

2009
MISSOURI 4-H SHOOTING SPORTS
STATE MATCH RULES

(rev March 15, 2009)

The Missouri 4-H Shooting Sports State Match will be held on **September 19, 2009** at Prairie Grove Shooting Sports. The official **4-H State Trap Shoot will be August 29** at the Missouri Trapshooters Association facility near Linn Creek, MO. Junior division Novice trapshooters may enter trap at Cedar Creek. Both events are official state contests. Please read these rules closely as they have rules for both events.

NOTE: Pre-registration deadline (to the State Office) is July 24 - a week earlier than traditionally. Check with the county extension for the county deadline. If you do not pre-register you cannot participate.

NOTE: Numerous changes in **Shotgun** last year. Special Trap Shoot, Aug 29. Skeet at September State event. Read the shotgun section closely for the rule and procedural changes.

NOTE: New event – a very different event for Juniors & Seniors in **Archery**.

NOTE: Changes in the **Muzzleloading**. Paper targets instead of steel and more shots. Youth required to provide much of their own supplies and accessories.

NOTE: **Hunting Skills** has added archery & air rifle shooting to it's event.

NOTE: Specific ammunition for events are listed in these rules, but depending upon availability, that can change. Ammo used will spec as close as possible. Changes will be noted in the state contest information returned to the participant.

NOTE: All Awards will be presented at the Club House after the event is concluded and scores/placing can be

GENERAL RULES

1. 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.
 - 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).** By their signature, the county YS/YEA is verifying that these requirements have been met.
 - 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 leader. The same target, same distance, same rules, same range setup, same safety requirements, etc. as the state contest must be followed.
 - c. By entry to this shooting event, the participant, parent, and 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. Each contestant must complete and turn in the individual registration/health authorization form and appropriate registration fees to the Extension youth staff person in time to meet the deadline to the State office. In most cases this will be done through the County Coordinator. **The certified project leader must sign individual registration forms verifying that the youth has successfully**

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participated in 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. The County Summary form, all Individual Registration forms (completed), and all fees (one check) must be submitted to the State office by the deadline. **Youth staff (YEA or YS) must verify membership, enrollment in correct discipline, in good standing and participation in a qualifying contest.** Signature of youth staff person is required on County Summary.

- 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

Note: **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 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.

- 3. **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.
- 4. **Ear Protection:** In any event where noise is a recognized hazard to future hearing (i.e. if it goes “bang”) 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. Such equipment may be used in air or archery events if the shooter desires. BB, Pellet, and Archery do not require hearing protection.
- 5. **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.
- 6. **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.
- 7. **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. The only exception is the limited exposure required in loading or swabbing a muzzle loading firearm. Violation of this rule may result in a warning, disqualification from a round, or disqualification from a match.
- 8. **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.
- 9. Range officials have the right to check all firearms and archery equipment prior to its use in competition to determine that it meets qualifications and/or that it is safe. Unsafe equipment will not be allowed on the range.
- 10. Contestants are responsible for providing their own equipment, including safety glasses and ear protection. Targets, score cards, ammunition for competition, and other range equipment will be provided. Do not bring any ammunition to the contest except for specific exceptions listed in discipline rules.

11. ****Youth may enter a maximum of two (2) events on Saturday at Prairie Grove Shooting Sports, any combination of disciplines and events; EXCEPT youth enrolled in Hunting and Wildlife Skills (749). 4-H members enrolled in Hunting Skills may participate in the Hunting Skills State Contest plus 2 shooting events (total of 3). August Trap Shoot events DO NOT COUNT against the maximum of two events rule for the Prairie Grove event.**

12. 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. Ages 8-10 - Youth. (NO youth division in trap, smallbore pistol, or muzzle loading)
 - b. Ages 11-13 – Junior (NO smallbore pistol)
 - c. Ages 14 and older- Senior (No BB gun events)

13. 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.**
 - a. Archery, Trap, BB and Air Rifle events are pre-scheduled. It is up to the individual shooter to work other non pre-scheduled events around the scheduled events.
 - b. A participant entered in any non pre-scheduled event is responsible for checking with each range and range officers to determine scheduling procedures. Most are on first come – first served basis. Read the information/confirmation letter returned to participants for more details.
 - c. Range check-in will stop when the last relay or line begins. No further contestants will be accepted.

14. **One coach or spotter must accompany a registered shooter to the shooting line in small bore rifle/pistol, BB gun, and pellet rifle/pistol competition.** Their primary responsibility will be to assure that safety rules are always followed. The spotter or coach may assist the shooter within the guidelines listed below:
 - a. May physically assist the shooters between relays and during the sight-in period
 - b. Load and/or cock)- if needed (particularly “youth” shooters)
 - c. Verbally assist only the shooters during the actual firing.

15. **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 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.

16. 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.

17. **Appeals/challenges**

Scoring - Competitors only (not adults) may challenge their score in any event. The first appeal is to be registered with the Chief Score Keeper **within 30 minutes of the announcement or final posting of scores.** The second appeal, if necessary, will be registered by the Chief Score Keeper and county adult leader to the Chief Range Officer or judge involved. The third appeal will be registered with the State Coordinator of the match. No scoring challenges are allowed after targets leave the official scoring area unless at the specified request of the range official or judge.

Other – An appeal of a decision or ruling by a Chief Range Officer must be directed to the match director within one hour.

18. **Alibis:** Some competitive shooting events allow for alibis. An alibi is anytime the firearm misfires or does not expel the projectile from the gun. Following are examples that might happen but are not limited to:

- A competitor is using a CO2 type firearm the projectile might leave the barrel of the gun and falls just out of the gun. You might also hear a difference in the way the gun sounds.
 - The same might be true of a small-bore firearm when you pull the trigger and nothing happens. There might be a strike or mark on the bullet and the projectile is still attached to the case.
 - The firearm might not feed the projectile into the chamber so it would not fire, this might be due to a weak spring or a stove pipe situation.
 - With air pistol or air rifle the person might not let enough air into the chamber to expel the projectile.
 - In all the circumstance if the shooter feels that his/her gun is not shooting properly they must get the attention of the Range Officer/assistant, who will make the final determination.
18. Counties may have as many individuals as they desire within the discipline category age groups. In the event a county registers more competitors in a discipline category than required to fill a team then the county may have more than one team. The team scores and awards will be based on the scores from the top 4 scores within that age group, with the exception of trap, which will be based on the top 5 scores; and the exception of Skeet, which will be based on the top 3 scores. All competitors remain eligible for individual awards.
19. **Spectator Interference:** Disruption by parents, coaches or other individuals will not be permitted. 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, kid-centered and positive.
20. **Coach Removal:** The shoot management reserves the right to remove any coach from the 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.
21. **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.
22. **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. All shooters and coaches should remember that they may be having photographs taken or be asked to interview for the media. Remember that you represent all of 4-H Shooting Sports - Make it a positive image. Clothing with alcohol or tobacco advertisements or sexual connotations, etc. are prohibited.
23. NRA rulebooks described in individual event rules may be ordered from NRA Sales Department by calling 1-800-336-7402. Cost is \$2.50 plus shipping. (Mon-Fri.,9-9 ET); or rulebooks are now available online in pdf: <http://www.nrahq.org/compete/nra-rule-books.asp>

**ARCHERY RULES
MISSOURI 4-H SHOOTING SPORTS PROGRAM**

NOTE: new archery event for Junior & Seniors this year!

It is the responsibility of the certified archery leader and county coordinator to see that each participant is correctly placed 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).

1. 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.
2. Archery competition is pre-scheduled. If a participant is enrolled in Archery and another discipline, the participant should check-in with the Archery Range Officer prior to reporting to other events.

Two archery events are offered.

3. **NFAA** - 40cm Indoor target- Single bull or 5-spot ("old" event that we have always shot).

Classes (4):

- a. Traditional recurve/longbow, 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,

Course of Fire/Age divisions (Age is as of January 1st of the year of event)

- a. Youth (age 8-10) will shoot 60 arrows at 10 yards.
- b. Junior (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. **F.I.T.A. – NEW!** International/Olympic-style archery. (One-half of official course)

This is a 4-H National Invitational event that state team members are required to shoot. Your score in this event can be used for the selection process of the state archery team.

Classes (2)

- a. Recurve – any recurve or long bow, with or without accessories (no mechanical releases)
- b. Compound – with or without use of release aid
Must meet equipment restrictions listed below.

Age Divisions: (2)

- a. Senior
- b. Junior
NO YOUTH

Course of Fire: 72 arrows for score, 18 at each distance

Junior division:

- a. 20 meters – Six (6) ends of three (3) arrows each.
- b. 30 meters – Six (6) ends of three (3) arrows each.
- c. 40 meters - Three (3) ends of six (6) arrows each.
- d. 50 meters - Three (3) ends of six (6) arrows each.

Senior division:

- a. 30 meters - Six (6) ends of three (3) arrows each.
- b. 40 meters - Six (6) ends of three (3) arrows each.
- c. 50 meters - Three (3) ends of six (6) arrows each.
- d. 60 meters - Three (3) ends of six (6) arrows each.

Target:

- a. Junior:
 - 20m & 30m – FITA 80 cm target face
 - 40m & 50m – FITA 122 cm target face
- b. Senior
 - 30m & 40m – FITA 80 cm target face
 - 50m & 60m – FITA 122 cm target face

Scoring: 720 points possible

- a. Center ring (including X ring) is valued at 10 points.
- b. Value decreases by 1 point for each ring out from the center.
- c. The number of X's will be used to break a tie-score if needed.

Procedures:

- Multiple shooters(3-5) 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 (an opponent) so bring a pencil.

5. **Equipment: BOWS and Accessories** - 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 permitted. A chew strap may be used in place of fingers when applicable.
- e. **All bows are to be in a case of some sort prior to being called to the line. Recurve bows are to be brought unstrung and will be strung when on the line.**

6. **Equipment: ARROWS –**

- 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 six (6) matching arrows (same length, weight, shaft & fletching color) are recommended. More is better. Arrows can be damaged or lost.

7. **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.

8. **Target** – NFAA standard 40cm NFAA indoor #300 -single spot or 5 spot (reversible)
- FITA – 80cm and 122cm
see <http://www.mapleleafpress.com>

9. All equipment will be inspected and approved by Range Officers prior to shooting.

10. Shooters will straddle the firing line.

11. **County teams** are to be selected from the top four 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: Juniors to fill a Senior team). Any participant is eligible for the individual awards.
12. 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 20 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.
13. **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. Senior division youth may be asked to score for a fellow shooter.
 - 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.
14. 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.
15. 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.
16. Any rules not covered in these rules will be determined by the NFAA rule book.

Awards will be presented at the Club House after the event is concluded and scores and placing can be determined.

The NFAA 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 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

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 |
| | | | | | | | |

4. Record the values for each individual arrow after each end.

BB GUN RULES
MISSOURI 4-H SHOOTING SPORTS PROGRAM

1. Match Day shooting scheduling is done on a first come first served basis. As soon as one relay is full, and called to the line, scheduling of shooters for the next relay will begin.
2. Age Divisions
 - a. Youth (ages 8-10) - prone position only.
 - b. Juniors (ages 11-13) - 4 positions.
 - c. No Senior Competition
3. Junior Age participants will shoot 4 positions and in the following order:
 - a. Prone, 10 rounds (1 per bull)
 - b. Standing, 10 rounds (1 per bull)
 - c. Kneeling, 10 rounds (1 per bull)
 - d. Sitting, 10 rounds (1 per bull)

Definition and pictures of the 4 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, Sitting – 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. No 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 and eye cups are not permitted. A blinder for the non-shooting eye may be 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 the 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:** .177 (4.5mm) round BB's. Daisy Precision Ground BB's will be provided to each shooter.
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. One coach or spotter must accompany each Youth Age Division shooter to the firing line. A coach/spotter may accompany a Junior age shooter to the firing line. See General Rule # 13 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. Range Officers will re-schedule shooters claiming equipment failure as best possible in a later relay.
 - b. All shots fired before equipment failure will count toward score. If equipment is not repaired or replaced within allotted time, shooter must take score before equipment failure.
11. Scoring:
 - a. When the shot hole cuts or touches the edge of bullseye or scoring ring of a target it is given the higher value.
 - b. CROSSOVERS: (shots on another persons 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 4 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.

Awards will be presented at the Club House after the event is concluded and scores and placing can be determined.

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

1. This is a four-position air rifle (pellet) match: Prone, Standing, Kneeling, and Sitting at 10 meters (33 ft). Youth division (8-10 yrs) will shoot prone position only. Definition and pictures of the 4 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:
 - a. Standard Air Rifle: Any rifle with open sights.
 1. Youth 8-10 will shoot prone only.
 2. Junior 11-13 will shoot the 4 positions.
 3. Senior 14-18 will shoot the 4 positions.
 - b. Aperture Air Rifle: Any Sporter class air rifle with aperture sights, meeting the equipment standards listed below.
 1. Youth 8-10 will shoot prone only.
 2. Junior 11-13 will shoot the 4 positions.
 3. Senior 14-18 will shoot the 4 positions.
3. **Target:** - AR-5/10, 10 meter, 10 scoring bulls Air Rifle target. Four 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/Sitting: 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 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, sitting, 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 pellets are allowed in this competition. Ammunition will be provided and will be Crosman Premier Match 7.9 grain wad cutter or the equivalent.
 - g. **Spotting equipment** is allowed, but must be provided by the shooter.
5. For award purposes, county teams will be selected from the top 4 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. One coach or spotter must accompany each Youth Age Division shooter to the firing line. A coach/spotter may accompany a Junior age shooter to the firing line. Senior shooters may not have a coach/spotter. See General Rule # 13 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 will start and finish each relay 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 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 bullseye 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.

Awards will be presented at the Club House after the event is concluded and scores and placing can be determined.

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

Match Day scheduling: The first relay of the day will be pre-scheduled by the match director. No other relays will be scheduled. They will be filled on a first-come/first-served basis. If a shooter is in multiple events it is the responsibility of that individual to plan his day to get to all events. Check in and schedule your relay with the officials at the "tent" when you arrive on the range. Must be present when called to the line - any open positions will be filled by shooters who are present.

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. Scores from this match can be used in the state team selection process for the following year.

1. Definition and pictures of the positions are included with these official rules or the NRA rulebook for smallbore rifle.

2. **EVENTS:** Please read carefully. Participants are limited to 1 smallbore rifle event

NRA 4-position, 50 ft. (40 rounds)

Standard Rifle, Any rifle with open sights (A-32)

- a. Youth 8-10; prone position only.
- b. Juniors 11-13; 4 positions.
- c. Seniors 14; 4 positions.

Aperture Rifle: Any rifle using any form of peep/aperture sights. (A-17)

- a. Youth 8-10; prone position only,
- b. Juniors 11-13; 4 position
NO SENIOR class

NRA 3-position, 50 yards (60 rounds) (A-51)

NO YOUTH class

- a. Juniors 11-13 yrs
- b. Seniors 14-18 will shoot 3-Position, 50 yards

3. **Targets:** NRA 4-P: Standard rifle (open sights) **A-32**, 2 shots per bull; Aperture sight rifle - **A-17**, 1 shot per bull. NRA 3-P target is the **A-51**- 5 shots per bull.

4. **Course of fire:**

- a. NRA 4-P (50ft) A total of 40 rounds for score. Four targets of 10 shots each – 1 target per position (400 points). 2 shots per bull. YOUTH shoot prone position only. JR. & SR. shoot all 4 positions: Prone, Standing, Kneeling, Shooting.
- b. NRA 3-P (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) Positions are: Prone, Standing, Kneeling.

6. AMMUNITION WILL BE PROVIDED for the 50 feet event AND PARTICIPANTS MUST USE THAT AMMUNITION. Ammunition provided will be .22 LR standard velocity **Federal Gold Medal 711B-** or the equivalent. (40 grain bullet, solid round point, approximately 1100 fps)

EXCEPTION: Participants in the 50-yard, 3 Position match-only, may provide their own ammunition. HOWEVER, the ammunition must be checked in with the Range Officer or designated range official immediately upon arrival at the smallbore rifle site. The ammunition must be labeled/marked with the name of the shooter. Ammunition will be distributed to the shooter when on the firing line. The ammunition must be standard velocity .22 Long Rifle ammo. Failure to check in the ammunition will result in disqualification.

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

8. NRA 4-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. Rifles with detachable magazines may be fully loaded. However, with one round loaded into the chamber, the magazine must be removed - prior to each shot.
- 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, sitting, and the kneeling position, 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.

One coach or spotter must accompany the Youth Division shooter to the firing line. A coach/spotter may accompany a Junior 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.

9. 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. Aperature 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.

10. County Teams will be selected from the high four (4) scoring participants from the county. Shooters may not advance to the next age group to fill a team.
11. Counties with fewer than four (4) 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 1 bullet hole per bulls eye on the A-17 target, a one point penalty will be assessed provided that there are no extra hits on the target. If extra hits on the target then the highest point value hole will be void.
 - c. If there are more than 2 bullet holes per bull's eye on the A-32 target, a one point penalty will be assessed as long as there are no extra hits on the target. If extra hits on the target then the highest point value hole will be void.
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.

Awards will be presented at the Club House after the event is concluded and scores and placing can be determined.

FOUR 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.)

Sitting: Weight of the body supported on the buttocks and the feet or ankles, no other portion of the body touching the ground. The rifle will be supported by both hands and one shoulder only. Elbows may rest on the leg at any point above the ankles. (The elbow is defined as 4 inches from the point of the arm when bent.)

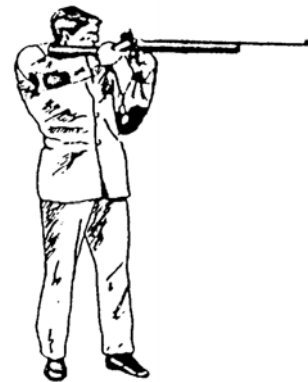


Kneeling: Buttocks clear of the ground, but may rest on one foot. The rifle will be supported by both hands and one shoulder only. The elbow of the trigger arm will be free from all support. One knee must be touching the ground or shooting mat. A roll, as described in Rule 3.14 of the NRA, rules may 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.



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AIR PISTOL RULES
MISSOURI 4-H SHOOTING SPORTS PROGRAM

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. Youth (age 8-10) 40 rounds, any of the 3 basic supported positions, as appropriate for age and experience -seated at a table and sand bags. 5 shots per bull (see positions below)
 - b. Junior (age 11-13) 40 rounds total, standing position. All rounds will be shot two-handed, unsupported position; 5 shots per bull.
 - 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 all three basic supported positions 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. Differences noted below:

Youth Basic Supported

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

Basic Supported

Shooter may rest the butt of the pistol on the supporting material.

Advanced Supported

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

3. **Pistol:** Any 4.5 mm (.177 cal) type of pneumatic, compressed air or CO₂ 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 free 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 50mm (approx 16.35" x 7.87" x 1.76").
 - 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. **Target placement** will be as follows: Youth division targets will be placed 36 inches from ground to center of target; Junior and Senior division targets will be placed 55 inches from ground to center of target.
6. Shooters will be required to load and fire one round at a time.
7. Ammunition will be provided by the match director. Ammunition used will be .177 caliber, Crosman Premier Match 7.9 grain wad cutter – or equivalent. **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 - with a 10 shot, 5 minute 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 10 points possible.
 - 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: Youth Division:** A parent/coach must accompany the shooter to the firing line and must load and charge the pistol for the youth. **Junior:** parent/coach to be on the line- and may help charge pistol. **Senior:** coach/parent must be available in close proximity but behind the firing line.
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.

Awards will be presented at the Club House after the event is concluded and scores and placing can be determined.

SMALLBORE PISTOL RULES
MISSOURI 4-H SHOOTING SPORTS PROGRAM

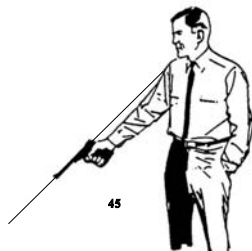
1. This event is open only to 4-H members who are in the senior age division (14-18 yrs), and have met all established requirements for enrollment and completion.
 - a. Successfully completed a minimum of 10 hours of instruction by a **4-H certified pistol instructor that is "small bore" qualified. That is- instructors certified in Pistol, October of 2003 or later. Pistol instructors prior to that date are Air Pistol only.** (unless attended 2004 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 times when in possession of the pistol** as required by Federal law.
2. Pistol: Any factory available semi-auto .22 pistol or .22 revolver 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 two stages.
 - a. Stage 1 - Slow fire. Two strings of 10 rounds, 10 minutes per string.
 - b. Stage 2 - Timed fire. Four strings of 5 rounds, 20 seconds per string.
 - c. Total of 40 rounds fired for score.
 - d. Two series of 5 sight-in shots permitted. 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** (Federal 711B) will be provided and may be used. **NOTE:** Shooters may provide their own ammunition. HOWEVER, the ammunition must be checked in with the Range Officer or designated range official immediately upon arrival at the smallbore pistol site. The ammunition must be labeled/marked with the name of the shooter. Ammunition will be distributed and/or returned to the shooter after they take their place on the firing line. Personally provided ammunition must be: 22 Long Rifle, 40 g. round nose bullet, velocity no greater than 1200 fps.
9. Shooting Position: The only acceptable shooting position is standing, one-hand hold, with no artificial support.
10. Pistol must remain cased until shooter is called to the firing line.
11. All actions will remain open and exposed to inspection except when actively engaged in firing or under the direct command of the range officer. No pistol will be picked up or handled until authorized by the appropriate command.
12. Actions Open - When called to the line the pistol may be uncased. 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.

13. Pistols Unloaded - Pistols will not be loaded until on the firing line and the command "LOAD" has been given. A pistol or revolver that has a cartridge in the cylinder or in a magazine which has been inserted shall be considered loaded.
14. Spotting equipment is permissible, but the use of spotting equipment must not interfere with other shooters.
15. Eye and ear protection is required for shooters and coaches when on the firing line
16. A coach, parent, or other senior youth must accompany the shooter to the firing line. Their primary responsibility will be to assure the safety of the shooter, gallery, and range officers, but may advise or coach the youth. The coach cannot handle the firearm in any way, except to assure safety.
17. 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.
18. Team recognition will be awarded on the basis of county teams. Teams scores will be computed on the basis of the highest four individual scores from the same county.
19. 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 bull's-eyes, then the number of 9's, then 8's, etc. until the tie is broken.
20. 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 range officer has absolute control of the range and may excuse or disqualify any participant, coach or parent as he/she sees fit.
21. 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.
22. NRA Pistol Rule Book CP-16650 will address any rules not listed.

Awards will be presented at the Club House after the event is concluded and scores and placing can be determined.

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

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 Rifle 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. Juniors (11-13 Years of Age)
 - b. Seniors (14-18 Years of Age)
4. **NOTE: CHANGE IN 2009!**
Course of Fire: **Paper bullseye at 50 yards.** Juniors and Seniors both:
 - a. Allowed two (2) fouling/sighting shots
 - b. Followed by **sixteen (16)** shots for score. (160 points)
 - c. Eight shots per target (2 targets)
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. Rifle:
 - 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. **Powder and caps** provided. Shooters must use the powder provided but do have the option of using the caps provided or use their own. (DO NOT BRING YOUR OWN POWDER)
 - Powder limit will be a maximum of 60 grains.
 - Powders provided will be: Pyrodex RS, Triple Seven 2f (both by Hodgdon) and Goex 3f black powder.
 - No. 11 caps, musket caps, or 209 primers are required.
 - **If you bring your own caps** – please bring your own capper. Caps/capper must be checked-in with the range officer when you arrive on the range.
 - c. Round ball only. (supplied by shooter) All round balls must be soft lead in composition.
 - d. Patches & other Accessories **NOT** provided. (Shooter must supply own powder measure, range rod, etc)
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 60 minutes to shoot 16 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 16 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 any where 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 four (4) 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 four (4) shooters and not eligible for team awards, will be eligible for individual awards.
14. Rules not addressed will be covered by National Rifle Association Muzzle loading Rifle, Pistol and Shotgun Rules #CB16380.

Awards will be presented at the Club House after the event is concluded and scores and placing can be determined.

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

The 4-H State Trap Shoot will take place Saturday, August 29, at the Missouri Trapshooters Association facility at Linn Creek, Missouri. All Senior trap shooters must participate at the Linn Creek match. Juniors are strongly encouraged to participate at Linn Creek, but beginning/novice/inexperienced Junior Division trap shooters may choose to shoot at the September match at Prairie Grove Shooting Sports near Columbia instead of Linn Creek (can't shoot Trap in both places). The September State Shoot match is primarily a Skeet event – with an optional Trap event for novice Junior age shooters only. No senior trap in September.

GENERAL SHOTGUN RULES – ALL EVENTS

1. Age Divisions
 - a. Junior: 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 & empty until at the shooting station and the shooter is ready to call for the 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 for the top three (3) places only will be broken by a shoot off. 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 determined by the total score of the highest scoring shooters within a county (5 for Trap – 3 for Skeet) regardless of how individuals have been squadded. Depending on number of participants, a county could have 2 or more "teams".

7. 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

August 29 at MTA

Linn Creek, MO

The shotgun program has experienced tremendous growth in trap shooting. Large numbers of shooters meant restricting the numbers of targets thrown in a match. It also prevented expanding the program to include skeet shooting. Therefore the decision was made to have a stand-alone trap shoot in addition to offering shotgun events at the State Shoot in September. This day is considered part of the Missouri 4-H State Contest for Shooting Sports.

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:
 - a. Jr. Trap - 50 single targets
 - b. Jr. Double Trap – 25 double targets (50 total)
 - c. Sr. Trap- 100 single targets
 - d. Sr. Double Trap –50 double targets (100 total)
3. Entries: 4-Hers may enter both classes within their age group. Entering classes in this event DOES NOT affect the number of events a 4-H member can enter at the State Shoot at Prairie Grove Shooting Sports. (meaning – you can enter 2 events on this day AND 2 events in September)
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 1/2 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:** Squads will be pre-scheduled for approximate time by match officials. Normally, a county squad of 5 will shoot together. If a county has more than five shooters the **coach may pre-squad** any full squad (complete the pre-squad form). However, there are No guarantees on how squads are scheduled or individuals are squadded. Shooters are expected to follow the schedule. If not present when called, the participant may be disqualified.
6. Notification: Depending upon the time required to review all state match entries, participants in this Trap event at Linn Creek event MAY NOT be notified by mail but should check the website for squads, times, additional relevant details. <http://4h.missouri.edu/go/projects/shootingsports/contests.htm>
7. 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.
8. ATA rules will address rules not covered by state rules.

MO 4H State Shoot – Shotgun classes

September 19

Prairie Grove Shooting Sports

4-H members may participate in these SKEET classes as well as events at the State Trap Shoot at 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.
2. Events/Classes:
 - SKEET - Standard 8 station American Skeet (25 targets per round).
 - a. Jr. A – 50 targets
 - b. Jr. B – 25 targets
 - c. Sr. A – 100 targets
 - d. Sr. B – 50 targets
 - Trap
 - e. Jr. Trap –Novice (25 targets) – **open only to those not shooting Trap at Linn Creek.**

Note: *Due to time constraints on use of the shotgun fields, IF skeet entries are too large to complete in one day; match directors reserve the right to re-assign all skeet entries to B class only. If done, refunds will be issued.*

3. Entry Restrictions:
 - a. Individuals may choose the class in which to compete but **may only enter 1 skeet class.**
 - b. Only Junior age youth that did NOT shoot trap in August may enter Trap.
 - c. Entries made for the August Trap Shoot have no bearing on the 2 event restriction for this day – are not counted.

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)*

4. Ammunition:
 - a. Shells will be provided and must be used by participants.
 - b. Ammunition provided will be lite or super-lite factory loads
 - c. **Trap –Jr. Novice**
 - 12 gauge: Federal Top Gun TGL12 or Estate, 1 1/8 oz. of 7 1/2 shot, 2 3/4 dram, 1145 fps (or equivalent).
 - 20 gauge: Federal Top Gun SS20, 7/8 oz. of 8 shot, 2 1/2 dram, 1210 fps, (or equivalent).
 - d. **Skeet**
 - 12 gauge: Federal Top Gun TGL12 or Estate, 1 1/8 oz. of #9 shot, 2 3/4 dram, 1145 fps (or equivalent).
 - 20 gauge: Federal Top Gun SS20, 7/8 oz. of #9 shot, 2 1/2 dram, 1210 fps, (or an equivalent).
5. 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.
6. 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. Need not shoot together on a squad to qualify for team recognition.
7. Ties: Broken to determine top 3 individuals and to determine 1st place team.
 - a. Individual - Determined by shoot-off. Procedure: 1 complete round of 25. If needed, doubles from stations 3, 4, and 5; miss and out by station
 - b. Team - ???

8. 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).
- No member of the squad shall advance to the shooting station until it is his\her turn shoot and until the previous shooter has left the station.
- 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.

Awards will be presented at the Club House after the event is concluded and scores and placing can be determined.

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 9:00 a.m. and participants must begin the contest no later than 2:30 p.m. All Hunting Skills competitors should check-in with event officials upon arrival at the gun club so, they know if you will be participating. You won't necessarily have to compete at that time, but the officials can help you determine a good time to return.
2. A 4-H member may compete in the Hunting Skills contest **PLUS 2** shooting events. (total of 3)
3. Awards will be presented in three age groups. (Age as of January 1st of the year of the event)
 - a. Youth (8-10)
 - b. Junior (11-13)
 - c. Senior (14-18)
4. **Components of the Hunting Skills event:** There are two (2) 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
 - "Youth" will run one (1) course
 - Jr. & Sr. will run two (2) courses
 - c. **Shooting**
 - Archery
 - Air Rifle

NEW >

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: Participants must provide their own clipboard and pencil, but no paper. Any paper required will be provided.

6. **Compass Course**

Procedure:

Equipment: All necessary equipment –including the compass, will be provided.

7. **Shooting: NEW!!!**

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:

- a. Genesis Bows, arrows will be provided, OR
- b. Participant may 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 – no peep/aperture sights, no scopes, no optics of any kind

8. Restrictions – Participants must not possess references, resources or aides of any kind; written, recorded, or electronic. 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 4 youth of the same age division from the same county. For Award purposes the county team selected will be those county members with the 4 highest scores. Counties with less than 3 individuals competing are not eligible for the team award. All youth are eligible for individual recognition.

Awards will be presented at the Club House after the event is concluded and scores and placing can be determined.

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 Drylok 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