

**SHOTGUN SPORTS
MISSOURI 4-H SHOOTING SPORTS PROGRAM**

Trap Shoot: Missouri Trapshooters Association, Linn Creek, MO – Saturday, August 25

Skeet Shoot: Gateway Gun Club, St. Louis area – Sunday, August 18

Sporting Clays: River Hills Sporting Clays, Boonville, MO – Sunday, September 16

GENERAL SHOTGUN RULES – ALL EVENTS

1. Age Divisions

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

<p>NOTE: Shooters must provide own shells. NO RELOADS permitted!</p>

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.
- g. Hats being shot for first 25, 50, 75, or 100 straight must be shot after shoot offs are completed.

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

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 1st 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

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
- b. INT – 50 targets; 13 or more 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 gunfires.
 - 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 clearlynoticeable.
 - 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

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)
3. **Course of Fire:** Any combination of single or double targets.
 - a. Walking course with multiple targets at multiple stations. Carts may be used to transport shooter and equipment to the first station, but once they begin shooting the event the shooter is responsible for carrying their own gun until they complete the course, they can then be transported with their equipment back to the club house or vehicle. Shooters with valid medical or physical reasons may be allowed the use of a cart for the entire competition. Approval must be obtained from the MO 4-H State Shotgun Committee or the MO State 4-H Shooting Sports Coordinator prior to the event.
 - 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 16th. ALL AWARDS WILL BE SENT TO THE
COUNTY EXTENSION OFFICE.**