25 cm) and 7 inches in diameter (18 cm), and made of soft and flexible material.</p>
<p>CROSSFIRES</p>	<p>Flyers and crossfires shot during competition should be pointed out to the Range Officer immediately. Only shots initialed by the Range Officer will be considered flyers or crossfires when scoring targets.</p>
<p>REFERENCES</p>	<p>NRA. (2020). Smallbore Rifle Rules. Retrieved from: https://competitions.nra.org/media/7745/nra-smallbore-rifle-rules.pdf 4-H Rifle project material.</p>

SHOTGUN EVENTS

Overview

- Novice Contest (55 points): 30 question test and 25 shots of trap.
- Junior Contest (80 points): 30 question test and 50 shots of trap.

Safety Rules

- There will be no toleration with any firearms on your toe or on any magnetic or leather pads. At no time shall the muzzle come in contact with the ground and must be kept in a safe direction. If any competitor is seen with a muzzle on his or her toe, or if they are not controlling their firearm, **THEY WILL BE DISQUALIFIED!**
- Conventional double barrel guns must be carried empty with the breech visibly open.
- 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.
- Shotguns not in use must be placed in a gun rack, gun case, armory or other secure place.
- All shotguns must be kept unloaded except on the shooting station and only then after the command or signal "START" has been given.
- 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;
- When shooting is interrupted, the gun must be opened and any cartridges and cartridge cases must be removed.

TEST

Stage Description	30 questions each worth one point. 15 questions will refer to safety and general knowledge. 15 questions will refer to identification of the parts of shotguns, ammunition and targets. The shotgun exam material will be taken from the 4-H Shotgun project literature ONLY. Novice and juniors may take the same test.
Tie breaker	In the event of a tie during shooting, <u>the written exam will be used to break a tie and if needed, determine placings.</u>

TRAP

Event	Standard ATA (American) trap (16 yards)
Course of Fire	Novice: 1 round (25 targets) consisting of five targets from each of five shooting stations at 16 yards.

	Junior: 2 rounds (50 targets) consisting of five targets from each of five shooting stations at 16 yards.
Equipment	Any gun (12 gauge or smaller) in good, safe working condition will be allowed. Lenses, optics, illuminated-type sighting fixtures or release triggers are NOT allowed.
Ammunition	Any factory load. A lighter load such as “target load” is recommended. No reloads.
Target	<ol style="list-style-type: none"> 1. 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. 2. 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. 3. 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.
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.
Scoring	<ol style="list-style-type: none"> 1. 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. Scorers may ask for assistance from the trap puller or the range master if they feel their assistance is required. 2. Scorers will call “Hit” for any target successfully hit scorers will call “Miss” for any target missed. Any challenge to the call must be made immediately before the next shot by the participant. The final decision will then be made by the scorer with assistance from the trap operator and/or the range official. <u>The decision of the scorer is FINAL.</u> 3. Only targets with a visual piece broken off will be scored Hit. Duster and even birds deflected in flight (but with no visible breakage) will be scored Miss. 4. 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 has 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 a miss.

<p>Malfunctions</p>	<p>Only the following malfunctions will be allowed and a new target(s) thrown:</p> <ol style="list-style-type: none"> 1. Ammunition 2. Trap failure or failure of trap operator <p>The following malfunctions will not be allowed and targets will be scored lost:</p> <ol style="list-style-type: none"> 1. Participants error 2. Failure to load gun 3. Failure of gun to fire (other than defective ammunition) 4. Failure of gun to reload <p>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.</p>
<p>References</p>	<p>Amateur Trap Association. (2019). ATA rules, by laws, policies and other shooter information. Sparta, Illinois. Retrieved from: https://shootata.com/Portals/0/pdf/ata_rulebook_web.pdf</p> <p>4-H Shotgun project literature.</p>