



University of Nevada  
Cooperative Extension



## **NEVADA 4-H SHOOTING SPORTS RULES & REGULATIONS**

**(REVISED; MAY 2011)**

### **PREFACE**

This document serves to guide and direct the Nevada 4-H Shooting Sports Program. It strives to ensure fairness to the program as a whole and to the youth who participate. Changes to this document can be made throughout the year. Anybody can suggest changes to the Nevada 4-H Shooting Sports Advisory Committee or to the Nevada State 4-H Office.

All changes to this document shall be communicated (in writing) from the Nevada State 4-H Office to the Nevada 4-H Shooting Sports Advisory Committee and to the UNCE 4-H Faculty/Staff throughout Nevada. All changes shall become effective on the October 1<sup>st</sup> following the approval of the change; this is due to the 4-H Club Year running from October 1<sup>st</sup> to September 30<sup>th</sup>, thus ensuring fairness for all participants. However, if deemed necessary for safety reasons or similar emergency by a vote of the Nevada 4-H Shooting Sports Advisory Committee and/or recommendation by the Nevada 4-H Shooting Sports Coordinator and approval by the Nevada State 4-H Program Leader (or UNCE Administration or UNR Administration); the change can be implemented upon its approval.

### **PURPOSE**

Shooting Sports Events are a functional part of the 4-H Shooting Sports Program. They are not the objective. Youth and youth development are the primary objectives of the program. We are seeking to educate young people and introduce them to some activities that are enjoyable, socially acceptable, mentally and physically challenging and useful in building character. Rules are part of every formal game. While we have tried to keep rules to a minimum, the nature of these sports results in abundant rules, some of them very specific. Fun and safety are primary products of the program. They are deeply intertwined with these rules, formalizing courtesy and maintaining order.

## BASIC RULES

All bona fide, active, 4-H Shooting Sports Members are eligible to compete in 4-H Shooting Sports Events, subject to the limitations imposed by the specific event and/or the rules for active membership instituted by the district, county, or local club.

Three age classes are generally recognized by the 4-H Program and 4-H Shooting Sports utilizes these three classes.

*a. Seniors* – All 4-H Shooting Sports members who are 14 – 19 years of age as of January 1 of the current year.

*b. Intermediates* – All 4-H Shooting Sports members who are 11-13 years of age as of January 1 of the current year.

*c. Juniors* – All 4-H Shooting Sports members who are 9-10 years of age as of January 1 of the current year.

In order to ensure fairness for all youth involved in the 4-H Shooting Sports Program, the program follows the same guidelines as other 4-H Projects concerning youth participation in related activities at the collegiate or military levels.

Otherwise eligible shooters who are members of organized collegiate or military teams or collegiate or military shooting clubs receiving coaching are not eligible for 4-H shooting events. Active participation in other matches or receiving general or specialized instruction in shooting camps, training programs or similar activities (such as Junior Olympic Shooting Programs; Olympic Training Center Shooting Camps; and state, national, or international matches) *does not* disqualify any shooter otherwise qualified from participation in the 4-H shooting sports event.

Any competitive shooting event that is authorized or sponsored by the 4-H Shooting Sports Program (at any level) is a 4-H competition. As a result; conduct (youth and adult), range safety standards, and firearm safety standards must be held in the highest regard and adhered to at all times.

Range and Safety Procedures will follow those outlined in the references for each section. Participants in these events must know and follow Range Safety Rules for their respective event or respective events. Participants must also know and use all appropriate safety accessories required for their event (for example: arm guards, finger protection, safety glasses, hearing protectors, etc.). All instructions or decisions from the Range Master will be followed and are final. Anyone not following safety rules will be disqualified from the event.

At the State 4-H Shooting Match, participants are limited to four events. This is due to ensuring safety and fairness for all participants because tired and stressed participants become less safety conscious. This is also due to time restraints associated with getting all the disciplines completed in order to facilitate safer travel for the participants and their families.

Official 4-H Dress (Blue or Black Pants, White Shirt, Green 4-H Tie, and Closed-Toe Shoes) is required by all competitors at the State 4-H Shooting Match Awards Ceremony. 4-H Dress is not required while participating in the actual competition. *Dress for competition is long-sleeved shirt (meaning from shoulders to wrists), long pants (meaning from waist to ankles), and shoes that are closed-toed/closed-heeled and that are at least ankle high (open-toed shoes, of any type, are not allowed).* Any competitor who is not appropriately dressed will not be allowed to compete.

Competitors must supply their own equipment and ammunition, except when they are provided by the county program and/or the state program and/or the state committee. Typically, the county/state program or state committee provides the targets, target stands, throwers, etc and the contestant provides rifle/pistol, ammunition, bow, arrows, etc.

No coaching from parent, leaders, or any other person is allowed during the competition (local, county, or state). Coaches/Leaders/4-H Staff are responsible for making sure their participants are duly registered and eligible for the events in which they are entered.

Binoculars may be used (by contestant) to check targets for shot placement. However, the use of binoculars by parents, leaders, or any other person to check shot placement and then communicate this to the contestant is considered as coaching; therefore this is not allowed. Scopes are not allowed.

At the end of the match (local, county, or state), the targets will be returned to each contestant for their review and consideration. After the targets have been returned to the contestants, he or she will have ten minutes to voice a challenge to the score. Only the 4-H Member may challenge a score (Parents, Leaders, 4-H Staff, etc may not challenge a score).

In order to be eligible for the State 4-H Shooting Match, competitors must qualify at the county level (see below and next page for qualifying score guidelines). It is the County Extension/4-H Staff's responsibility to ensure all entries have met the qualification requirements as outlined below and on the next page.

All competitors must have received instruction in and must have demonstrated proficiency in shooting safely.

All competitors must have demonstrated shooting proficiency at the county level by achieving at least a minimum qualifying score (as listed below and on the next page) in order to participate at the Nevada State 4-H Shooting Match. These points will also be the scoring criteria for the State Shoot; a blue ribbon will be awarded to those who shoot the minimum qualifying score or above and a red ribbon will be awarded to those who shoot less than the qualifying score.

<u>Air Pistol</u>	<u>Possible Score</u>	<u>% Needed to Qualify</u>	<u>Qualifying Score</u>
Seniors	300	50	150
Intermediates	300	40	120
Juniors	300	25	75

<u>Air Rifle</u>	<u>Possible Score</u>	<u>% Needed to Qualify</u>	<u>Qualifying Score</u>
Seniors	300	50	150
Intermediates	300	40	120
Juniors	300	25	75

<u>.22 Rifle</u>	<u>Possible Score</u>	<u>% Needed to Qualify</u>	<u>Qualifying Score</u>
Seniors	300	50	150
Intermediates	300	40	120
Juniors	300	25	75

<u>Muzzleloading Rifle</u>	<u>Possible Score</u>	<u>% Needed to Qualify</u>	<u>Qualifying Score</u>
Seniors	300	40	120
Intermediates	300	30	90
Juniors	300	20	60

<u>Shotgun</u>	<u>Possible Score</u>	<u>% Needed to Qualify</u>	<u>Qualifying Score</u>
Seniors	300	50	150
Intermediates	300	40	120
Juniors	300	25	75

<u>Archery Barebow/Traditional (no sights)</u>	<u>Possible Score</u>	<u>% Needed to Qualify</u>	<u>Qualifying Score</u>
Seniors	300	40	120
Intermediates	300	30	90
Juniors	300	20	60

	<u>Possible Score</u>	<u>% Needed to Qualify</u>	<u>Qualifying Score</u>
<u>Archery</u>			
<u>Freestyle Limited</u>			
(with sights)			
Seniors	300	50	150
Intermediates	300	40	120
Juniors	300	30	90

### **RESPONSIBILITIES OF SHOOTERS AND COACHES**

*Safety* – Shooters and coaches are responsible for understanding and practicing the rules of safe firearms handling. The highest standards of safety are to be followed at all times.

*Behavior & Sportsmanship* – The spirit of 4-H sportsmanship and appropriate behavior is expected of all participants in the 4-H shooting sports program. Shooters or coaches will render aid and or testimony if asked to do so by any shoot official.

*Knowledge Of Procedures & Rules* – Shooters and coaches will make an effort to understand the procedures used in each event and comply with the rules and standards of the events. Questions are encouraged to clarify any areas of misunderstanding or ignorance. Ignorance of the rules in any event does not obviate their existence. Shooters are responsible for knowing the rules of their event and staying within them. Learning the rules of the events is part of the educational process for shooting sports participants.

*Eligibility* – It is the shared responsibility of the shooter and his/her coach to determine that all eligibility requirements for participation in the shoot have been met.

*Reporting* – Shooters are responsible for knowing the proper time to report for each event and their appropriate relay with equipment and materials necessary for completion of the event. They are also responsible for reporting in a timely fashion for any announced orientation programs and for observing progress in their events in order to be prepared early if shooting proceeds at a rate faster than the posted times.

*Timing* – It is the shooter's responsibility to know and abide by all time limitations for firing any event.

*Checking Scores* – Each shooter is responsible for checking the scoring and mathematics of their individual score cards or targets.

## PROTESTS

Competitors only may protest:

- a) an injustice they feel has been done them individually
- b) the conditions under which another competitor was permitted to fire
- c) the equipment another competitor was permitted to use.

*How to protest* – Official protests may be filed in the following order to seek redress of alleged wrongs.

- a. *Chief Range Officer* – The protest must be made orally to the chief range officer or other official present on the range. If not satisfied with that immediate decision,
- b. *Shoot Manager* – The protest may be stated orally to the listed manager for the match or shoot, indicating the decision that the range official had made. If not satisfied with this decision,
- c. *Shoot Director Or 4-H Shooting Sports Coordinator* – If not satisfied that the complaint has been adequately reviewed by the range officials or the shoot manager for the event, the protester may file a brief written protest with the 4-H Shooting Sports Coordinator or the Shoot Director within one hour. All protests must be filed before the beginning of any awards ceremony in that event. The Coordinator or Director will assemble (or form) the designated jury for the event, the protester, the range officials and the shoot manager and consider the written statement, asking any questions they feel are required and rendering a decision in an expeditious manner. Coaches, parents, and other interested parties may NOT participate in the process. The decision rendered by the jury is final and no further appeal is possible.

## RANGE CONTROL AND COMMANDS FOR .22 RIFLE, AIR RIFLE, & AIR PISTOL

1.0 Standardized Range Safety Commands and Operation Commands are essential in the protection of participants and spectators at 4-H Shooting Sports Events. Range control, range safety, and firearm safety are the PRIMARY concern of range staff.

- 1.1 *Discipline:* The safety of competitors, range staff, and spectators depends upon continuous attention to all safe handling principles of firearms by all persons on or about the range. Self-discipline is the foundation of safety; and if it were lacking, it is the responsibility of range personnel to enforce range discipline. It is the duty and responsibility of all persons on the range to assist in this process.

- 1.2 *Actions Open:* All firearms will remain empty with the actions open and their cocking mechanisms uncocked until such time as the competitors are on the firing line and the range officer has authorized their handling. No firearm shall be picked up or handled until authorized by appropriate command. Once the preparation period has begun, firearms may be dry fired, but they may not be loaded until the command to "COMMENCE FIRING" has been given. Under NO CIRCUMSTANCES will careless handling be permitted.
- 1.3 *Firearms Unloaded:* No firearm will be loaded until shooters are in position with the rifles/pistols pointed down range and the command "COMMENCE FIRING or "READY" has been given.
- 1.4 *Single Loading Only:* Even when the firearm has a magazine, pellets or cartridges must be loaded singly.
- 1.5 *Rifles/Pistols Loaded:* Any firearm with its action closed will be considered loaded and must be pointed down range (in a safe direction) at all times.
- 2.0 *Not Ready:* Competitors who are not ready to fire at the time the range officer asks "IS THE LINE READY?" must notify the range officer by stating "NOT READY ON \_\_\_\_\_" and including their firing point or target number.
- 3.0 *Loud Language:* Loud or abusive language is not permitted on or around the firing lines. Competitors, officials and spectators will limit their conversation to official business while firing is taking place. One warning will be given and if second offense occurs competitor will be disqualified.
- 4.0 *Delaying A Match:* No competitor will delay the start of a match through tardiness in reporting to the field or undue delay in preparing to fire. Competitors should be alert to the potential to have their relay called early and should report to their appointed match at least 45 minutes ahead of schedule when that is possible.
- 5.0 *Preparation Period:* Competitors will be allowed three (3) minutes to take their places at their firing points and prepare to fire after the firing points have been cleared by the preceding competitors and the range officer has called their relay to the line. Dry firing may be permitted during this time period.
  - 5.1 *Sight-In Period:* Competitors will have a five (5) minute, five (5) shot sight in period.
- 6.0 *Cease Firing:* Upon the command to cease firing, all firearms must be immediately unloaded, magazines (if present) removed and the firearms must be made safe with the actions open. Actions will remain open until the range officer gives the command to load or the ready command in silhouette shooting.

7.0 *Repeating Commands:* Other range staff will repeat commands of the range officer only when the commands cannot be heard clearly by the competitors under the Chief Range Officer's supervision.

8.0 *Firing Line Commands:*

- a) "Relay (#) Match (name) on the firing line." The shooters move to the firing line with their equipment and take their positions at the appropriate firing point.
- b) "Go forward and hang your targets." Shooters will move forward to the target frames and hang their targets.
- c) The preparation period starts now. After shooters have returned to the firing line, this is announced. Shooters may handle their equipment, dry fire and prepare for live firing during this three-minute period. The range officer verifies that the shooters are on the proper firing points with targets properly hung.
- d) The sight in period starts now. Competitors will have five (5) minutes and five (5) shots to sight in their rifles. Commands 8.0 f) through 9.0 a) and b) will be followed.
- e) The preparation/sight in period has ended. At the time of the three minute preparation period and the five minute sight in period, the range officer announces its ending before moving on to the following commands.
- f) "Is the line ready?" Any competitor who is not ready to fire must reply by stating "NOT READY ON (firing point number), and the range officer will state "THE LINE IS NOT READY".
- g) "The line is ready, commence firing, you have (#) minutes." Once the problems have been fixed and the line is ready, the range officer will declare the line ready, issue the commence firing command and state the amount of time for the stage or match being fired. Competitor may load and fire after the command "COMMENCE FIRING" has been issued.

9.0 *Cease Fire/Make The Line Safe:* at the completion of the time period or upon completion of firing by all competitors, the range officer will stop all firing with the "CEASE FIRING" command. Each shooter will immediately stop firing, open the action, and place the firearm on the shooting mat with the action open and visible. If a pellet or bullet remains in the barrel, the shooter will inform the range officer by stating "PELLET STILL IN THE BARREL." The range officer will give the command "UNLOAD, CLEAR THROUGH THE BARREL" and permit the shooter to fire into the backstop to clear the pellet.



- a) *Is The Line Safe?* After all unfired pellets have been cleared and the firearms are grounded, the range officer will ask "IS THE LINE SAFE?" If all firearms are grounded, cleared and have their actions open, the range officer will declare the line safe. If not, he/she will state "THE LINE IS NOT SAFE, STAND EASY" and see to any problem that makes the line remain hot. Once it has been resolved, the line will be declared safe.
- b) *The Line Is Safe.* Go forward and replace your targets. No one may touch or handle a firearm while there is anyone down range.

10.0 *Unsafe Condition:* Anyone who observes an unsafe condition or the potential for injury to any living thing down range should command "CEASE FIRE".

#### 11.0 *Scoring*

1. Scoring Times: Targets may be scored as designated by shoot management, but usually will be scored after each relay has completed their course of fire.
2. Scoring Location: Scoring will be accomplished at the locations designated by shoot management, either on the range or in the statistical office.
3. How to Score: Each shot will be scored by the location of the bullet hole on the target surface. The innermost (highest value) scoring area touched by the bullet hole, even if it is elongated or keyholed is the assigned value of the shot. The use of appropriate scoring gauges is strongly encouraged on all holes on targets and on any questionable hole on pellet targets. Both inward and outward scoring gauges or "plugs" will be used to aid in assessing the values of close shots, and holes touching a score ring will be scored at the higher value.
4. Scoring Inner 10's: Inner 10's are scored on the AR-5/1, AR-5/5 and AR-5/10 targets when the 10 dot has been completely shot out as determined by the use of a 4.5 mm scoring gauge.

#### 12.0 *Hits On The Wrong Target Or Bullseye*

1. Misplaced Sighting Shot: If a competitor fires a sighting shot at a record bull on another shooter's target, the shot will be discounted on the hit target, and the shooter firing the shot will be penalized two (2) points on their final score for each such shot fired.
2. *Excessive Hits:* (Note that all targets framed or exposed at the same time will be considered "a target" for the purpose of interpretations in this section.) Excess hits on a target will be scored as follows:

- a) *On Any Bullseye* – If a competitor fires the required number of shots but fires more shots than are required at any bullseye, there is no penalty for the first two (2) occurrences. For the third and all additional occurrences, a penalty of two (2) points per shot shall be assessed.
- b) *Excess Hits On A Target* – If excessive hits occur on any target, only the required number of hits of lowest value will be scored, unless it is confirmed that another shooter fired the excessive hit (s). Confirmed hits by another shooter will be discounted and not entered into the score.

## **SECTION A -- AIR RIFLE MARKSMANSHIP**

### Overview:

Air Rifle Marksmanship (Guideline – National Standard Three-Position Air Rifle Rules – National Three-Position Air Rifle Council. These rules are available from the National Three Position Air Rifle Council or on the following websites: <http://www.odcmp.com/Forms/3posair> or [http://www.tnssa.org/ns3p\\_rules.html](http://www.tnssa.org/ns3p_rules.html))

### Equipment:

.177 caliber air rifles may not exceed 7.5 pounds. Metallic sights are permitted. Trigger pull must be a minimum of 1.5 pounds. Officially approved Air Rifles include Daisy 753/853/953, Daisy 887/888, Daisy XSV40, Crossman 2000, and Air Arms T-200 that has a non-adjustable cheek-plate and butt-plate. Any rifle not included in this but that complies with the requirements of the Sporter Air rifle as stated in the National Standard Rules may be submitted for approval/non-approval prior to the competition and may be added to the list of approved rifles.

### Course:

Air Rifle Three-Position (prone, standing, and kneeling) at AR 5/10 target placed at 10 meters. Only single shot clips are allowed. Position targets are fired with 10 shots on each target. No more than 10 minutes will be allowed to fire each 10 shot string. Ammunition to be used is maximum caliber .177 (any type or form of lead or other soft material is permitted - BB's and other steel projectiles are prohibited).

Limited Class: Shooters are limited to sporting grade air rifles with a Manufacturer's Suggested Retail Price (MSRP) of \$600.00 or less taken to the line.

Unlimited Class: Shooters may use equipment with a Manufacturer's Suggested Retail Price (MSRP) of more than \$600.00 and there is no top limit to the price.

*Classes – Air Rifle Limited (as specified on previous page)*

1. Junior
2. Intermediate
3. Senior

*Classes – Air Rifle Unlimited (as specified above and may include sites)*

4. Junior
5. Intermediate
6. Senior

## **SECTION B -- .22 MARKSMANSHIP**

### Overview:

.22 Marksmanship (Guideline - Smallbore Rifle Rules- NRA)

### Course:

.22 Rim Fire Rifle Three-Position (prone, standing, and kneeling) at A-17 target placed at 50 feet. Only single shot clips are allowed. Position targets are fired with 10 shots on each target. No more than 10 minutes will be allowed to fire each 10 shot string. Ammunition to be used is .22 caliber rim fire with lead bullets or copper wash bullets only (.22 magnum or hyper-velocity ammunition such as Stingers, Yellow Jackets, Vipers, etc. are prohibited).

Limited Class: Shooters are limited to equipment with iron sites (open or aperture) and with a Manufacturer's Suggested Retail Price (MSRP) of \$600.00 or less taken to the line.

Unlimited Class: Shooters may use equipment with a Manufacturer's Suggested Retail Price (MSRP) of more than \$600.00 and there is no top limit to the price.

*Classes - .22 Limited (as specified above)*

7. Junior
8. Intermediate
9. Senior

*Classes - .22 Unlimited (as specified above)*

10. Junior
11. Intermediate
12. Senior

## SECTION C -- ARCHERY

### Overview:

Archery (Guideline - NAA Instructors Manual, NFAA Junior Bow Hunter Program)

### Equipment:

Archers may use recurve, straight limb, or compound bows – point of aim or free style, but not both. Archers must have at least five arrows that match in weight, length, and size. Arrows must properly fit draw length and weight of bow (for example: no wooden arrows with compound bows, etc.). Finger protection must be used providing they are smooth with no devices to help hold the strings (no mechanical release aids). However, mechanical releases are allowed in the free-style class (not in the barebow class).

Barebow Class: Archers are limited to equipment and accessories with a combined Manufacturer's Suggested Retail Price (MSRP) of \$500.00 or less taken to the line.

Free-Style Unlimited Class: The cost of the equipment and accessories taken to the line may exceed a Manufacturer's Suggested Retail Price (MSRP) of \$500.00 (there is not a top limit).

### Contest:

At the Nevada State 4-H Shooting Match, archers may enter either the Barebow Class or the Free-Style Unlimited Class; but may not enter both classes.

Two rounds of 5 arrows will be shot at each distance. No more than 5 minutes will be allowed per round of 5 arrows.

### Course: Juniors & Intermediates

<u>Distance</u>	<u>No. of Arrows</u>	<u>Target Face</u>
20 yards	5 + 5 (total 10)	40cm face
15 yards	5 + 5 (total 10)	40cm face
10 yards	5 + 5 (total 10)	40cm face

### Course: Seniors

<u>Distance</u>	<u>No. of Arrows</u>	<u>Target Face</u>
25 yards	5 + 5 (total 10)	40cm face
20 yards	5 + 5 (total 10)	40cm face
15 yards	5 + 5 (total 10)	40cm face

Barebow: Archers are limited to equipment and accessories with a combined Manufacturer's Suggested Retail Price (MSRP) of \$500.00 or less taken to the line. A Point of Aim is allowed (bow sights, peepholes, bow marks, stabilizers, and mechanical releases are not allowed in this class; but they are permitted in the Free Style Unlimited Class). Contestants may enter this class or the Free Style Unlimited Class. However, both classes cannot be entered at the Nevada State 4-H Shooting Match.

*Classes*

13. Junior
14. Intermediate
15. Senior

Free Style Unlimited: The cost of the equipment and accessories taken to the line may exceed a Manufacturer's Suggested Retail Price (MSRP) of \$500.00 (there is not a top limit). Bow Sights, Peepholes, Bow Marks, Stabilizers, and Mechanical Releases are allowed in this class; but not in the Barebow Class. Contestants may enter this class or the Barebow Class. However, both classes cannot be entered at the Nevada State 4-H Shooting Match.

*Classes*

16. Junior
17. Intermediate
18. Senior

## **SECTION D -- AIR PISTOL**

Equipment:

For the Limited Class, the purchase price of air pistols cannot exceed the Manufacturer's Suggested Retail Price (MSRP) of \$300.00 and must be a .177-caliber pellet pistol. In the Unlimited Class, the Manufacturer's Suggested Retail Price (MSRP) may exceed \$300.00 and there is no top limit.

Course:

The air pistol course of fire is arranged to be compatible with an ordinary three position rifle match. There will be a five minute sight in period followed by three ten minute periods. Other than when the rifle commands include a position the range commands will be the same.

This course of fire is set up for relays of three shooters but with additional equipment as many as may be required may be accommodated. For each three shooters the equipment required will be three target stands and a full set of NRA Airgun Silhouettes. A full set of silhouettes includes five each of chickens, pigs, turkeys, and rams. The target stands or pellet traps need to be large enough to hang five ten-meter air pistol targets. Also required will be stands for the silhouettes, these may be made of most any material as long as the shape and designed do not cause pellets to bounce back toward the shooters. Normal spacing for the silhouettes is from one to two lengths apart. The two target stands placed behind the silhouettes need only be large enough to hang one ten-meter air pistol target which will be used during the sight in period. The range will have three shooting positions: one with the target frame at ten meters holding the five ten-meter air pistol targets; the second with the bank of chickens at four meters, the pigs at five meters, and a target frame at ten meters hanging the sight-in target; and the third with a bank of turkeys at seven meters, a bank of rams at ten meters, and a target frame at ten meters hanging the sight-in target.

As the match begins there will be a five minute sighting in period, there is no specific number of shots to be fired. However, a group of three to five shots is suggested. Shooters may go forward and check their targets after this period. During the first ten minute period shooter one will fire five shots at each of four ten-meter air pistol targets; shooter two will fire five shots at chickens starting with the left-most and moving to the right one shot per animal and this will be followed by five shots at pigs in a like manner; shooter three will fire five shots at turkeys starting at the left-most and moving to the right one shot per animal and this will be followed by five shots at rams in a like manner. During the second ten-minute period the shooters will rotate to the next position to the right: shooter one to chickens and pigs; shooter two to turkeys and rams; and shooter three to the four paper targets. For the third period the shooters will rotate again to complete the course of fire. If sufficient helpers are available, they could be used to reset the silhouettes and change the paper targets. If necessary, the shooters could be used; but be reminded that a shooter is not to be allowed to handle their own paper targets. Also (and safety always comes first), no one is allowed to handle an air pistol while the target setters and changers are downrange!

Scoring of the paper targets will be in the usual manner with a possible score of two hundred for the twenty shots. The silhouettes will be scored five points for each properly hit silhouette. Properly hit means shot at in the proper order and knocked off the stand. The possible score for the silhouettes is one hundred points which combined with the score from the paper targets yields a possible score of three hundred.

As pellets ricochet when striking silhouettes, eye protection is absolutely mandatory for anyone on or near the firing line.

In the age classes listed below; Juniors and Intermediates are allowed to use a two-handed hold on the pistol, Seniors are allowed only one hand.

*Classes - Limited (as specified two pages before)*

19. Junior
20. Intermediate
21. Senior

*Classes - .22 Unlimited (as specified two pages before)*

22. Junior
23. Intermediate
24. Senior

## **SECTION E – MUZZLELOADING RIFLE**

### Overview:

This is synopsis of muzzleloading rifle rules. This document is intended to help shooters and coaches become familiar with the rules of muzzleloading rifle shooting. Events sponsored by other organizations may involve different rules and requirements.

### Equipment & Ammunition:

*Eye Protection* – All shooters and other persons on or in the immediate vicinity of the firing line, including coaches, range officials and any spectators must wear adequate eye protection (glasses or goggles). The equipment must protect both eyes.

- a. *Corrective Lenses* – Normal corrective lenses constructed of impact resistant materials may be used.
- b. *ISU Glasses* – ISU(UIT) shooting glasses may be used only if an impervious shield for the non-shooting eye is firmly attached to the frames to adequately protect the non-shooting eye.

*Ear Protection* – Adequate ear protection must be worn by all competitors, coaches, range officials and spectators on the range during live firing. Both earplugs and muffs are acceptable.

*Muzzleloading Rifle* – Any safe muzzleloading rifle of a single-barrel design; in any caliber; with a flintlock, a caplock ignition, or in-line ignition; and equipped with metallic sights or their equivalent may be used at the Nevada State 4-H Shooting Match. However, the National Contest states the caliber must .50 or smaller.

*Sights* – Metallic sights are defined as any sighting system made of metal or equivalent materials that provide a means of aligning two separate, visible sights or reference points mounted on the rifle. Corrective sights may be used. Telescopic sight or any sights designed to project and image on the target or to operate the firing mechanism are prohibited.

*Spotting Scopes* – The use of a telescope or binoculars to spot shots is permitted. It may be positioned forward of the shooter's forward shoulder.

*Shooting Kits* – Shooting kits or stools may not be placed forward of the firing line, and rifle rests may not be used except between shots in the prone position.

*Ground Cloth* – A ground cloth or shooting mat may be used providing it is not constructed or used in a way that provides artificial support.

*Gloves* – Gloves of the type commonly worn as clothing may be worn, but specialized shooting gloves designed for competition may not be worn.

*Coats* – Competitive shooting coats may not be used.

*Slings* – rifle slings may not be used.

*Palm Rest* – Palm rests may not be used.

*Schuetzen Butt Plates* – Hooked butt plates of this design may not be used, but standard curved butt plates are permitted.

*Powder Charge Limitations* – Powder charges are limited to 60 grains of black powder or its volumetric equivalent of a black powder substitute.

*Projectiles* – In the muzzleloading silhouette match, projectiles are restricted to patched round balls. Sabots with jacketed bullets are not permitted.

#### Targets:

*25-Yard Targets* – The NMLRA MO2427 Bottle target and the NMLRA M901 Haffner Combination target are used in this event.

*50-Yard Targets* – The NMLRA MO2406 100-yard rifle target is used in this event, although it may be changed at the discretion of the match director and the 4-H Shooting Sports Coordinator.

*Silhouette Targets* – Standard 1/2 scale metallic silhouette targets will be used in this event.



### Shooting Positions:

*Standing Position* – Except for the Junior Age Division or in the case of a physical handicap as outlined in rule 5.1 below, all shooting shall be from the standing position. The same standing position used in 3-position shooting may be used. The elbow or upper arm of the forward hand may be placed against the body or supported on the hip. Junior Age Division shooters may use cross sticks in the kneeling position if they chose to.

*Physically Handicapped Shooters* – Shooters with physical handicaps that make it impossible to shoot from the specified positions may petition the 4-H Shooting Sports Coordinator for permission to use modified equipment or positions. Thorough explanation and photographic evidence of the position and reasons for using it are required.

### Range Standards:

*Loading Line* – Loading, except for capping or charging the flash pan, will take place on the designated loading line. Powder cans may be open only when actually filling a powder measure. Open powder cans left on the range are subject to confiscation by the range staff.

*Firing Line* – The firing line is immediately in front of the firing points. All measurements of range are taken from the firing line to the face of the target.

*Firing Point* – The part of the range provided for the competitor from which firing takes place. Firing points will be numbered to correspond to the numbers on the target frames.

*Shelter* – Firing points may be protected by a roof but may not be wholly or partly enclosed. Competitors must be exposed to the prevailing winds. Umbrellas or other types of temporary shelters may not be used by competitors on the firing line.

*Distance* – Distances used in these matches range from 25 to 125 yards.

*Target Numbers* – Numbers on target frames will correspond to the numbers on the firing points and be large enough to be read with normal vision.

### Courses Of Fire:

The courses of fire listed here are those currently in use by the 4-H Shooting Sports Program. Modifications of these courses of fire by districts, counties, or clubs are permissible as long as the course of fire is listed in the bulletin or announcement of the event.

- a. *25-Yard Bottles and Critters* – 5 record shots at each target with unlimited sighters on the sighter bottle.
  
- b. *50-Yard Bullseye* – 10 record shots standing
  
- c. *Silhouette* – All shooters will shoot 2 chickens at 25 yards, 2 pigs at 50 yards, 2 turkeys at 75 yards, and 2 rams at 100 yards.

### Time Limits:

*Running Time* – Time is computed as a running total for each stage or series of shots. The range officer may terminate the firing time if all shooters have completed their firing. Time allowed but not used does not carry over to following stages. The shooter is responsible for pacing their shooting to meet the time limitations.

### *Time Allowances*

- a. 25-Yard Bottles and Critters – 50 minutes
- b. 50-Yard Bullseye – 50 minutes
- c. Silhouette – 50 minutes

*Shooter Responsibility* – Shooters are responsible for knowing the posted time limits for each event and for pacing their shooting to the time limits. Range officers may be asked about the passage of time or time remaining, but they are not charged with doing so.

### Competition Regulations:

*Changing Rifle* – Competitors may change rifles only if the rifle has been disabled.

*Disabled Rifle*- A disabled rifle is one, which cannot be properly aimed (including damage or loss of the sights) or safely fired, or one, which does not function properly. Rifles declared disabled cannot be used again until the defect has been fixed and it has been declared safe by the range officer. A rifle used to replace a defective rifle must be of the same caliber and type as the disabled rifle. A competitor will be given a minimum of 20 minutes to repair or replace the rifle before being called back to the range to fire.

*Malfunction* – Failure of the rifle to fire because of mechanical defects or defective ammunition are considered malfunctions. Improper operation of the firearm is not a malfunction.

*Coaching* – Coaching is prohibited in individual matches (including Nevada State 4-H Match).

*Cross Fire & Excessive Hits* – No shooter will knowingly fire at the target of another or fire more than the required number of shots on his/her own target.

*Behavior Of Participants* – Safe, circumspect and respectful behavior is expected of shooters, coaches and spectators at all 4-H shooting events at all times. Disorderly or unsafe conduct has no place on the shooting range and will not be permitted. At the discretion of the range staff or shooting sports coordinator, any shooter or coach displaying such conduct may be warned (maximum of one warning), penalized (score reduced by an appropriate amount) or disqualified (ejected from the competition). Any disqualification will be reviewed by the shooting sports coordinator and a jury assembled for the purpose of determining additional sanctions, if any, to be applied.

#### Range Commands, Control, & Operation:

Standard range safety and operation commands are essential in 4-H Shooting Sports events. Standard range control commands are used in these events. Range control and safety are the primary concern of range staff.

*Ramrod In the Bore* – Each muzzleloading rifle on the line will have a marked ramrod in the bore indicating that it is empty when it is brought to the line. Rifles will be racked with the muzzles pointed in a safe direction until authorized by the range officer to load. At that time, caps may be fired downrange and into the ground beyond the firing line to clear the bore and make it ready for loading. Under NO CIRCUMSTANCES will careless handling be permitted.

*Rifles Unloaded* – No rifle will be loaded until shooters are in position with the rifles pointed in a safe direction on the loading line and the command to load is given.

*Loaded Rifles* – Any rifle on the loading or firing lines will be considered loaded and treated as such at all times.

*Capping Or Charging* – Rifles may be capped or charged only on the firing line.

*Cease Firing* – All firing must stop immediately. Caps will be removed or priming powder dumped. Shooters with a loaded rifle will remain on the line with the rifle pointed in a safe direction and raise a hand to indicate that their rifles are still loaded. The rifles may be discharged into the backstop berms, but not at the targets on the command to “dump it in the hill.”

*Not Ready* – Any competitor who is not ready to fire at the query “is the line ready?” must respond immediately by stating “not ready” and their firing point number.

*Loud Language* – Loud or abusive language will not be permitted on or near the firing line. Conversations near the firing line during competition will be limited to official business.

*Smoking* – No smoking is permitted on or near the firing line or the loading line by participants, officials, coaches, or spectators.

*Delaying A Match* – No competitor will delay a match through tardiness in reporting to the firing line or excessive delay in preparing to fire.

*Preparation Period* – Competitors will be permitted three minutes to take their places on the firing line and prepare to fire after being called to the firing line.

*Firing Line Procedures & Commands* – These commands may be given by the chief range officer or another individual designated by the chief range officer.

- a. *Relay To The Firing Line* – The relay and match or match number will be stated as an immediate call to the firing line. This command will be followed immediately by stating “the preparation period starts now.” At the end of three minutes, the range officer will announce “the preparation period has ended.”
- b. *Load* – After seeing that the range is clear and the competitors are ready, the range officer proceeds with the firing commands, beginning with “load.”
- c. *Is The Line Ready* – At this command, any competitor who is not ready will respond by saying “not ready on (firing point number).” The range officer will state either “the line is ready” or “the line is not ready” as is appropriate. If the line is not ready, he will repeat the process.
- d. *Preparatory Commands* – After stating that the line is ready, the range officer will state the following sequence of commands on approximately 3-second intervals unless inabilities of the range to operate or safety considerations occur. “Ready on the right,” “ready on the left,” and “ready on the firing line” constitute a sequenced preparation for the command to fire or exposure of the targets.
- e. *Commence Firing* – This command may be given verbally, by a short blast on a whistle or by moving concealed or half-masted targets into full view. Timing will begin with the commence firing command.

- f. *Cease Firing* – Two types of cease-fire situations are addressed.
- a. *Unsafe Condition* – In the event of an unsafe condition on the range or some other condition demanding an immediate cease fire, the range officer will state “cease fire – unload.” In the event of such a command, competitors will immediately cease firing, remove the caps or priming powder and keep the rifles pointed in a safe direction.
  - b. *Completion Of The Match Or Series* – At the end of the time period for any match or series of shots, the range officer will state “cease firing – unload and remain in position until the line is cleared.” That will be followed by the queries “are there any alibis or saved rounds on the right?” and “are there any alibis or saved rounds on the left?” Once these have been resolved, the range officer will ask competitors with loaded rifles to “dump it in the hill” before declaring the line clear.
- g. *As You Were* – Disregard the command just given regardless of what it was and return to the status prior to that last command.
- h. *Carry On* – This means to continue whatever was being done before an interruption occurred.

*Malfunction Or Failure To Fire* – The competitor must keep the rifle on the shoulder and pointed downrange for one minute, then keep it downrange for another minute before attempting to rectify the situation. A range officer will respond to a raised hand or verbal request for assistance. Additional time will be allowed for the time lost if it was not a loading error on the part of the shooter.

Scoring:

*Scoring Times* – Targets may be scored as designated by shoot management, but usually will be scored after each relay has completed each stage in their course of fire.

*Excessive Hits* – If excess hits occur on any target, including those in excess of the number fired by the competitor, any hit that can be determined to have come from another shooter based upon caliber, type, backing target (if used) or other evidence will be disallowed and only the proper number of hits will be scored.

*Competitor Fired More Shots Than Regulation* – Competitors firing more shots than are required in any relay or match will penalized one point per excessive hit and lose hits of highest value until the required number is reached.

*Decision Of Ties* – Ties will be broken only where awards are involved. If required procedures are as follows:

- a. *Shot-By-Shot Shoot-off* – Time and conditions permitting, shooters tied for placings will shoot off one shot at a time until one shooter has a score higher than the others. In multiple shoot-offs this process will continue until all ties for placing are determined.
- b. *Other Procedures* – In the event that live shoot-offs cannot be held, tiebreakers will proceed in the following order: least misses, 10's, 9's, etc. If ties cannot be broken, duplicate awards will be made.

#### *Muzzleloader Classes*

25. Junior
26. Intermediate
27. Senior

## **SECTION F -- SHOTGUN**

### Overview:

National 4-H Shooting Sports Rules serves as the basis for Nevada 4-H Shooting Sports Rules. Other bodies such as ATA (Trap) and NSSA (Skeet) provide support and guidance for the rules established, but 4-H sets its rules for 4-H Shooting Sports.

### Equipment:

All current 4-H Shotgun Events permit the use of any shotgun 12 Gauge or smaller.

- A. Release triggers: Shotguns with release trigger may *not* be used in this event.
- B. Semi-Automatic Shotguns are not permitted unless it is equipped with a shell catcher.
- C. Choke Tubes: Interchangeable are permitted. However, the choke cannot be changed after the competition begins.
- D. Ported Barrels: Shotguns with ported barrels or similar devices are permitted.
- E. Ammunition: Unfired ammunition may not exceed standard 2 ¾". Shot size may be no larger than US #7½ and the maximum weight of shot may not exceed 1 1/8 ounces. Velocities shall be approximately 1200 feet per second.

## Shotgun Classes:

28. Juniors
29. Intermediates
30. Seniors

## Course:

*Shooting Positions* - The shooter must stand with both feet within the boundaries of the shooting station.

*Calling For Target* - When the shooter is in position and ready for the target, he or she calls crisply and clearly "pull" or some other signal or command that clearly indicates that the target is to be thrown.

## Event:

### *State 4-H Contest Shooting (Trap)*

*Course Of Fire* – All shooters will shoot two rounds (25 targets per round, for a total of 50 targets). Each round shall consist of five targets from each of five shooting stations, at a distance of 16 yards. Each hit target will count six points. Ties are broken by shooting 5 targets from two stations.

*Time Limit* – Shooters will fire in an expeditious manner, avoiding unnecessary delay. Shooters should be prepared to take the field forty-five minutes to one hour before their scheduled shooting time.

*Non-Fires* – Each shooter is allowed two non-fires during each round of competition. After the second non-fire, each non-fire shall count as a missed target.

*Shoot-Offs* – Shoot-Offs shall be conducted to break ties. It shall consist of five targets from Stations 1 and 5 from the twenty-one yard line. If still tied, the distance shall be increased to the twenty-seven yard line. If still tied, first miss from a distance and Station determined by the contest officials shall determine the winner.

### *Trap* – Standard American Trap Association (ATA)

*Course Of Fire* – All shooters will shoot four rounds (25 targets per round, for a total of 100 targets). Each round shall consist of five targets from each of five shooting stations, at a distance of 16 yards. Ties are broken by shooting 5 targets from two stations.

*Time Limit* – Shooters will fire in an expeditious manner, avoiding unnecessary delay. Shooters should be prepared to take the field up to one hour before their scheduled shooting time.

*Shoot-Offs* – Shoot-Offs shall be conducted to break ties. It shall consist of five targets from Stations 1 and 5 from the twenty-one yard line. Management may increase the distance to the twenty-seven yards if required to break ties.

#### *Skeet – Standard National Skeet Shooting Association (NSSA)*

*Course Of Fire* – All shooters will shoot four rounds (25 targets per round, for a total of 100 targets) consisting of singles and doubles from Stations 1, 2, 6, & 7 and singles from Stations 3, 4, 5, & 8. Ties are broken by shooting targets from three stations.

*Time Limit* – Shooters will fire in an expeditious manner, avoiding unnecessary delay. Shooters should be prepared to take the field forty-five minutes to one hour before their scheduled shooting time.

*Shoot-Offs* – Shoot-Offs shall be conducted to break ties. It shall consist of doubles from Stations 3, 4, & 5; with first miss also being incorporated throughout the Shoot-Off.

#### *Sporting Clays – National Sporting Clays Association (NSCA)*

*Course Of Fire* – Any combination of 100 targets. At least 50 will be in a walking course. Tie breaker will be conducted via a Shoot-Off.

*Time Limit* – Shooters will fire in an expeditious manner, avoiding unnecessary delay. Shooters should be prepared to take the field forty-five minutes to one hour before their scheduled shooting time.

*Shoot-Offs* – Shoot-Offs shall be conducted to break ties. It shall begin with 5 challenging pairs from a 5-Stand Course. Shooting order and position will be determined by the Match Officials. Placing is determined by the highest total of targets broken out of the round of 5 Pairs (10 targets). If ties persist, then the Match Officials shall establish five new and different pairs for another round; this process shall be repeated until a winner is determined.



### *5-Stand Sporting Clays – National Sporting Clays Association (NSCA)*

*Course Of Fire* – The course shall consist of 50 targets with 25 targets on each of two Sporting Clay Layouts using mixed targets of the management’s choice and placement. Tie breaker will be conducted via a Shoot-Off.

*Time Limit* – Shooters will fire in an expeditious manner, avoiding unnecessary delay. Shooters should be prepared to take the field forty-five minutes to one hour before their scheduled shooting time.

*Shoot-Offs* – Shoot-Offs shall be conducted to break ties. It shall begin with 5 challenging pairs from the 5-Stand Course. Shooting order and position will be determined by the Match Officials. Placing is determined by the highest total of targets broken out of the round of 5 Pairs (10 targets). If ties persist, then the Match Officials shall establish five new and different pairs for another round; this process shall be repeated until a winner is determined.

## **SECTION G – HUNTER EDUCATION CHALLENGE**

### Overview:

Each county may enter two teams of four persons each. There are no age groups. However, each team is limited to having no more than two seniors (14 or over). In order to be eligible for the Hunter Education Challenge, each team member must have demonstrated proficiency in the safe handling of firearms and archery equipment. Each participant must have passed the general written quiz with a score of 70% or better.

### Course:

The Hunter Education Challenge will be a team event. Competitors will be required to work through tasks as a team. The Hunter Ed course will challenge 4-H member’s knowledge and abilities in outdoor activities. The course will cover resource conservation, hunter/outdoorsman etiquette, safety, first aid, and map reading. Additionally, there may be shooting events using air rifle/pistol and/or archery. Contest time will be as needed or required.

### Classes:

31. Team A
32. Team B

### Contest/Teaching Resources:

Quiz References in addition to guidelines are selected from the Wildlife project materials available from the National 4-H Council (4-H), National Rifle Association (NRA), Nevada Department of Wildlife (NDOW), and National Archery Association (NAA).

- SW 408 Waterfowl Management (4-H)
- SW 428 Providing Needs of Wildlife (4-H)
- SW 432 Wildlife Foods (4-H)
- SW 434 Wildlife Ecology (4-H)
- SW 440 Archery (4-H)
- SW 441 An Introduction to Firearms & Hunting (4-H)
- SW 445 Wildlife Laws & Enforcement (4-H)
- SW 446 Hunting & Fishing Sportsmanship (4-H)
- Hunters Guide (NRA)
- Hunter Safety Education Handbook (NDOW)
- Instructors Manual (NAA)
- Safe Gun Handling (NRA)
- Basics of Pistol Shooting (NRA)
- 4-H Youth Range Manual (MSU)

### Hunting Skills:

All hunting activities will be based on the content of:

- 4-H Shooting Sports Hunting Curriculum
- NRA Hunters Guide
- Wildlife Guides from Federal Ammunition Company
- 4-H Wildlife Habitat Evaluation Program (WHEP) National Manual

This is a contest is based on the national aspect or perspective for the evaluation of “Hunting Skills”. Therefore, any game, varmint, or furbearing animal in North America (meaning north of Mexico) is eligible for placement in this contest. Contestants may/can expect some focus on local species, which may/will vary from region to region. However, only species listed in the resource publications may use utilized in the contest.

Any skill-based element in the resource materials may be tested: including map and compass, aerial photo interpretation, live fire (small bore rifle, muzzleloading rifle, shotgun, or archery), track and sign interpretation, selection of a stand or blind site, and other aspects pertaining to hunting. If it is a hunting skill, it may be included in this contest.

No set course can be predicted because it will depend on terrain, facilities, skills selection, etc. The stations for each hunting skill task will be designed as needed. Live fire situations will not be “formal” courses of fire, but will seek to imitate possible hunting situations.

All aspects of the contest will be on an individual basis with the team score being a computation of the individual scores. Participants should bring their own clipboard, pen/pencil, an orienteering compass (no GPS/GIS units will be allowed), and a small ruler or measuring tape.

Participants must also furnish their own archery equipment and firearms/ammunition for the live fire aspects of the contest. However, all equipment/supplies must meet the following guidelines.

*Smallbore Rifle* – limited to sporter rifles (hunting style stocks, sporter barrel), maximum weight including sites of 8.0 pounds, safe hunting triggers (pulls of at least 2.5 pounds). Scopes may not be greater than 6X and if variable scopes are used, they must be taped at no greater than 6X. Range finder reticules are not permitted. Standard velocity .22 LR ammunition or high velocity ammunition is allowed (hyper velocity rounds are not allowed). A hunting style sling of no more than 1.5 inches in width is permitted.

*Muzzleloading Rifle* – limited to patched round balls only, with no more than 60 grains of black powder or its velocity equivalent. Metallic sights, either open or peep, are the only one permitted (no scopes are permitted). Traditional or in-line rifle with any ignition is permitted.

*Shotgun* – limited to 12 gauge or smaller, capable of two shots without reloading, with standard target or field loads of no more than 1 1/8 ounces of shot and shot no larger than #8. No high brass, maximum loads.

*Bow* – (no crossbows are permitted) limited to a bow suitable for hunting, drawing no more than 65 pounds with suitable field arrows. Hunting sights that neither magnify nor project an image on the target are permitted. Stabilizers are limited to a maximum length of twelve inches. All shooting will be at unmarked distances. Barebow, recurve, and compound distances may vary or scoring may be adjusted to compensate for different styles.

#### Hunter Decision-Making:

This is a typical decision-making event (like livestock or horse judging), with a scenario and four possible choices for each of the stations. Contestants must rank the choices in order of preference based upon their knowledge of the wildlife materials. Any equipment or methods in the 4-H Manuals are possible for inclusion in this contest. Participants may be asked to give oral reasons or written reasons for their placings.

There may be up to twenty decision-making stations based upon the content of the resources listed above.

There is a maximum of ten minutes per station, plus adequate time (up to one hour) to prepare written or oral reasons.

Scoring based upon fifty points per station and fifty points per set of reasons (written or oral). Contest Officials will determine the correct placing and the point cuts for each class (decision-making station). The typical scoring ("Hornel" type calculator scoring) for judging contests will be used.

Wildlife ID & Management:

This section includes wildlife identification, wildlife management, and wildlife management techniques or problems. Participants will be asked to identify specimens or parts of specimens (skulls, skins, wings, single feathers, antlers/horns, etc), tracks, scat, or other sign. In addition, questions relating to relatively simple wildlife management or ecology may be posed (for example: habitat type preference, breeding or loafing habitat, primary activity times, etc).

A minimum of twenty stations and up to fifty stations requiring identification, analysis, or interpretation will be used in this section. Participants will move through the course expeditiously without undue delay.

Scoring is simply based on correct versus incorrect answers to the identification/situations posed.