2016
MISSOURI 4-H SHOOTING SPORTS
STATE MATCH RULES
4 DAYS

(rev Feb 25, 2016)
(updated June 15)

PLEASE READ! There are changes every year. It is the shooter's responsibility to know and understand the rules.

DATES:

August 27	**Trap Shoot** (may enter 2 events: Singles & Doubles) but cannot shoot Trap & Archery on same day.
August 28	**Skeet Shoot –** Gateway Gun Club
August 27-28	**Archery (NFAA 300)** choice of day (trap shooters must shoot Sunday)
September 24	**State Shoot** (all other events) **–** may enter 2 events – 3 max, if 1 is Hunting Skills)
September 25	**3D archery; Sporting Clays; Muzzleloading** (2 events - if 1 is Muzzleloader)

NOTE: Registration must be done by 4-H Online. The goal this year is to have one registration for all dates and all events. The Trap Shoot and the 300 Archery event (maybe others) will be self-scheduling – meaning the member will also select their scheduled shooting time. However, plans don't always work out – so stay informed on the 2016 registration process by reading your county newsletter and/or frequently visiting the Missouri 4-H Shooting Sports website.

SPECIAL Note:
Shotgun: NO Shotgun events will take place at Prairie Grove Shotgun Club. We realize this will be inconvenient, but is beyond our control. TRAP will be at Linn Creek as previous years; SPORTING CLAYS at River Hills Sporting Clays (Boonville); and SKEET is scheduled at Gateway Gun Club, Bridgeton, MO (near St. Louis).

Archery 300 – All age divisions will shoot the basic/standard 300 round (JR @ 10 yrds; INT @ 15 yrds; SR @ 20) on August 27 or 28. Only the more advanced archery events, American 600 and 3D are held in September.

Number of Events: see above. Limit to 2 per day with the following exception: Three events (3) are possible on Saturday of the September shoot…if 1 event is Hunting Skills. **Cannot shoot both Archery and Trap on same day; and nor Sporting Clays and 3D Archery** on Sunday. Two events are possible if Muzzleloading is one of them.

Ammo: No ammunition is provided for any event. Air Rifle. Air Pistol, BB Gun, Shotgun, Smallbore Rifle and Smallbore Pistol shooters must provide their own ammo for the State Shoot.

Sharing Equipment: Equipment may be shared by 4-H members, but because of scheduling difficulties and conflicts, **NO MORE THAN 2 4-Hers may share the same piece of equipment on the same day.**

DRESS CODE has been revised & updated. Please read.

Remember:

- **ALL Rifle Events –** Air rifle, Smallbore Rifle, BB gun will shoot 3 positions only. No more 4-position. 30 rounds for score– 10 rounds per target (except 50 yard 3P). Juniors shoot prone only.
- **Muzzleloading** –has been moved to Sunday.
- **Archery NFAA 300** round is now a stand-alone event with own weekend – is not part of the September shoot
- **Archery 600 event –** is a relatively new event. Read and understand the rules. State policy mandates that a member must shoot the event at a practice or other event before doing so at the State Shoot!
- **Awards –** will not be presented at conclusion of the events – but will be mailed to the county Extension office. Exception: State Trap Shoot will have awards presented at conclusion of the shoot-off.
- **Teams: All teams** (except Trap) **will be composed of the top 3** (not 4) **scores from a county.** A county may also have a 2nd or 3rd team compete for awards, have the numbers. Trap teams still consist of

top 5 shooters (do not have to be on same squad for high team).

GENERAL RULES

1. **Entry Requirements** - 4-H members will be considered eligible to participate in the Missouri 4-H State Shooting Sports State Match if they, and the county program, meet these requirements.

Important

a. Contestants must have completed the project that he or she is competing in as of August 31 of current 4-H year and must be enrolled in the discipline entered. **Each youth must qualify for state competition for each individual event by participating in a contest with the same rules as the State Contest (see (b) below).**

b. **Qualifying Requirement**: Participation in an actual or simulated/mock contest under the instruction of an adult leader that is 4-H certified (certification current) is required for members to enter the state contest. The member must shoot the same course of fire, in the same event in the simulated contest as he/she will enter in the state contest. This may be an "official" county shoot, another county's shoot, or simply a mock contest under the supervision of the certified leader. The same target, same distance, same rules, same range setup, same safety requirements, etc. as the state contest must be followed.

NOTE: Shotgun participants will need to actually visit and shoot at least 1 round on a Skeet field, Trap field, or Sporting Clays course before participating in these events at the State Shoot.

c. By entry to this shooting event, the participant, parent, and certified leader is verifying that the youth has completed 10 hours of instruction, demonstrated basic safety, and possesses the basic knowledge and skills required. Any participant which, in the opinion of the range official, does not exhibit this basic knowledge and skills will be excused from the competition.

d. As we move to 100% online registration, each contestant must follow the procedures as directed. During transition, there may be a mix of paper and online registrations. It is the responsibility of each individual to be informed and stay current on registration procedures. Read all correspondence from the state or county 4-H office and frequently check the 4-H Shooting Sports website: http://4h.missouri.edu/go/projects/shootingsports/contests.htm

Paper or online, the certified project leader should approveentries verifying that the 4-H member has successfully participated in & completed the project.

e. Each contestant must also meet any and all other requirements set by the State Shooting Sports Advisory Committee, any other requirements set forth by their County for eligibility to compete in state contests/events, and any requirements of the State 4-H program for participation in state events. To participate, the member must be recognized by their county as a member in good standing.

f. **Youth staff (YPA or YS) must approve each registration.** Local requirements for a member in good standing must be met, as well as all state requirements before approval is granted.
Payment must be received via credit card or by check at the county extension office prior to approval.

2. **SAFETY IS ALWAYS THE PRIMARY CONSIDERATION.** Any violations of accepted safety rules are grounds for immediate disqualification. NO WARNING REQUIRED! Each contestant, parent, or coach on the firing line will wear appropriate eye and/or ear protection for all shooting events

a. **Eye Protection:** Shooting glasses or equivalent prescription glasses are required for all events involving air or powder driven projectiles. They are strongly recommended (but not required) for archery events as well. ISU or UIT glasses may be worn only if both eyes are adequately protected. All persons on or near the firing line are required to have eye protection, including coaches, range personnel, and shooters.

b. **Ear Protection:** In any event where noise is a recognized hazard to future hearing (i.e. if it goes "bang") then hearing protection is required of all persons on or near the ranges. Ear plugs or head style ear muffs may be worn at the discretion of the shooter, range officer or coach; but proper hearing

protection is required. Audio headphones or ear buds –even if not plugged in – are not acceptable hearing protection. Such equipment may be used in air or archery events if the shooter desires, but BB, Pellet, and Archery do not require hearing protection.

c. **Finger tabs, shooting gloves or releases required:** All archery participants are required to use some type of finger protection. No bare fingers will be allowed!

d. **Cased Requirement:** All firearms, air guns, and bows, must be in a case at all times except when on the range and ready to participate in the event.

e. **Open and Empty:** All firearms will remain open and empty until the shooter is on the range and the command to load or fire, is given.

f. **Safe Indicators**: Safety Procedure for Air Pistol, Air Rifle, BB Gun, Smallbore Rifle, Smallbore Pistol – while in the case and when brought to the firing line. Air rifles and air pistols shall have a weed eater string (of bright color) in the barrel and protruding a minimum of six inches out of the muzzle and out of the action (Clear barrel indicator-CBI). Smallbore rifles and pistols should use some type of Open Bolt Indicators (OBI). BB guns should use the weed eater string, if possible – however, for the Daisy 499 and other muzzle loading BB guns that may not be possible.

g. **Muzzle Control:** Shooters must maintain control of their muzzles at all times. Firearms must be carried in the muzzle up position whenever uncased on the range unless the action is hinged and broken open. Regardless of condition, muzzles may not be pointed toward or rested upon any part of the body of the shooter or another person. This includes the use of toe pads in the shotgun games. Violation of this rule may result in a warning, disqualification from a round, or disqualification from a match.

h. **NO Practice shots:** There shall be no shooting of bows or firearms anywhere on the event grounds (parking lots, empty lot, etc.) – except during actual competition on the official firing lines. This is strictly prohibited and could result in disqualification.

i. **Audio headphones or ear pieces / ear buds and cell phones** are not permitted on the firing line or the field. Once an individual or team is called to compete, ear pieces or headphones must be removed and remain off during the competition. **Spectators should also be sensitive to the shooters and turn off ringtones when near the competition.**

j. **Range check:** Officials have the right to check all firearms and archery equipment prior to OR during its use in competition to determine that it meets qualifications and/or that it is safe. Equipment determined to be unsafe will not be allowed on the range.

3. Contestants are responsible for providing their own shooting equipment and accessories, including safety glasses, ear protection, finger tabs and quivers. Official targets and score cards (if required) are provided.

4. Three competition age classes or divisions are recognized. Participants must compete within their own age group per specified age range. Age is as of January 1 of the year of the event.
   a. **JUNIOR**: Ages 8-10 (NO junior division in shotgun events, smallbore pistol, or muzzle loading)
   b. **INTERMEDIATE:** Ages 11-13 – (NO smallbore pistol)
   c. **SENIOR**: Ages 14 and older- Senior (No BB gun events)

5. There is no on-site central registration on day of contest. The name tag serves as the primary registration document**. Name tags must be worn during competitive events. Name tags are sent to the county Extension office prior to the State Shoot.** Check with Extension staff or County Coordinator for the local process for obtaining your name tag.

6. **Event Scheduling:**
   a. Nearly every event is pre-scheduled…either done by the individual during online registration/scheduling or by the State Coordinator following registration completion. Schedules and shoot day instructions will be communicated – some written and mailed, but most communication will be digital. So, check those emails and check the web site frequently.

b. Scheduled time indicates the approximate Shooting time…NOT CHECK-IN time. **Contestants should be present at least 20 minutes prior to scheduled shooting time. If not present when called – that event will commence without you. The event management has no obligation to reschedule a late participant.** It is entirely at the discretion of the Range Officer in charge.

7. C**oaches/spotters –** Use of an adult coach or spotter on the firing line is allowed BUT within guidelines. Check the rules of each event for the current information about use of spotters or coaches. Older youth (senior age division) may be used as a spotter/coach…where applicable.

For Smallbore Rifle, Air Rifle, BB gun, Air Pistol: One coach or spotter must accompany the Junior-age shooter to the firing line. A coach/spotter may accompany an Intermediate-age shooter to the firing line. Senior shooters may not have a coach/spotter on the firing line with them. The primary responsibility of the coach/spotter will be to assure that safety rules are always observed. The spotter or coach may assist the shooter within the guidelines listed below:

a. JUNIOR - May verbally and physically assist the shooters between relays and during the sight-in period, including load and/or cock of the gun (must always keep muzzle pointing downrange).
b. INTERMEDIATE – Spotting shots and verbal assistance only…unless shooter asks & receives permission from the range officer for coach's assistance.
c. SENIOR – No assistance –even verbal- of any kind unless shooter asks & receives permission from the range officer for coach's assistance.
d. Any variance of these guidelines will be announced on the firing line.

8. **Dress Code:** Participants are expected to dress appropriately. Team uniforms or shirts with the use of the 4-H logo are encouraged, but not required. Both young people and adults should wear attire appropriate for the weather while remaining modest and socially acceptable. It is important that modesty be maintained in all shooting positions, therefore shorts must be of modest length: when standing straight, shoulders relaxed, arms down and side, fingers extended; the hem line of shorts must fall below tip of middle finger. If wearing shooting vests, shorts must extend 2 inches below the bottom of the vest. Tank tops with spaghetti straps, muscle shirts, bare midriffs, low necklines, or otherwise revealing clothing will not be allowed. Clothing with sexually suggestive wording or graphics; and alcohol or tobacco advertisement is not appropriate for **youth or coaches**.
All shooters and coaches should remember that they photographs may be taken or an individual be asked to interview for the media. Remember that you represent all of 4-H Shooting Sports - Make it a positive image.

Footwear required: No bare feet. No open toed shoes are permitted on the firing line. The footwear must completely cover the foot. Crocs, flip flops, sandals, etc. are not permitted.

9. **Disabilities/Special Needs** - In the event that any participant is physically incapable of complying with the general rules or specified discipline rules, the event staff will make every reasonable effort to accommodate that individual, allowing them to compete.

Any accommodation made must not jeopardize range safety. **Specific arrangements must be made and approved IN ADVANCE, prior to pre-registration, with the State Coordinator.** The Chief Range Officer must also be notified prior to relay on the day of the state shoot.

10. **County Teams:** Counties may have as many individuals as they desire within the discipline category age groups. In the event a county has more competitors in a discipline category than required to fill a team then the county may have more than one team. Teams are not pre-designated; team ranking and awards will be based on the **top 3 scores** of all county shooters within that age group; 2nd team the next 3 high scores, etc. **Exceptions:** Trap teams based on the top 5 scores. All competitors are eligible for individual awards.

11. **Scoring** for all air and smallbore events will be done by individuals recruited and selected by the Range Officers. Individual scores will be tabulated at the completion of each event. When possible, scores will be posted as targets are scored and tabulated. Please leave scoring personnel alone so scores can be posted as soon as possible. After targets are scored, youth shooters may review under supervision of the scorer.

12. **Appeals/challenges**

Scoring - Competitors only (not adults) may challenge their score in an event. Score keepers will not listen to an adult, only the shooter. The first challenge must be done **within 30 minutes of the announcement or final posting of scores**. If not satisfied after the ruling on the challenge, the shooter must immediately ask to appeal. That appeal will be handled by the Chief Range Officer and/or Chief Scorer. No scoring challenges are allowed after targets leave the official scoring area unless at the specified request of the range official or judge.

Other grievances should first be addressed to the line officer or range officer – by the shooter NOT by an adult. The Chief Range officer will make a determination on the grievance. A final appeal of a decision or ruling by a Chief Range Officer must be directed to the match director within 30 minutes of the ruling and must be accompanied by a $50 fee. If the appeal is upheld and the decision reversed, the $50 will be returned. If not, the $50 stays with Missouri 4-H Shooting Sports.

13. **Spectator Interference**: Disruption or interference by parents, coaches or other individuals will not be permitted; this includes parents hovering over the scorers. Sanctions ranging from a warning to ejection from the grounds or disqualification of an entire team will be imposed for interference with the operation of the match or disruption of the events on a firing line or field. The "Little League Syndrome" will not be tolerated in 4-H Shooting Sports. Every effort will be made to keep these events fair, child-centered and positive.

14. **Coach Removal:** 4-H reserves the right to remove any coach from the range or firing line in the event that his or her behavior is deemed detrimental or distracting to their own shooter or others. Coaches should remain positive and supportive being careful not to disrupt other shooters. In the event that a coach is removed from the firing line, another coach may substitute for him/her at the discretion of the range officer.

15. **Alcohol Policy:** No alcoholic beverages may be consumed on the grounds during this event. Violation of this policy is ground for ejection from the premises.

16. **Language:** 4-H events are family events; language used by spectators, parents, coaches, or youth should always be appropriate for the family and youth setting. Foul language, cursing, rude/crude remarks are not acceptable and will not be tolerated. Range officials have full authority to disqualify, dismiss or bar from the competition and from the grounds anyone – adults or youth – using such offensive language.

ARCHERY RULES

Missouri 4-H Shooting Sports – STATE SHOOT

There are 4 possible days of state archery competition. PLEASE read these rules and guidelines carefully.

It is the responsibility of the certified archery leader and county coordinator to provide guidance to his students and help assure that each participant is correctly entered and registered in the shooting style and age division appropriate for each individual. It is the Leader's absolute responsibility to make sure the participant is proficient in their shooting style and familiar with range layout, rules, and procedures of the state archery contest. The state contest is not the appropriate place for the 4-Her's first exposure to competition, rules and procedures. Equipment will be checked and must be approved before shooting (this may be done at any time).

- For SAFETY and consideration to others, ALL PARTICIPANTS WILL ABIDE BY ACCEPTED SAFETY RULES AND ALL SPECIFIC RANGE AND EVENT RULES OR THEY WILL BE DISQUALIFIED. Enforcement of these rules is the responsibility of the Range Officer and Range Master.

- Archery competition will be pre-scheduled. Check the registration form and the return confirmation letter closely for details.

All archery events will be held at Prairie Grove Shotgun Club, near Columbia. See page 1 of General Rules for dates.

For All Archery Events

1. Equipment: BOWS and Accessories – (for all archery events) All types of bows (except foot-bows and crossbows) are permitted, i.e., long bows, recurve, takedown, stick bows, and compound bows.
   a. Maximum peak draw weight - 60 pounds.
   b. String peeps and optical sights are permitted (except for traditional recurve). Sights that project an image onto the target are not allowed.
   c. Stabilizers – any length, no restrictions.
   d. A mechanical release must be used in Compound Release event; for all other shooting events the use of fingers, finger tab, shooting glove is required. A chew strap may be used in place of fingers when applicable.
   e. **All bows are to be in a case of some sort at check-in and prior to being called to the line. Recurve bows are to be brought unstrung and will be strung when on the line.**

2. Equipment: ARROWS **–** (for all archery events)
   a. All arrows shall be equipped with target or field points. **NO HUNTING POINTS.**
   b. Point must be the same size as the shaft or only slightly over size. External inserts are allowed. If unsure whether your arrows meet the requirement, please check with meet officials prior to the event.
   c. Shafts - aluminum, fiberglass, graphite, carbon, and other manufactured and commercially available shafts are allowed.
   d. A minimum of 2 extra matching arrows (same length, weight, shaft & fletching color) is recommended. This would be 7 for the 300 and 8 for the 600 round. More is better! Arrows can be damaged or lost.

3 Accessories: **A quiver is required** and must be used by each archer. Arrows will not be permitted to lie on the ground. Hip mounted quivers are preferred, bow mounted or ground (arrow tube) quivers are permissible. Finger protection is required for each archer. **No bare fingers permitted!**. In the Compound/Release class a release is required; all others shooters must use a finger tab or archery shooting glove.

4. NFAA and American 600 Targets used in these events can be found at http://www.mapleleafpress.com

5. All equipment will be inspected and approved by Range Officers prior to shooting. Draw weights may be checked at any time prior or during the competition.

6. Shooters will straddle the firing line for the American 600 & NFAA 300 events.

7. **County teams** are to be selected from the top three scores within each competitive category and age division. Counties with fewer than 4 contestants will not be eligible for team awards. Shooters may not advance to next age group to fill a team. (Example: Intermediates may not advance to fill a Senior team). Any participant is eligible for the individual awards.

8. Equipment Failure: All shooters will start and finish each end during the scoring period allowed except in the case of equipment failure. A shooter whose equipment has failed must notify a range officer and will be allotted 15 minutes for repair. The archer will be allowed to shoot any arrows not completed - after the final end. One practice end (5 arrows) will be allowed after the repair is completed and before scoring continues. If equipment is not repaired within allotted time, the shooter must take score before the equipment failure. NOTE: Lost or broken arrows will not be considered equipment failure; bring adequate number of arrows.

9. Scoring
   a. Scoring will be done at the completion of each end while the arrows are in the targets. Practice ends will not be scored. Scoring will be done by appointed scoring officials…unless otherwise noted herein or announced on the day of the competition. SR division shooters may be asked to score/record other SR shooters – so should be knowledgeable about the score card and scoring procedure.
   b. The archer should check and verify that the scorer has recorded each arrow's score correctly. If the archer and the scorer cannot agree on the score, an appeal should be made.
   c. All scores may be appealed to Range Officer. Appeals should be made immediately by the archer. Once an arrow is pulled, there can be no challenges.
   d. NO ARROWS OR TARGETS MAY BE TOUCHED UNTIL SCORED. Any arrow or target touched before scored will be scored as a zero.
   e. Scoring is determined by the position of the shaft in relationship to the scoring rings. The shaft must touch the scoring ring of the higher score in order to score the higher value.
   f. Tie scores will be broken by the number of "Xs". An "X" is scored when the shaft touches the inner most circle of the target, the "X" ring.
   g. Witnessed bounce-outs or arrows that pass completely through the target will be re-shot. A dropped arrow may be replaced by a spare arrow, if the dropped arrow is within 10 feet of the shooting line. Under no condition is an archer to step in front of the shooting line to retrieve an arrow.

10. No harassment of an archer, by anyone, will be tolerated. If done by another archer, they will be disqualified and may be ejected from the archery range. If done by a spectator, the spectator will be ejected.

11. Score keepers are not allowed to give out scores. Please don't ask nor interfere with their work. The line scores and standing will be posted as soon as they become available.

12. Any rules not covered in these rules will be determined by the NFAA rule book OR F.I.T.A. rulebook as appropriate.

No awards will be presented the day of competition. All awards will be sent to the county extension office.

NFAA 300 Rules – (August event)

1. Target: 40cm Indoor target- Single bull or 5-spot. We use the Dual 40cm target. (This is the "old" event that we have always shot)

2. Equipment Classes (4):
   a. Traditional recurve/longbow, bare bow with no sights or accessories;
   b. Freestyle recurve/longbow, with sights and accessories
   c. Compound, Release - release aids, sights and accessories permitted; and
   d. Compound Fingers (no mechanical releases) sights and accessories permitted,

   Must meet general archery equipment restrictions listed above.

3. Course of Fire/Age divisions (Age is as of December 31st of the 4-H year)
   a. Junior (age 8-10) will shoot 60 arrows at 10 yards.
   b. Intermediate (age 11-13) will shoot 60 arrows at 15 yards.
   c. Senior (age 14-18) will shoot 60 arrows at 20 yards.

   Each participant will shoot 14 ends of 5 arrows each: 2 ends for practice (10 arrows) and 12 ends for score (60 arrows) per line. Maximum score is 300 points.

4. Time Limits: A maximum of 4 minutes per end of 5 arrows is allowed.

5. Scoring: (single bull, 5 ring)
   a. The scoring point value is 5, 4, 3, 2, 1 from the spot out.
   b. X-rings shall be counted and used as tie breakers and will be considered part of the official score.
   c. Archer shall record X's and numeric values of each arrow in each scoring box before touching or drawing any arrows from the target. No archer may touch the target face before all arrows are scored.
   d. Witnessed bounce outs or arrows passing completely through the target will be reshot.
   e. Hits on the wrong target will be scored as misses.
   f. If an archer shoots more than the prescribed number of arrows in an end, the excess arrow or arrows of higher value will not be scored. A penalty of one point will be assessed for each arrow shot over the prescribed number of arrows.
   g. If an archer shoots less than the prescribed number of arrows in one end he/she may shoot his/her remaining arrows if the omission is discovered before the end is officially completed; otherwise they shall be scored as misses.

   Scoring (Five spot target)
   h. An archer may shoot the 5 spot target in any order and shoot as many arrows into any spot as the archer desires, not to exceed the prescribed number of arrows per end.
   i. Scoring shall be 5 points for the combined four cm. X-ring and 8 cm. white ring; and 4 points for the combined twelve cm. and sixteen cm. blue rings.

6. Entry restriction: 1 archery event per day. If you wish to shoot 2 "300"events (different equipment), you will be scheduled on 2 different days. If a 4-H member enters the State Trap Shoot (Saturday) – then he/she will have to schedule this event for Sunday.

Modified American 600 Rules – (September event)

1. Target: 5-color, 122cm FITA- style target face with ten equal and concentric scoring rings.

2. Equipment Classes (3)
   a. Recurve –bare bow recurve or long bow, no accessories
   b. Recurve – with accessories
   c. Compound – with or without use of release aid

   Must meet general archery equipment restrictions listed below.

3. Age Divisions: (3)
   a. Junior
   b. Intermediate
   c. Senior

4. Course of Fire: 60 arrows for score, beginning with the furthest distance
   Junior:
   a. 30 yards – 3 ends of 6 arrows (18)
   b. 20 yards – 3 ends of 6 arrows (18)
   c. 10 yards – 8 ends of 3 arrows (24)

   Intermediate:
   a. 50 yards – 3 ends of 6 arrows (18)
   b. 40 yards - 3 ends of 6 arrows (18)
   c. 30 yards – 8 ends of 3 arrows (24)

   Senior division:
   a. 60 yards – 3 ends of 6 arrows (18)
   b. 50 yards – 3 ends of 6 arrows (18)
   c. 40 yards – 8 ends of 3 arrows (24)

5. Time limits: Two (2) minutes for each round of 3 arrows & four (4) minutes for each round of 6 arrows. This event takes approximately 3 hours to complete.

6. Scoring: 600 points possible
   a. From the center of the target (inner gold-color area) outward, the scoring areas are 10, 9, 8, 7, 6, 5, 4, 3, 2, 1.
   b. The lines between scoring areas are part of the higher value scoring area. A shaft touching a scoring line receives the high point value. Shots outside the scoring areas are misses and receive no score.
   c. Ties broken by the number of Xs; if still tied then by the number of 10s, then 9s, etc.

7. Procedures:
   - Multiple shooters(3-4) will be shooting at the same target butt at the same time, therefore
   - Each arrow must be identified somehow with the shooter (name with sharpie on fletching or shaft)
   - Seniors will score this event (opponent) so bring a pencil

8. Entry Restriction: May enter only 1 archery class on this day.

9. The modified American 600 round is an adaptation of the NFAA 900. The NGB is the National Field Archery Association:
   http://www.nfaa-archery.org/depot/documents/170-2005404-Archery%20Range%20Guidelines.pdf

3-D Archery Rules – (September event)

Participants cannot enter both 3D archery and Sporting Clays as those events will be taking place simultaneously in 2 different locations.

1. Course of Fire: 3-D targets will be placed in natural cover and at unmarked distances from designated shooting stakes. One or more stakes may be placed for various classes and age groups of shooters at the option of the shoot management. Only one arrow will be shot from each shooting station/stake by the archer.

2. Age divisions/Course of fire
   a. Junior - 30 targets at unknown ranges.
      - Compound from 5-30 yards
      - Recurve at 5-20 yards

   b. Intermediate- 30 targets/unknown ranges.
      - Compound from 5 – 40 yds.;
      - Recurve from 5 – 30 yds.

   c. Senior - 30 targets/unknown ranges.
      - Compound from 5 to 50 yards;
      - Recurve from 5 to 40 yards.

3. Equipment Classes
   a. Recurve
   b. Compound

4. Optics - Binoculars are permitted but **no range finders** will be allowed on the 3D course. This applies to everyone: parents, coaches and spectators as well as the shooters.

5. Scoring
   - +11 pts. if target has a 11 ring,
   - +10 pts. 10 ring
   - +8 pts. 8 ring
   - +5 pts. Any other body shot
   - 0 Misses, bounce outs, or pass through
   - 0 any part of the target outside the "hair line" (hoofs, horns, stumps or rocks molded into target)
   - Ties will be broken by the highest number of 11s, then number of 10s, 8s, etc.

6. Procedures
   a. Participants will move through the course expeditiously and avoid delays. Each shooter has a maximum of 2 minutes to take the shot.
   b. Lost arrow search is limited to 2 minutes. Spectators may help search for lost arrows – after scoring is completed.
   c. In consideration of time, no shooter may glass the target from the shooting stake after taking his or her shot. Participants may glass the target prior to shooting, but are reminded of the time restriction for their shot.
   d. Shooters will be assigned to squads. Squads will be formed by age and class when possible.
   e. Scoring will be done by the shooters but all members in squad must agree before arrows are removed from target.
   f. All other Missouri State 4-H state archery rules will apply for equipment and safety.
   g. Some body part must touch the stake when shooting
   h. National governing body rules will be followed unless otherwise noted in these 4-H rules.
      NGB: International Bowhunting Organization (IBO)
      http://www.ibo.net/pdf/2015/2015%20Trad%20Rules.pdf

The NFAA 300
Archery Score Card

4-H archers, archery instructors, parents and other volunteers should understand and be prepared to complete the archery score card at the state shoot. Senior division may be asked to score for a fellow competitor.

The sample score card below is similar to what will be used at the State Shoot. Please review the example and directions below.

Archery Score Card
NFAA 300 - 4-H State Shoot

Name: _____

Arrow #	1	2	3	4	5	No. of X	Total
End							
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
							Total ↑

Directions:
1. Card is scored by Arrow- record the value of each arrow in a different box.

2. Cell 1:1 should be the score of the first scored arrow.

3. Columns represent an arrow - not points

Example : 2 arrows in the 1 score ring - record a 1 in two of the boxes

(end 1) 2 arrows in the 4 score ring; record a 4 in two boxes

1 arrow in the 5 x score ring; record a 5 in one box

Arrow #	1	2	3	4	5	No. of X	Total
End							
1	1	1	4	4	5	1	15 – 1x
2	3	3	3	5	4	1	19 - 1x

4. Add & record the total value for all arrows after each end.

MODIFIED 600 - (SENIOR)

	60 Yards						#X's	Total
1								
2								
3								

	50 Yards						#X's	Total
1								
2								
3								

	40 Yards			#X's	Total
1					
2					
3					
4					
5					
6					
7					
8					

	#x's	Score
60 Yards		
50 Yards		
40 Yards		
Grand Total		

Archer: _____

Scorer: _____

Scorer: _____

SCORE CARD

4-H Archery -- 3D

	11(x)	10	8	5	0
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

	11(x)	10	8	5	0
16					
17					
18					
19					
20					
21					
22					
23					
24					
25					
26					
27					
28					
29					
30					

Scorer Initials: _____

Shooter Initials: _____

#11's ____ x 11 _____

#10's ____ x 10 _____

#8's ____ x 8 _____

#5's ____ x 5 _____

#0's ____ x 0 _____

Total: ____ Total: _____

BB GUN RULES
MISSOURI 4-H SHOOTING SPORTS PROGRAM

1. Match Day shooting is pre-scheduled. 4-H shooters are assigned to a designated relay at a specified time. The schedule will be mailed to participants and posted on the web site. Shooting times are estimated so please be at the check-in table 30 minutes prior to the designated time.

2. Age Divisions

   a. Junior (ages 8-10) - prone position only.
   b. Intermediate (ages 11-13) - 3 positions.
   c. No Senior Competition

3. Intermediate age participants will shoot 3 positions and in the following order:

   a. Prone, 10 rounds for score (1 per bull)
   b. Standing, 10 rounds for score (1 per bull)
   c. Kneeling, 10 rounds for score (1 per bull)

Definition and pictures of the 3 positions are included with these official rules. Both Air Rifle and .22 Rifle positions are acceptable.

4. **Target:** AR 4/10 – (12 bull target) 10 bulls for score, 2 bulls for sight in. **Target Height:** Targets will be positioned at a uniform height for all firing points. Prone – center of target 16" (+/-- 4") above ground level; Kneeling - minimum of 30" (+/- 4"); Standing - maximum of 50" (+/-- 4") above ground level.
   Target Distance: 5 meters (16 ½ feet).

5. **Equipment:**

   a. BB Gun –Any shoulder held smoothbore BB gun with metallic sights, in which the propelling force is developed through use of a compressed spring, gas, or compressed air.
   b. Stocks – Factory stocks may be altered in length. When shortening or lengthening a stock the butt must be identical to the original. However, the butt may be roughed, checkered, or scored to provide a non-slip surface. Not other modification is allowed. Material such as sandpaper, emery paper, adhesives, rubber or rosin may not be added to any portion of the stock or forearm.
   c. External modifications – except as noted for stocks, the only modification can be a single layer of tape or non-glare paint may be placed on the barrel for the purpose of reducing glare.
   d. Weight Limit – Weights may be added internally to either the fore-end or the butt of the stock. No weights may be added to the shot tube or barrel. The total weight of an unloaded BB gun may not exceed 6 lbs. excluding the sling.
   e. Sights – Aperture or open sights are permitted. Fiber optic or "hi-viz" sights are permitted. Optical or optically assisted (telescopic) sights are NOT permitted. Sights projecting an image (laser) are NOT permitted.
      Sight modifications may be made only as follows:
      1) Metallic receiver sights from any manufacturer may be substituted for factory sights
      2) Adjustable rear-apertures with eye cups are not permitted. A blinder for the non-shooting eye maybe attached to the rear sight.
      3) A hooded front sight with interchangeable inserts may be used, however, no portion of the front sight may extend past he end of the barrel
   f. Slings – Slings not exceeding 1 ¼ inches in width with moveable keepers are permitted. Sling cuffs and pads are prohibited. Slings are to be attached to the BB gun at a fixed attachment point on the forearm. No other type of adjustable sling attachment is permitted.
      Slings cannot be used for the Standing position.
   g. Kneeling Roll – Not more than 9.84" long (25cm), 7.08" (18cm) diameter, made of soft and flexible material is permitted.
   h. Spotting Equipment – permitted (not provided)
   i. Clothing – Ordinary sports or casual clothing, suitable for the prevailing weather must be worn. No special "shooting" pants, vest, jackets, gloves, padding, etc.

6. **Ammunition:** Each shooter must provide their own BBs. No ammunition will be provided.

7. EYE PROTECTION IS REQUIRED for the shooter and any coach or assistant on the firing line and must be provided by the shooter.

8. Coach/spotter: One coach or spotter must accompany each Junior Age Division shooter to the firing line. A coach/spotter may accompany an Intermediate-age shooter to the firing line. See General Rule #7 for guidelines.

9. Sight-in shots: 3 sight-in shots permitted at each target change. Two minutes maximum time allowed for sight in.

10. Record Shots - Time limit is 1 minute per shot. (10 minutes per target)

    a. Each shooter must start and finish each target within the allowable time, except in the case of equipment failure. A shooter whose equipment has failed must notify the Chief Range Officer and will be allotted 20 minutes to repair equipment. If the equipment repair is allowed, the shooter will be excused from the current relay and range officials will re-schedule shooters for a later relay.
    b. All shots fired before equipment failure will count toward score. If equipment is not repaired or replaced within allotted time; or shooter cannot make the re-scheduled relay, the shooter must take score before equipment failure.

11. Scoring:

    a. When the shot hole cuts or touches the edge of bulls-eye or scoring ring of a target it is given the higher value.
    b. CROSSOVERS: (shots on another shooter's target)
    The person crossing over will lose the score on that round. The target crossed onto will be scored for the highest point total. Shooters should immediately notify the range officer when a cross-over is suspected OR a neighbor's cross over may penalize the shooter.
    c. Excessive shots – If a shooter through their own mistake shoots more than the required number of shots on a target and/or bull, he/she will be scored with the required number of hits of lowest value AND, in addition, lose one penalty point per extra shot fired.
    d. For purposes of this match only, any shot scoring a 10 will be considered and recorded as an "X".
    e. Tie scores will be broken by the highest number of "10" or "X" scores recorded. Then if needed by the highest number of "9" scores, then "8", etc. until tie is broken.
    f. Shots in dispute shall be scored with the aid of a "plug" type gauge. The plug gauge may be inserted only once. Two scorers will evaluate the shot and indicate their decision by writing a "+" or "—" on the target indicating higher or lower value AND then initial it. No challenge can be made for shots marked appropriately, as a hole can be plugged only once.

12. County teams are determined by the top 3 scores within the event/class. Counties with fewer than four shooters registered per age group will not be eligible for the team award. All shooters will be eligible for the high individual award. Shooters may not advance to next age group to fill a team.

16. For safety consideration, all participants will abide by range rules or they may be disqualified. Second chances may not be offered. Enforcement of these rules is the responsibility of each Line Officer.

17. NRA BB Gun rules book (CC16410) will address any rules not covered by state shooting sports rules. Rules can be viewed online and downloaded:
    http://compete.nra.org/documents/pdf/compete/RuleBooks/Bbgun/bb-book.pdf

No awards will be presented the day of competition. All awards will be sent to the county extension office.

3-P SPORTER AIR RIFLE RULES
MISSOURI 4-H SHOOTING SPORTS PROGRAM

1. This is a three-position air rifle (pellet) match: Prone, Standing, Kneeling at 10 meters (33 ft). Junior division (8-10 yrs) will shoot prone position only. Definition and pictures of the three positions are included with these official rules. Air Rifle and smallbore rifle positions are acceptable.

2. Competition will be staged in 2 categories with 3 age classes each. **It is critical that you enter the correct event- so be sure you know the difference between "open" sights and "aperture".** Ask your rifle leader if unsure – before completing the entry form.

   a. Standard Air Rifle: Any rifle with open sights. (Open sight means it has a notch in the rear blade. It can be a square notch, v notch, or u-shaped notch.)
      1. Junior: 8-10 will shoot prone only.
      2. Intermediate: 11-13 will shoot 3 positions.
      3. Senior 14-18: will shoot 3 positions.

   b. Aperture Air Rifle: Any Sporter class air rifle with aperture rear sights, meeting the equipment standards listed below. (Aperture sight is a rear sight that is round circle-like with a hole (or aperture) in the center for viewing. The "hole" may be large or small)
      1. Junior: 8-10 will shoot prone only.
      2. Intermediate: 11-13 will shoot 3 positions.
      3. Senior: 14-18 will shoot 3 positions.

3. **Target:** - AR-5/10, 10 meter, 10 scoring bulls Air Rifle target OR the Orion System equivalent. Three targets will be fired for score consisting of 10 rounds for each relay. Three (3) sight-in shots will be allowed at each target change. **Target Height:** Targets at all firing points will be hung at a uniform height. Prone: 20" (+/- 4"). Standing: 55" (+/-- 2") Kneeling: 32" (+/-- 4").

4. **Equipment/Gear**: This is a Sporter Air Rifle match. Brands/models specifically excluded are: Anschutz, Walther, and Feinwerkbau. Other rifles meeting the criteria below are permitted.

   a. **Rifle**: Any .177 caliber - pneumatic, spring air, compressed air or CO2 - rifle with a conventional appearance that is a common retail or readily available catalog item.
      Weight: Total weight of the rifle with sights and attachments (sling not included) may not be more than 7.5 pounds
      Stock: The stock must have a conventional design and be symmetrically shaped so that either a right or left-handed competitor can use it. The stock may be adjustable, but must remain the same in all three positions and may not be changed during a competition.
      Sights: Open sights in Standard class. Fiber optic or "hi-viz" sights are permitted. Aperture or peep sights are used in Target class. **No** optical or optically-assisted (telescopic) sights **nor** sights that project an image on the target are permitted.
   b. **Sling & Sling Swivel**: A sling may be used in prone and kneeling positions, but not for standing. The sling, no more than 1 ¼" in width, must be a simple web, leather or synthetic strap, with no padding, lining or special shaping. A sling swivel or hand stop that is attached to a rail in the fore-end may be used. The swivel may remain on the sporter rifle in the standing position, but may not contact the left hand or glove when it remains on the rifle in that position.
   c. **Clothing**: Shooting jackets and special shooting pants are not permitted.
   d. **Shoes**: Special "shoes" such as used for precision target shooting are not permitted.
   e. **Glove**: Any ordinary glove or shooting glove is permitted. There is no thickness limitation for sporter class gloves, however the glove may not be so stiff or tight that it artificially supports or binds the wrist so that it cannot bend.
   f. **Ammunition:** Only .177 caliber lead **wadcutter** pellets allowed in this competition. **NO specialty pellets permitted –only true wadcutters. No** domed, pointed, round, semi-wadcutter, or hollow point pellets. Ammunition will be checked by the range officials at check-in and also immediately upon arriving at the firing point. Ammunition must be labeled/marked with the name of the shooter.

g. **Spotting equipment** is allowed, but must be provided by the shooter.

5. For award purposes, county teams will be selected from the top 3 scores (within each age group and event) from each county. Shooters may not advance to next age group to fill a team. Counties with fewer than four shooters registered per age group per category will not be eligible for the team award, however all shooters are eligible for individual awards.

6. Coach/spotter: One coach or spotter must accompany each Junior age division shooter to the firing line. A coach/spotter may accompany a Intermediate age shooter to the firing line. Senior shooters may not have a coach/spotter. See General Rule #7 for guidelines.

7. Time limit: 3 minutes is permitted for each group of sight-in shots. 10 minutes per target for record shots.

   a. Each shooter must start and finish each target within the allowable time, except in the case of equipment failure. A shooter whose equipment has failed must notify the Chief Range Officer and will be allotted 20 minutes to repair equipment. If the equipment repair is allowed, the shooter will be excused from the current relay and range officials will re-schedule shooters for a later relay.
   b. All shots fired before equipment failure will count toward score. If equipment is not repaired within allotted time, shooter must take score before equipment failure.

8. Scoring:

   a. A shot is given the score of the highest value scoring ring touched by that shot hole.
   b. Excessive shots: If a bulls-eye has more than the correct number of shots, the competitor will be penalized 2 points for each excessive shot. If a target has more than the required number of shots, the value of highest scored shot(s) will be lost…unless a crossover has been reported.
   c. CROSSOVERS: (shooting at another person's target). The person crossing over will lose the score on that shot. The target crossed onto will be scored using the highest point. Suspected crossovers should be immediately reported to the line officer.
   d. Ties will be broken by the highest number of 10 points center shots or "X's" …which is determined when the shot completely removes the 10 ring dot.

9. EYE PROTECTION IS REQUIRED for all shooters and any coaches or assistants on the firing line and must be provided by the individual.

10. For SAFETY consideration, all participants will abide by the Range Rules or they will be disqualified. Enforcement of these rules is the responsibility of the each Line Officer.

11. NRA Sporter Air Rifle Rule books (CA16320) will address rules not covered by state shooting sports rules. Rule book is also available online: http://compete.nra.org/documents/pdf/compete/RuleBooks/SAR/sar-book.pdf

No awards will be presented the day of competition.
All awards will be sent to the county extension office.

SMALLBORE RIFLE RULES – 3-Position
MISSOURI 4-H SHOOTING SPORTS PROGRAM

Match Day scheduling: Advance pre-scheduling will be attempted for all relays. Time on the schedule is anticipated starting time – competitors should be present at least 30 minutes prior to the scheduled time. Shooter must be present when called to the line - any open positions may be filled by shooters who are present. Range officials have no obligation to reschedule a shooter that missed his/her call to the line.

The NRA 3-Position 50-yard match will be the last match of the day and will consist of only 1 relay (unless numbers exceed expectations). Check for current information in the letter mailed to participants after their registration. **Please understand the difference between the 50 yard match and the regular 50 ft. match** (Light Rifle) **and sign up for the correct one.** Please know the difference between the Standard and the Aperture class and register for the correct one.

1. Definition and pictures of the positions are included with these official rules or the NRA rulebook for smallbore rifle. The three positions are: prone, standing and kneeling; and will be shot in that order.

2. EVENTS: Please read carefully.

   Light Rifle 3-position, **50 ft**. - 30 rounds for score, plus 9 sight-in shots
   Standard Rifle, Any rifle with open sights (A-32 target)
   a. Junior 8-10; prone position only.
   b. Intermediate 11-13; 3 positions.
   c. Senior 14-18; 3 positions.
   Aperture Rifle: Any rifle using any form of peep/aperture sights. (A-17 target)
   a. Junior 8-10; prone position only,
   b. Intermediate 11-13; 3 positions
   NO SENIOR class

   NRA 3-position, **50 yards** - (60 rounds for score, plus sighters (A-51 target)
   NO JUNIOR class
   a. Intermediate 11-13 yrs
   b. Senior 14-18 yrs.

3. Targets: 50 ft. match: Standard rifle (open sights) **A-32,** 2 shots per bull; Aperture sight rifle - **A-17,** 1 shot per bull. NRA 50-yard 3-P target is the **A-51 -** 5 shots per bull.

4. Course of fire: Three positions: Prone, Standing, Kneeling. (Youth Division shoot all rounds in Prone position).
   a. 50-ft. 3P - A total of 30 rounds for score (+ 9 sighters). Three targets of 10 shots each – 1 target per position (300 points). 2 shots per bull. Youth shoots prone position only. INT. & SR. shoot all 3 positions.
   b. NRA 3P (50yds) - A total of 60 rounds for score. 2 sighting bulls plus 4 bulls for score per target, 5 shots per bull equals 20 shots per position/target. (600 points)

5. AMMUNITION **–Will NOT be provided; participants must PROVIDE THEIR OWN Ammo.**
   a. Bring ammunition with you when you check-in; it must be approved before you are assigned a firing point. Range officers will also check the ammunition when you arrive at the firing line.
   b. Ammunition must be in the original carton/box and must be labeled/marked with the name of the shooter.
   c. **Ammunition must meet the following specs:**
      - .22 LR; 40 grain solid round nose bullet; 1250 fps or less

6. Eye and Ear Protection: All shooters, coaches, and spotters at the firing line are required to wear approved eye and ear protection and must be provided by individual.

7. NRA 3-Position, 50 feet matches
   Equipment:
   a. Rifle: Any rifle capable of firing standard velocity .22 rimfire ammunition is acceptable. No

restrictions on weight, stock/barrel design or dimensions. The rifle must be plugged or otherwise prepared so they may only be loaded and fired in single shot fashion; therefore tubular magazines are discouraged! Muzzle control must always be a priority.

b. Sights: No optical or optically assisted (telescopic) sights are allowed; only rifles with open sights or rifles with aperture sights are permitted.
c. Slings are allowed for prone and sitting, but must be removed for the standing position.
d. Kneeling rolls or sandbag may be used for the kneeling position only.
e. Spotting equipment: Shooters are encouraged to use spotting equipment, but must provide their own.

Three (3) sight-in shots will be allowed for inspection prior to each string of 10 shots.

Coach/spotter: One coach or spotter must accompany the Junior Division shooter to the firing line. A coach/spotter may accompany an Intermediate Division shooter. No coach/spotter on the line with Senior Age shooters.

Time limit: One (1) minute per shot; 10 shots (10 minutes) per target. 20 minutes allowed for equipment failure.

8. NRA 3 Position, 50 yard matches

Equipment: Any Rifle -any safe .22 caliber rimfire rifle chambered for .22 short, .22 Long or .22 long rifle cartridge may be used in smallbore 3-position. No restriction is placed on barrel length or overall weight of rifle and accessories.

Sights: Metallic sights, non-corrective. Aperture sights are the sights of choice, but not required.

Ammunition: Solid point (40 grains) standard velocity, match or target ammunition.

Clothing: Shooting jackets, trousers, vests, gloves, shoes, etc are permitted as described in NRA rules.

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.

Coach/spotter: No coach or spotter may be on the line with the shooter and may not provide any assistance. Only if the shooter requests and is granted permission from the range officer – then the coach may provide assistance as allowed by the range officer.

10. County Teams will be selected from the high three (3) scoring participants from the county. Shooters may not advance to the next age group to fill a team.

11. Counties with fewer than three (3) shooters registered per age group per category will not be eligible for the team award. However, their shooters will be eligible for the high individual awards.

12. Scoring will follow NRA guidelines.
    a. A shot hole which comes in contact with the outside of the bullseye or scoring rings of a target is given the higher value (including keyhole or tipped shots even though the hole is elongated).
    b. If there is more than the required number of shots on a target card, only the required number of hits will be scored. The lowest values on the individual bullseye(s) on which the excessive hits occurs will be used for scoring. There will be one penalty point deducted for each excessive hit on each individual bullseye(s).
    c. If rule 12.b. does not apply, individual bullseye(s) with excessive hits will be scored the actual value of each hit, minus one penalty point for each excessive hit on each individual bullseye(s).

13. Crossovers: shoots on another person's target).

    a. The person crossing over will lose the score for that shot.
    b. The target crossed over onto will receive the higher point value from that shot.
    c. Shooters should notify R.O. immediately if they suspect a crossover.

14. Ties will be broken by highest number of (X's).

    a. A-17 (X's): any shot hole touching the 10 ring, but not touching the outside edge of the 9 ring.
    b. A-32 (X's): any shot hole within the 10 ring which does not touch the outside edge of the 10 ring.
    c. A-51 (X's): any shot hole touching the inner 10 ring.

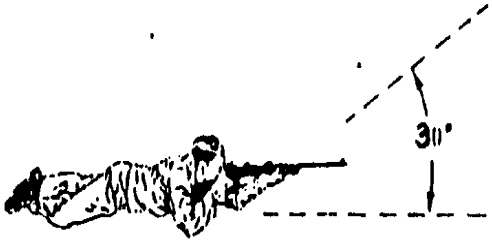
15. Scores will be posted as they are scored. PLEASE LEAVE THE SCORER ALONE SO SCORES CAN BE POSTED AS SOON AS POSSIBLE. After targets are scored, coaches may review under supervision of the scorer.

16. FOR SAFETY AND CONSIDERATION, all participants MUST abide with accepted safety rules or will be disqualified. Enforcement of these rules is the responsibility of the range officers. The #1 SAFETY RULE is to always keep the muzzle pointed in a safe direction (down range)!

17. NRA Small Bore Rifle Rule book (CR16750) will address rules not covered by state shooting sports rules.

No awards will be presented the day of competition.
All awards will be sent to the county extension office.

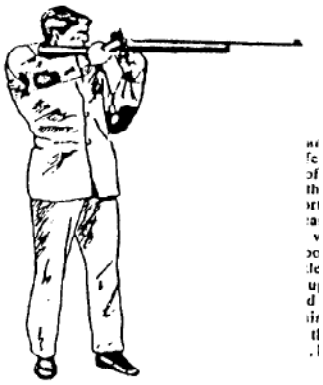
POSITIONS - RIFLE



Prone: Body extended on the ground, head toward the target. The rifle will be supported by both hands and one shoulder only. No portion of the arms below the elbows shall rest upon the ground or any artificial support, nor may any portion of the rifle or body rest against any artificial support. The forearm supporting the rifle shall form an angle with the line from the point of the elbow contact, to the target of not less than 30 degrees. (Measured through the axis of the forearm.)

Kneeling: Buttocks clear of the ground, but may rest on one foot. The rifle will be supported by both hands and one shoulder only. The elbow of the trigger arm will be free from all support. One knee must be touching the ground or shooting mat. A roll, as described in Rule 3.14 of the NRA, rules may be placed under the instep provided the foot is placed toe down at an angle not greater than 45 degrees from the vertical. Only the trousers and underclothing may be worn between the shooters buttocks and heel. The jacket or other article may not be placed between these two points. (Elbow is defined as above)
If the kneeling role is not used, the foot may be positioned at any angle, to include placing the side of the foot and the lower leg to contact with the ground.

Standing: Erect on both feet, no other portion of the body touching the ground or any supporting surface. The sling cannot be used. The rifle will be supported by both hands and one shoulder only. The elbow or upper arm may be placed against the body or rested on the hip.



AIR PISTOL RULES
MISSOURI 4-H SHOOTING SPORTS PROGRAM

SPECIAL NOTE: Missouri 4-H will be transitioning to a one-hand support sling for the Intermediate age group. This year the use of the support sling (counterbalance & pulley) is optional. The two-handed standing for Intermediate is still acceptable. Beginning in 2017, the two-handed grip/stance is no longer an option for Intermediate Division; only the one-handed, standing, with support sling will be permitted. See this link for description of one model of the Air Pistol Support Sling (counterbalance & pulley T-stand):
https://www.usashooting.org/library/Youth_Development/Z_PPP_Counterbalance_T_Stand.pdf

1. Only 4-H members receiving a minimum of 10 hours of direct instruction during the current year from a properly enrolled and 4-H pistol-certified volunteer are eligible to compete.

2. Competition will be held in all age divisions. **Course of Fire:**
   a. Junior (age 8-10) 40 rounds, any of the 4 basic supported positions, as appropriate for age and experience: seated at a table and sand bags or other supporting material; or seated, using the air pistol support sling. (see above). 5 shots per bull (see positions below)
   b. Intermediate (age 11-13) 40 rounds total, standing position. All rounds may be shot two-handed, unsupported position OR may be shot one-handed, standing with Support Sling (see above). 5 shots per bull. Shooter choice. (In 2017 only one-handed with support sling will be permitted).
   c. Senior (age 14-18) 40 rounds total, standing position. All rounds shot one-handed, unsupported; 5 shots per bull.

   The permitted two-handed hold is the same as allowed in pistol silhouette. The arm or arms are not braced or supported by other parts of the body. Neither the "trigger" hand (or arm) nor any part of the pistol may make contact with the opposite arm at any point at or above the pivot point of the wrist. See picture included in NRA Pistol rule book and illustrations in Smallbore pistol section for acceptable one-hand hold

   In supported positions I, II, and III the shooter is seated. Shooter may use supporting material, such as boxes, duffel bags, bean bags, or sand bags, on the table or bench. The competitor's shooting arm must be fully extended, with the sights at eye level. The non-firing hand may provide support for the firing hand or the butt of the pistol. **Note: Elbows are not allowed to rest on the table in any of the supported positions.** The table is not considered "supporting material". Differences noted below.
   Supported position IV: Youth division will be seated and may shoot one-hand or two handed with the support sling. Intermediate division will shoot one-handed, standing - if using the support sling (or use two-handed, unsupported).

   Basic Supported – I
   The shooter may rest any part of either or both hands and forearms and the pistol, including the barrel, on the supporting material.

   Supported -II
   Shooter may rest the butt of the pistol on the supporting material.

   Advanced Supported -III
   The shooter may rest his or her forearm(s) on the supporting material, but no portion of the pistol.

   Support Sling – IV (see special note & link above)
   The shooter uses a counterbalance and pulley system that will reduce the effective weight of the pistol for a younger shooter, and yet allow the Intermediate Division shooter to use one-handed International Pistol stance/form. This better prepares the young shooter for more advanced competition.

3. **Pistol:** Any 4.5 mm (.177 cal) type of pneumatic, compressed air or CO_2 pistol or revolver meeting the following requirements may be used.

   a. The weight of the pistol or revolver with all accessories must not exceed 3.3 lbs.
   b. The trigger pull must be at least 500 grams (17.6 oz), measured with the barrel vertical.
   c. No part of the grip or accessories may encircle the hand. The heel rest must extend at a right angle

not less than 90 degrees to the grip. Any upward curvature of the heel and/or thumb rests and/or downward curvature of the side opposite the thumb is prohibited. The thumb support must allow fee upward movement of the thumb. However, curved surfaces on the grips or frame, including the heel and/or thumb rest in the longitudinal direction of the pistol are permitted.

d. Overall size of pistol is limited to those dimensions that will permit the pistol to be enclosed completely in a rectangular box having the dimensions of 420mm x 200mm x 63mm (approx 16.53" x 7.87" x 2.50").

e. Sights: Only open sights are allowed. Optics, mirror, telescopic, laser beam, electronically projected dots, etc are prohibited.

f. The Range Officer is authorized to inspect each firearm for safety and function.

4. Shooting distance will be at ten (10) meters (33 feet).

5. Official targets will be the B-40/4, a 4 bull target OR the equivalent Orion Scoring System target (single bull) **Target placement** will be as follows: Junior division targets will be placed 36 inches from ground to center of target; Intermediate and Senior division targets will be placed 55 inches (+/- 4") from ground to center of target.

6. Shooters will be required to load and fire one round at a time.

7. Ammunition: **No pellets are provided, each shooter will be required to bring their own pellets.** Ammunition must be .177 caliber, lead wadcutter. No hollow points, domed, pointed, semi-wadcutter or other specialty pellets are permitted – only true wadcutter pellets. Pellets will be approved at check-in and also inspected when the shooter arrives on the firing line. CO 2 cartridges will not be provided - shooters must supply their own, if needed.

8. Time allotted:

a. Sighting shots will be permitted and may only be fired before the beginning of the match. Two single-bull B/40 targets will be allowed for sight-in; unlimited shots within a15 minute time limit.

b. Shots will be fired in strings of 10. 1 minute per shot (10 minutes per string) is allowed.

c. Each shooter is to start and finish the round within the allotted time limit, except in the case of equipment failure. A shooter whose equipment has failed must notify the Range Officer and may be allowed up to 20 minutes to repair equipment-at the discretion of the RO.

d. A maximum of two (2) alibis are allowed per shooter.

9. Scoring**:**

a. Each bull has 50 points possible – 5 shots at 10 points each.

b. A shot is given the score of the highest value scoring ring that is touched by the shot hole.

c. An inner ten (X) is a shot that touches the smaller ring inside the ten ring. For this competition only, the highest number of Inner ten shots (X's) will be used to break ties.

d. Crossovers (shooting at another's target): The person crossing over will lose the score on that round. The target crossed over onto, will be scored using the highest point value. Shooters should notify range officers immediately upon noticing a cross over shot.

10. Eye protection is required at all times for shooters or any coaches or assistants when on the firing line and must be provided by the individual.

11. Each shooter may bring his/her own spotting equipment.

12. **Parent/coach responsibility: Junior** Division: A parent/coach must accompany the shooter to the firing line and must load and charge the pistol for the youth. **Intermediate**: parent/coach to be on the line- and may help charge pistol. **Senior**: coach/parent should be available in close proximity but must stay behind the firing line, regardless of weather conditions.

13. Team recognition will be awarded on the basis of county teams. Teams will be composed of the top 4 scores with the age group and county. Counties with fewer than four shooters per age group will not be eligible for team recognition. However, their shooters will be eligible for individual awards. Shooters can compete only in

their appropriate age division. Shooters cannot advance to complete a team.

14. For SAFETY considerations, all participants will abide by the range rules (including the CBI requirement) and the directions from the Range Officer or they will be disqualified. Enforcement of these rules is the responsibility of the Range Officer. The Range officer has absolute control of the range and may excuse or disqualify any participant, coach, or parent as he/she sees fit.

15. NRA International Pistol rule book (CI 16500) will address rules not covered by the Missouri 4-H Shooting Sports rules.

No awards will be presented the day of competition.
All awards will be sent to the county extension office.

SMALLBORE PISTOL RULES
MISSOURI 4-H SHOOTING SPORTS PROGRAM

Modified Camp Perry Match

1. This event is open only to 4-H members who are in the senior age division (14-18 yrs), and have met all established requirements for enrollment and completion.

   a. Successfully completed a minimum of 10 hours of instruction by a 4-H certified pistol instructor that is "small bore" qualified. That is- instructors certified in Pistol, October of 2003 or later. Pistol instructors prior to that date are Air Pistol only. (unless attended a Pistol update)
   b. Has successfully completed the 4-H pellet pistol program prior to instruction in small bore and been approved by pellet pistol instructor to advance to small bore.
   c. **Has a permission slip signed by parent on his/her person at all times when in possession of the pistol – including this competition** - as required by Federal law.

2. Pistol: Any factory available semi-auto .22 pistol or .22 DA revolver(no single-action revolvers) with:

   a. 5 round capacity, and
   b. Barrel length, including chamber, of no more than 10 inches, and
   c. Sight radius of no more than 10 inches, and
   d. Trigger pull no less than 2 pounds

3. Sights: Open sights only with a non-adjustable front sight. Rear sight may be adjustable but must have an open “v”, "u" or rectangular notch.

4. Extra magazines and speed loaders are permissible.

5. Course of Fire will consist of three stages; **total of 40 shots for score**.
   a. Stage 1 - Slow fire. 20 shots - two strings of 10 rounds, 10 minutes/string.
   b. Stage 2 - Timed fire. 10 shots - two strings of 5 rounds, 20 seconds/string.
   c. Stage 3 – Rapid fire. 10 shots - two strings of 5 rounds, 10 seconds/string.
   d. Two series of 5 sight-in shots permitted at the beginning of the match; prior to the first shots for score. 2 1/2 minutes for each series.

6. Distance from the firing line to target shall be 25 yards.

7. Target: NRA B-8(T) for all stages;

8. **Ammunition Will NOT be provided; competitors must furnish their own.** The ammunition must be approved by range officials at check-in and again when stationed at the firing point. Ammunition must be in the original box/carton and labeled/marked with the name of the shooter.
   Ammunition must these specs: 22 LR; 40 gr. round nose lead bullet; velocity no greater than 1250 fps.

9. Shooting Position: The only acceptable shooting position is standing, one-hand hold, with no artificial support.

10. Range Handling & Safety Procedures:
    a. Pistol must remain cased until shooter is called to the firing line.
    b. All actions will remain open and exposed to inspection except when actively engaged in firing or under the direct command of the range officer.
    c. No pistol will be picked up or handled until authorized by the appropriate command.
    d. When called to the line the pistol may be uncased.
    e. Cylinders must be open or slides back and the magazine removed at all times until shooter is at the firing point and the command "THE PREPARATION PERIOD STARTS NOW" has been given.

f. Loading - Pistols will remain unloaded on the firing line until the command "LOAD" is given. A pistol or revolver that has a cartridge in the cylinder or in a magazine which has been inserted shall be considered loaded.

11. Spotting equipment is permissible, but the use of spotting equipment must not interfere with other shooters.

12. Eye and ear protection is required for shooters and coaches when on the firing line

13. A coach, parent, or other senior age youth may accompany the shooter to the firing line. Their primary responsibility will be to assure the safety of the shooter, gallery, and range officers. No coaching is allowed. The coach cannot handle the firearm in any way, except to assure safety.

14. Approximately 4 feet of table space will be available at the firing line for use of the shooter. All equipment must be contained within the allowed space.

15. Team recognition will be awarded on the basis of county teams. Teams scores will be computed on the basis of the three (3) highest individual scores from the same county.

16. Scoring. Scores calculated by the point value of the shot within the scoring rings of the target.
    a. If a line is broken the higher point will be awarded.
    b. Crossovers (shooting another's target). The person crossing over will lose the score on that round. The target crossed over onto will be scored the highest point value.
    c. When a shot is fired early or late, and the required number of hits are visible on the face of the target; the highest point value shot will be scored as a miss. If fewer than the required numbers of shots are visible, the competitor will be scored a miss for each shot not on the target, and those visible will be scored in the normal manner.
    d. Ties will be broken by the highest number of 10's, then the number of 9's, then 8's, etc. until the tie is broken.

17. Safety will be the highest priority during the match! All participants are expected to abide by all accepted safety rules, range rules, and to the directions given by the range officer. Failure to do so will result in disqualification. Enforcement of these rules is the responsibility of the range officer. The R.O. has absolute control of the range and may excuse or disqualify any participant, coach or parent as he/she sees fit.

18. Range officers are authorized to inspect each firearm for compliance, safety, and function and may refuse any firearm that he/she considers unsafe or not in compliance with stated rules.

19. NRA Pistol Rule Book CP-16650 will address any rules not listed.

No awards will be presented the day of competition.
All awards will be sent to the county extension office.

One-handed Hold

5.12 The shooter must stand free, without support, completely within the firing point. The complete firearm must be held and fired with one hand only. The wrist must be visibly free of support. Bracelets, wristbands or similar items which might provide support are prohibited on the hand and arm which hold the firearm.

MUZZLELOADING RULES
MISSOURI 4-H SHOOTING SPORTS PROGRAM

NOTE: Muzzleloading event will take place on Sunday of the September weekend at Prairie Grove

NO SMOKING! on or within 50 feet of the loading tables or firing line!!!!

1. Each shooter must be accompanied to the loading table with a "coach" whose job is to monitor loading and safety procedures of the participant during competition.

2. Each shooter will shoot from standing position only. See copy of the Standing Position Rule included.

   a. Legal position would be same as Air Rile and .22 Rifle.
   b. Slings or Shooting Sticks (Rests) are not allowed.

3. Competition will be in one event with two (2) age classes.

   a. Intermediate (11-13 Years of Age)
   b. Senior (14-18 Years of Age)

4. Course of Fire: **20 shots, paper bulls-eye at <u>50 yards</u>.** Juniors and Seniors both:

   a. Allowed two (2) fouling/sighting shots
   b. Followed by twenty **(20)** shots for score. (200 points)

5. Target: NMLRA (National Muzzle Loading Rifle Assoc) TG2406 -100 yard, 8 ring black
   http://www.nmlra.org/store.asp?CatID=5

6. EQUIPMENT & SUPPLIES
   a. <u>Rifle</u>:
      - Caliber -.54 maximum and .32 minimum calibers permitted.
      - Ignition - may be by No. 11 percussion cap, musket cap, or 209 primer. No flintlock.
      - Traditional or in-line rifles. "Set" or "double" triggers are permissible.
      - Sights - Open iron, aperture and fiber optic sights will be permitted. No optical, telescopic or electronic sights.
   b. <u>Shooting Supplies</u> – All loading supplies and equipment must be supplied by the shooter; this includes powder, patch, ball, caps AND short starters, range rods, capper, powder measure, etc.

      NOTE →

      - Powder limit will be a maximum of 60 grains.
      - Powders: Pyrodex RS, Triple Seven, or other equivalent black powder substitute OR 3f black powder. Bring powder in original container and show to range officials for approval before dispensing into a powder flask/horn.
      - No. 11 caps, musket caps, or 209 primers are permitted.
      - Caps/capper and powder must be checked-in with the range officer when you arrive on the range.
   c <u>Round ball</u> only. (supplied by shooter) All round balls must be soft lead in composition.

7. PROCEDURE:

   a All loading will be done at loading table by the shooter under the supervision of a coach, leader, or parent. The powder container must be capped immediately after filling the powder measure. No loading directly from the powder container to the rifle is permitted.
   b After loading, wait until the Range Officer gives the command to approach the firing line.
   c. Do not cap the rifle until range officer authorizes.
   d. After firing the shooter will return to the loading table and insert the range rod. Then he/she may begin preparation for loading. No blowing down the barrel!

8. **Hang Fire:** Notify range officer immediately. Keep rifle pointed down range a minimum of 2 minutes. Range Officer will take charge of clearing round from the chamber with silent ball discharge. This will be considered an equipment failure. A dirty, un-fireable firearm will be considered equipment failure after the second attempt to fire. The firearm will not be cleaned by the Range Officer. The 20 minute time limit would begin after the second attempt is cleared by the Range Officer. A roped-off, safe area will be provided and can be used as a pre-shoot cleaning and preparation area.

9. Time limit is **80 minutes to shoot 20 rounds**. Time begins after the two fouling shots. (little less than 4 minute per shot)
   a. Each shooter will start and finish within the given amount of time, except in the case of equipment failure. A shooter whose equipment has failed must notify the chief range officer and will be allotted 20 minutes to repair equipment.
   b. All shots fired before equipment failure will count toward a score. If equipment is not repaired within the allotted time, participant must take the score before equipment failed.

10. **Scoring:**
   a. Point values: 10 points for center ring and X-ring, next outward ring is worth 9 points, with each outward ring worth 1 less point.
   b. Ball must touch the scoring ring to count the higher point value.
   c. Crossovers (shooting at another person's target). Person crossing over will lose score for that shot. For whomever the shot crossed-over-to, the shot does not count. The shooter must still take the shot.
   d. Point value for all 20 shots will be totaled to arrive at final score and placement.

11. **Tie-breaker.** Ties will be broken by:
   a. Number of "Xs"
   b. If still tied, then by number of shots in the 10 ring, then 9 ring, etc…until broken.

12. **Safety:**
   - All shooters, coaches or spotters must provide their own eye and ear protection and are required to use them at all times while on the range.
   - The muzzle must be pointed "up" or pointed down-range at all times.
   - The range rod or ramrod will serve as an empty barrel indicator and must be in the barrel whenever removed from the case except when: advancing to firing line, returning to the loading table after firing, during the cleaning, swabbing, or loading process, or when loaded.
   - No smoking allowed by any party anywhere near the Muzzleloading area.
   - A roped-off, safe area will be provided and will be used as a pre-shoot cleaning and preparation area. Shooters must not handle their firearms unless in the prep area or on the line.

   All participants will abide by range rules or will be disqualified. Enforcement of these rules is the sole responsibility of the range master.

13. For awards purposes, teams will be selected from the top three (3) scores from one county and within the same age group.

   a. Shooters may not advance to next age group to fill a team.
   b. Counties with fewer than three shooters and not eligible for team awards, but are eligible for individual awards.

14. Rules not addressed will be covered by National Rifle Association Muzzle loading Rifle, Pistol and Shotgun Rules #CB16380.

No awards will be presented the day of competition.
All awards will be sent to the county extension office.

SHOTGUN SPORTS
MISSOURI 4-H SHOOTING SPORTS PROGRAM

Trap Shoot: Missouri Trapshooters Association, Linn Creek, MO – Saturday, August 27
Skeet Shoot: Gateway Gun Club, St. Louis area – Sunday, August 28 (tentative)
Sporting Clays: River Hills Sporting Clays, Boonville, MO – Sunday, September 25

GENERAL SHOTGUN RULES – ALL EVENTS

NOTE: Shooters must provide own shells. NO RELOADS permitted!

1. Age Divisions
   a. Intermediate: age 11-13 (NO Youth Div.)
   b. Senior: ages 14-18

2. Equipment:
   a. 12, 16, 20, 28, and .410 gauges of Shotguns are accepted. 10 gauge is not allowed.
   b. Release triggers are not allowed.
   c. Eye and ear protection and a shell pouch are required and must be provided by the shooter.
   d. Case - Shotguns are to be cased and to remain in a case until range official allows them to be racked (immediately prior to shooting). No handling is permitted until called to the field/station.

3. Safety
   a. **Muzzle Control:** Shooters must maintain control of their muzzles at all times. Firearms must be carried in the muzzle up position whenever uncased. Hinged actions may be carried, broke open, over the shoulder and with the muzzle(s) down and in front of the body…not with muzzle pointing backward.
   b. Action must be open and empty until on shooting station. Action may not be closed until previous shooter calls for his target.
   c. Regardless of condition muzzles may not be pointed toward or rested upon any part of the body of the shooter or another person.
   d. NO resting muzzle on shoe or toe pad. Pads to rest muzzle on is permitted – but must be a pad on the ground…not any part of the body.
   e. Shotguns are to be cased and to remain in a case until range official allows them to be racked (immediately prior to shooting). No handling is permitted until called to the field/station. Must be cased when moving between ranges.
   f. Audio headphones or ear pieces are not permitted on the firing line or the field. Once an individual or team is called to compete, ear pieces or headphones must be removed and remain off during the competition.

4. Scoring will be done on the field/range. Challenges should be immediate. Shooters should challenge a ruling on the field immediately, if they feel a referee has missed a call. Once the next shooter has fired, the right of appeal is lost. The range officer in counsel with the scorer will decide the issue. The decision on the field is final and not subject to further appeal**.**

5. Tie scores: The top three (3) individual places only will be broken by a shoot off. No team shoot-offs. Shoot-offs will be conducted at the completion of all entries within age division. If participant is not present for the shoot-off, he/she will receive the lowest placing of the tie. Range officials will make allowances for participation in other events. It is important that the youth keep range officials informed – if he/she has other events to shoot and will be involved in the "shoot off".

6. Team awards: Team placing will be determined by the total score of the highest scoring shooters within a county (5 for Trap – 3 for Skeet – 3 for Sporting Clays) regardless of how individuals have been squadded. Depending on number of participants, a county could have 2 or more "teams".

7. Scheduled times are approximate. Shooters should be prepared to start 15 minutes earlier than scheduled. If not present when called, the shooter may/will forfeit.

8. Disqualification: Participants not abiding by range rules, safety rules, and/or 4-H rules may be disqualified without warning and without recourse. 4-H range officials are responsible for the interpretation of rules and given sole responsibility/authority for the enforcement of said rules.

4-H STATE TRAP SHOOT – MTA, Linn Creek

1. Rules: All General Rules for Shotgun (given above) apply to this event. Additionally, the rules listed below apply. Read all rules, ask questions if you need to. It is the responsibility of the 4-H member to understand and follow all rules.

3. Classes:
   a. Intermediate – 25 single targets
   b Intermediate. Trap - 50 single targets
   c. Int. Double Trap – 25 double targets (50 total)
   d. Senior. Trap - 100 single targets
   e. Sr. Double Trap –50 double targets (100 total)

3. Entries: A youth may register and compete in 1 singles event – plus 1 doubles event.

4. Ammunition:
   a. Shooters must **provide their own ammunition**
   b. Ammunition used must be **factory-produced** ammunition – **NO RELOADS permitted!**
   c. Ammunition meet the requirements established by the Amateur Trap Association (ATA).
      - No load shall contain more than 1 1/8 ounces of shot.
      - Shot size must be 7 ½ or smaller.
      - Loads must not have a velocity of more than:
        - 1290 fps with a maximum shot charge of 1 1/8 oz., or
        - 1325 fps with a maximum shot charge of 1 oz., or
        - 1350 fps with a maximum shot charge of 7/8 oz.
   d. Match officials have the authority to inspect ammunition and make a determination if ammo meets the above requirements.
   e. Ammunition is available for purchase at the MTA trap range

5. **Scheduling/squadding:** Youth will self-select their time slot when registering for the state Trap Shoot. To shoot with teammates on one squad, each must select the same time slot at registration. If 5, and exactly 5, shooters from one county are registered at the same time, event officials will schedule to shoot on the same squad. If more or less than 5, there are no promises. A limited number of spots are open for each time slot, so register early in order to have a chance to shoot as a squad. If not present when called, the participant may be disqualified.

6. Ties: Broken to determine top 3 individuals and to determine lst place team (2nd & 3rd if appropriate)
   a. Individual - Determined by shoot-off. Procedure: 1 Round of 25 targets at 16 yds. If needed, then 5 targets each at Stations 1 & 5 at 21 yards. Distances increased up to 27 yards as needed.
   b. Team - Breaking of team ties will be determined by the score of the 5th place team member. (highest score wins tie). If those scores are the same, it will be determined by the score of the 4th place member, then 3rd, etc. IF two or more individuals are tied for 5th position on a team – the longest run will be used to break the tie to determine the 5th person on the team.
   c. Doubles (individuals) – Pairs from each station for a total of 10 shots. Repeat as needed.

   Shooters are expected to remain for the shoot-off to break ties. Check the score board to see if you will be part of a shoot-off. IF not present for shoot-off, shooter forfeits.

7. Voice-activated traps: Shooters should close action when the shooter before them calls "Pull". This will prevent the early launching of targets for their round. The sound of actions closing can activate the trap and waste targets.

8. ATA rules will address only rules not covered by Missouri 4-H state rules.

Trap Shoot Awards will be presented at the conclusion of the shoot-off.
If not present awards will be sent to the county extension office.

STATE SKEET SHOOT – Gateway Gun Club – near St. Louis

4-H members may participate in these SKEET classes as well as events at the State Trap Shoot at Linn Creek and Sporting Clays on Sunday.

1. Rules: All General Rules for Shotgun (given above) apply to this event. Additionally, the rules listed below apply. Read all rules, ask questions if you need to. It is the responsibility of the 4-H member to understand and follow all rules.

Remember: *The Skeet event is open to any 4-H member enrolled in the Shotgun project. However, the shooter must have shot skeet previously in competition or practice on a regulation skeet field. (per General Rules)*

2. Events/Classes:
   SKEET - Standard 8 station American Skeet (25 targets per round). May enter 1 singles class - plus 1 doubles event.

   a. INT Novice – 1 round of 25 targets. (designed for 1st year skeet shooter, that has not yet broken 13 or more targets.)
   b. INT – 50 targets;
   a. INT Double skeet – 50 targets
   b. SR. – 100 targets;
   c. SR. Double skeet – 100 targets

3. Ammunition:
   a. Shotgun ammunition must be factory-produced. No reloads allowed.
      - 12 gauge - Lead shot; size 7 ½ & smaller; 1 1/8 oz. shot maximum
      - 20 gauge – Lead shot; size 7 ½ & smaller; 1 oz. shot maximum

4. Shooters will be assigned to squads by the match director. Up to 6 shooters may shoot in the same squad. Shooters are expected to follow the schedule. If not present when called, the participant may be disqualified.

5. Teams: An official county team will be composed of the 3 shooters from a county with the top 3 scores –of the same age division and class. Shooters need not shoot together on a squad to qualify for team recognition.

6. Ties: Broken to determine top 3 individuals and to determine top 3 teams.
   a. Individual – Determined by shoot-off. Procedure: 1 complete round of 25. Then if needed, by doubles from stations 3, 4, and 5; miss and out by station
   b. Team ties – No team shoot-offs. Ties will be broken score of the low man.

7. Skeet Procedures

   - At the beginning of first round the squad shall be entitled to observe two regular targets from each skeet house; one single from each house and one pair of targets (total of 4 targets).

   - Shooters must stay with the squad and can only advance to the next station as a squad.

   - Shooters shall not advance to the next station until the whole squad has finished.

   - Targets declared “no bird” or “no target” shall not be scored.

   - One lost target shall be scored on:
     a. Balk or failure of the gun to fire due to fault of the shooter (safety left on, failure to load a shell, etc).
     b. Doubles fired upon in reverse order
     c. If a shell having once misfired is used again and fails to fire the results shall be considered a fault on the part of the shooter and scored lost.
     d. Failure to load two shells for doubles.
     e. Failure to load the shell into proper barrel for singles.

- Gun malfunction
  a. To establish that a malfunction has occurred the shooter must not open the gun nor touch the safety before the referee's inspection.
  b. If a shooter is holding the trigger pulled, the referee after seeing that the gun is pointed in a safe direction will place his / her finger over shooters and apply normal pressure. The target shall be score lost if the gun fires.
  c. If the shooter has released the trigger the referee after seeing that the gun is pointed in a safe direction will exercise extreme caution not to jiggle or attempt to further close the action and will apply normal pressure to the trigger. The target shall be scored lost if the gun fires.
  d. The target shall be scored lost if the gun is opened before the referee's inspection.

- Defective Ammunition:
  a. Failure to fire, providing firing pin indentation is clearly noticeable.
  b. When a target is missed in the case of an odd-sounding shell, which, in the **sole judgment of the field referee,** does not deliver the shot the distance to the target, and therefore does not give the shooter a fair opportunity to break the target. If the target is broken with an odd sounding shell it shall be scored dead.
  c. Only two instances of defective ammunition are allowed per box of shells. If a new box of shells is not obtained each ammo malfunction shall be scored lost in that round.

- National Skeet Shooting Assoc. rulebook will address only rules NOT covered by these 4-H rules.

SPORTING CLAYS – River Hills Sporting Clays - Boonville

All general & shotgun event qualifications apply. Participants may enter muzzleloading as well as Sporting Clays; but may not enter 3D archery as that takes place at another venue and takes place at the same time.

1. Rules: All General Rules for Shotgun (given above) apply to this event. Additionally, the rules listed below apply. Read all rules. Ask questions if you need to. It is the responsibility of the 4-H member to understand and follow all rules.

2. Classes – 2 age divisions of competition
   a. Intermediate (11-13 yrs)
   b. Senior (14 yrs & older)
   c. Novice Instructional Class – both Intermediate and Senior age in one class. This is a "Beginners" instructional class – for those who would like to receive basic Sporting Clays instruction. Will not shoot for a score and will not be eligible for any awards. Regardless of age division; all shooters will have 25 targets presented, on a limited course.

3. Course of Fire: Any combination of single or double targets. (novice – 25)
   a. Walking course with multiple targets at multiple stations
   b. Intermediates – **50 targets** total @ 5 stations. All pairs; mostly report pairs (at first shot, a second target is immediately thrown) but may also throw some true pairs (both targets thrown simultaneously)
   c. Senior – **100 targets** total; 10 stations, report and/or true pairs.

4. Equipment: Shotgun - 12 gauge or smaller, in safe working order, and capable of firing two shots.

5. **Ammunition: Shooters are to supply their own ammunition.**
   a. Must be commercially manufactured. No reloads!
   b. Lead shot (may be plated) 1 1/8 oz. or less
   c. No shot smaller than #9 and no larger than #7½

6. Procedures
   a. Shooters will be assigned to squads by the match director. Up to 6 shooters may be on a squad.
   b. At each station the squad will be able to "see" each target & target combination thrown-one time, prior to shooting for score.
   c. Shooters will rotate shooting order/position at each station.
   d. Shooters advance to the next stations as a squad – not individually.

7. Individual ties for awards will be broken by a shoot-off. Team ties will be broken by score of low person.

8. Teams – For award purposes a county team will be composed of the top 3 shooters from that county- within the same age division. A county may have more than 1 team – determined by the 3 individuals with next 3 highest scores, etc.

9. Unless specifically addressed in these 4-H rules, the National Sporting Clays Association rulebook will be followed.

NO SHOTGUN AWARDS WILL BE PRESENTED ON SEPTEMBER 21-22.
ALL AWARDS WILL BE SENT TO THE COUNTY EXTENSION OFFICE.

HUNTING AND WILDLIFE SKILLS RULES
MISSOURI 4-H SHOOTING SPORTS PROGRAM

This is the official contest for members enrolled in Hunting Skills 749 and have been under the instruction of a certified 4-H Hunting Skills instructor

1. Hunting Skills event will **open at 8:00 a.m.** and participants must begin the contest no later than 3:00 p.m. **All Hunting Skills competitors (or a representative) should check-in with event officials upon arrival at the gun club to confirm attendance & participation.** Some kind of advanced scheduling will be attempted and that schedule will be included in the return letter to families prior to the State Shoot.

2. A 4-H member may compete in the Hunting Skills contest plus 2 other events (total of 3) on this day. They may enter other events on other days, as explained in these rules. **NOTE:** If not possible to work all three events into a reasonable schedule – then participant will be notified and he/she will be asked to drop one of their events.

3. Awards will be presented in three age groups. (Age as of January 1st of the year of the event)
   a. Junior (8-10)
   b. Intermediate (11-13)
   c. Senior (14-18)

4. **Components of the Hunting Skills event**: There are three (3) components to Hunting Skills.
   a. Written test
      - Each age division will have its own age appropriate test.
      - Test will consist of multiple choice, True/False, fill-in-the blank. May also include "ranking" questions (rank 4 items from best choice to worst).
   b. Compass Course
      - Junior participants will run one (1) course
      - Int. & Sr. will run two (2) courses
   c. Shooting
      - Archery
      - Air Rifle

5. **Written Test**

   Content:
   - Wildlife Identification: including skulls, fur, tracks, pictures of animals, horns, wings, scat
   - Wildlife habits & habitat
   - Orienteering questions about how to use & read USGS Quadrangel maps
   - GPS questions – basic
   - Basic First Aid questions
   - General and basic questions about firearms, archery equipment and about hunting with firearms & archery
   - Outdoor Ethics
   - Hunting safety

   Resources: Study guides and resources for the Missouri Hunting Quiz that will provide answers to all of the questions are:
   - Missouri Hunter Education Student Manual "Today's Hunter in Missouri"
   - MDC publication "The Wild Mammals of Missouri" second revised edition
   - USGS flyer that is titled "Topographic Map Symbols" (free from USGS)
   - "Instructions" or "Directions" pamphlet that comes with every compass
   - "Be Expert With Map & Compass" by Bjorn Kjellstrom; publisher- Wiley Publishing Inc.
   - "Wilderness Navigation" by Bob Burns & Mike Burns; published by The Mountaineers
   - "GPS Made Easy" by Lawrence Letham; published by The Mountaineers

   The National Invitational 4H Hunting events are based on the content of the:
   - 4-H Shooting Sports Hunting curriculum
   - NRA Hunters Guide,
   - Federal Ammunition-wildlife guides

- 4-H Wildlife Habitat Evaluation Program (WHEP) national manual.

Equipment: Clipboard, pencil, any other supplies needed for the written test will be provided.

6. **Compass Course**

Procedure: The course will be laid out using what is commonly known as a "Silva Compass Course". It consists of a row of numbered flags in a straight line. Participants will be given a course card that dictates starting at a specific flag number. Two or more compass headings and distances will be given on the card – that if accomplished correctly – will bring the participant back to another specific flag. Score is calculated from how close the participant comes to the designated end flag.

Equipment: Participant may provide their own compass, but it must be approved by the range officer. Some necessary equipment –including the compass, will be provided.

7. **Shooting:** Contestants are expected to participate in both the Archery and Air Rifle. If not, score will be lower.

General Description:

a. Targets – Archery will utilize 3D targets; pellet rifle will use 2 dimensional animal targets.
b. Distances will vary but will be no greater than 40 yards.
c. Up to 10 shots for archery and up to 10 shots for pellet rifle.
d. Each participant may use whatever shooting position they determine is their best for each target. A shooting point will be determined for each target but shooting position is up to the participant.
e. Shot opportunities will be presented as to simulate a hunting environment and/or situation.
f. Emphasis is on Hunting & Outdoor Skills and not as much on shooting skills/accuracy. High shooting scores will help the overall score for an individual but will not be a significant portion of the competition.
g. Scoring will involve things such as correctly identifying the appropriate kill zone that would facilitate a quick, clean harvest; shoot/no shoot, and other decisions involved with situation/scenario – not only shot placement.

Archery Equipment:

b. Participant **must bring their own bow** (and arrows) which must meet the following criteria
   - Maximum draw weight of 60 lbs.
   - Target points only. Absolutely no broadheads – don't even bring them to the grounds.
   - Stabilizers (if used) 12 inches or less in length
   - Sights - Maximum of 4 sight pins. No optical sights, no sights that project a light onto the target. Sighting device cannot be moved during the competition.

Air Rifle Equipment:

a. Daisy 853 air rifle will be provided and pellets; OR
b. Participant may bring their own air rifle (& pellets) which must meet the following criteria:
   - .177 caliber
   - Open sights or peep/aperture sights are permitted. No scopes, no optics of any kind

8. Restrictions – Participants must not possess references, resources or aides of any kind; written, recorded, or electronic. Individuals with such devices/resources will forfeit their score that that portion of the competition. There shall be no communications between the participants, coaches or other individuals during the competition.

9. Awards**:** Individuals and county teams will be recognized in the competition. A team is composed of 3 contestants of the same age division from the same county. For Award purposes the county team selected will be those county members with the 3 highest scores. Counties with less than 3 individuals competing are not eligible for the team award. All contestants are eligible for individual recognition.

No Hunting Skills awards will be presented the day of competition.
All awards will be sent to the county extension office.

Hunting Skills
Sample Questions

QUIZ

1. If you are outside in cold weather and you get soaked, the best clothing material to be wearing would be
   a. Cotton
   b. Nylon
   c. Polyester
   d. Wool

2. When discussing firearms the terms sectional density and ballistic coefficient would refer to
   a. The powder charge in a cartridge
   b. The primer
   c. The projectile
   d. The type of powder in the cartridge

3. The best way to prevent the loss of body heat in cold weather is to
   a. Wear tight clothing
   b. Put on a single large thick jacket made with material such as goose down
   c. Dress in several light weight layers of clothing
   d. Be most concerned with holding in the body heat of the central part of the body

4. If you are out in the woods, become totally lost, and you pull out your compass it will tell you
   a. Which way is north
   b. How to get out of the woods
   c. The direction you need to travel
   d. Your back trail

5. Which of the following is **not** in the "dabbler" or "puddle duck" group of ducks?
   a. Redhead
   b. American Widgeon
   c. Gadwall
   d. Northern Pintail

6. The reciprocal heading of 120 degrees is
   a. 240 degrees
   b. 270 degrees
   c. 300 degrees
   d. 330 degrees

7. You are selecting a binocular to use while hunting whitetail deer in very dense woods where the maximum visual distance will be no more than 50 yards at any time. What item would be most important when making this binocular selection?
   a. The largest magnification possible
   b. Best light gathering and contrast
   c. Smallest binocular
   d. None of these things really make any difference

8. Bright frothy or foamy blood trail from a deer would usually indicate a
   a. The liver had been hit
   b. The deer was hit in the lungs
   c. Major vein or muscle was hit
   d. The arrow hit the stomach or paunch of the deer

9. Wounded big game animals will usually

a. Follow a direct line
b. Avoid windfalls, brush piles, or rock piles
c. Head down slope or the easiest direction
d. All the above

10. When picking up a firearm the first thing that should be done is
a. Make sure the safety is “ON”
b. Make sure the chamber is “Empty”
c. Make sure your finger is **not** on the trigger
d. Keep the muzzle pointed in a safe direction

HUNTER DECISION MAKING (rank from best to worst)

11. Best rifle cartridge choice for typical Missouri whitetail deer hunting.
a. .22-250
b. .308
c. 375 H & H Magnum
d. .30-30

12. Shot shell recommendation for a Nebraska wild pheasant hunt in late December. 12 gauge
a. Winchester AA – 2¾ inch, 1 1/8 oz, 7 ½ shot, 2 ¾ dram equivalent, 1145 fps
b. Winchester Dry-lok Super Steel Non-toxic Magnum – 3½ inch, 1 3/4 oz, #3 steel shot, Mag dram equivalent, 1260 fps
c. Winchester Super X – 2 ¾ inch, 1 3/8 oz, #5 shot, Max dram equivalent, 1300 fps
d. Winchester Super X Heavy Game – 2¾ inch, 1 1/8 oz, #6 shot, 3¼ dram equivalent, 1255 fps

Could be a class of 4 actual items, with a statement or question – and the participant would rank the 4 objects from best to worst in response to that statement/question. Such as:

13. 4 knives are displayed. Select the best knife to cape a trophy whitetail deer in preparation for a shoulder mount.
a. Sheath Knife – 10½” blade
b. 2 bladed stockman’s pocket knife
c. Buck Folding – 4 inch blade
d. Sheath blade – 2” drop point blade