

Colorado 4-H Shooting Sports



State Contest Rule Book

For the Years 2012 and 2013

Colorado
State
University

Extension



1-30-2012

Dear 4-H Shooting Sports Supporter,

I want to congratulate you on being a part of an excellent program of youth development. 4-H shooting sports is a project designed to teach basic life skills such as decision making, teamwork, self-discipline, self-confidence and problem solving as well as teaching safe shooting skills. The 4-H shooting sports program is an activity for a lifetime and you are helping to start that development in the youth of this program. Colorado has a strong 4-H shooting sports program and it continues to grow each year.

I am pleased to introduce the 2012-13 Colorado State Contest 4-H Shooting Sports Rule Book. This year's rule book will be in place for the next two years, helping you as leaders, coaches and parents to better prepare your 4-H members for the state level competition. Please note that the 4-H Code of Conduct for both members and adults is located at the back of the booklet. Together, we can work to promote the development of our youth involved in this program.

Our Colorado State 4-H Shooting Contest is designed to develop healthy competition for our members who have worked all year long to develop their skills. The 2011 state shoot drew over 950 contestants with over 3200 entries in the different shooting disciplines. I am sure that the 2012 and 2013 state shoots will bring more individuals and entries to the contest.

Shooting sports competitions serve as an evaluation of how well our youth have developed their skills. It is important to keep in mind the purpose and focus of our 4-H shooting sports program – YOUTH DEVELOPMENT. Let's make each year's event fun, educational and safe for all who attend. Good luck and I hope you continue to enjoy working with the youth of Colorado.

Sincerely,

Kim Morrison

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2012 Colorado State Contest Shooting Sports Superintendent
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For more information about the Colorado 4-H Shooting Sports Program, to register for the state shoot and to check results, visit www.co4hshooting.org

STATE SHOOT REGISTRATIONS DUE AUGUST 1, 2012

Additions and/or changes made after the August 1st deadline will be assessed a \$20 fee each. All Changes must be made in writing to the Overall Superintendent using the appropriate form.

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Colorado 4-H Shooting Sports Leadership Team Members

Tom Adam, Boulder County	Toni Lambeth, Las Animas County
George Baier, Delta County	Thomas Lasich, Larimer County
Beri Blair, Delta County	Jody Wayne Lee, Moffat County
Mark Branton, Mesa County	Mick Livingston, Kit Carson County
Roger Borgen, Montezuma County	Tim Macklin, Prowers County
Perry Brewer, Kit Carson County	Lacey Mann, Prowers/Bent County
Ron Brown, Pueblo County	Don Marr, Yuma County
Randy Burbach, Larimer County	Brooke Matthew, Crowley/Otero County
Holli Campbell, Broomfield County	Linda Kay McAdams, Larimer County
Kathy Dickens, El Paso County	Kim Morrison, Boulder County
Wayne Dickens, El Paso County	Eric McPhail, Gunnison County
Gerry Ekberg, Kit Carson County	Ed Mizicko, Pueblo County
Nathaniel Ekberg, Kit Carson County	F. Isaac Munoz, Delta/Montrose Cnty
Steve Ford, Pueblo County	Todd Oppenheimer, Eagle County
Joe Gaskin, Delta County	Dave Racette, Fremont County
Barbie Garnett, Jefferson County	Richard Romanin, Douglas County
Sam George, Yuma County	Rick Romanin, Douglas County
Jeff Goodwin, State 4-H Office	Ed Rowland, Morgan County
Jim Hamilton, State 4-H Office	Kim Schriver, Garfield County
Dave Hammond, Eagle County	Al Seely, Logan County
Danny Hoey, Montrose County	Wade Seely, Weld County
Ryan Hudson, Mesa County	Donald Simmons, Boulder County
Kurt Jones, Chaffee County	Rick Steckel, Delta County
Dan Junk, Boulder County	Jerry Stodghill, Fremont County
Mike Kanzler, Morgan County	Sharon Stodghill, Fremont County
Tim Karp, La Plata County	Martin Telck, Fremont County
Freddie Kiefer, Larimer County	Tom Vetter, Boulder County
Jon Kobylarz, Mesa County	Van Wands, Park County
Jack Kromer, El Paso County	Terry Welt, Delta County
Brenda Kwang, Douglas County	Lynn Wilhelm, Routt County
Jeff Lambeth, Las Animas County	Roland Young, Morgan County

State Contest General Rules

All devices and equipment are forbidden that may facilitate shooting which are not mentioned in these rules and are contrary to the spirit of these rules and regulations. It is the competitor's responsibility to submit questionable equipment for official inspection and approval prior to the contest.

Safe firearm handling is expected at all times. Members carrying firearms should remember **MAT**.

Muzzles pointed in a safe direction.

Actions open and empty.

Fingers off the **Trigger**.

1. **Delegates:** County delegates must:
 - a. Be an enrolled 4-H member in good standing in the county they are representing
 - b. Be enrolled in a 4-H Shooting Sports project
 - c. Complete all County specified requirements
 - d. Have a valid Hunter Education Card (HEC)HEC numbers must be provided on state contest entry forms.
2. **Age Divisions:** All contest areas are divided by Junior (ages 8-13) and Senior (ages 14-18). Age is determined as of December 31 of the previous year. Any eligible 4-H member enrolled in the project may compete.
3. **Number of Entries:** In all events, all classes, (junior and senior) counties may enter up to six (6) individuals, **except Shotgun which will be five (5)**. Teams are made up of a combination of these individuals.
4. **Teams:** Each team, with the exception of shotgun, is made up of a maximum of four (4) members. Shotgun teams are made up of a maximum of five (5) members. Additional registered individuals will shoot as individuals.
 - a. **Junior Teams:** All members must be junior (8-13) 4-H members.
Senior Teams: Two members must be senior (14-18) 4-H members.
 - b. Team members must be designated on entry form. Substitutions may be made from additional members currently entered in the same class. All competitors are scored as individuals, with scores aggregated to arrive at team score.
 - c. If a junior competitor moves up to shoot on a senior team, then that competitor will be scored as a senior individual in that class only.
5. **Combining Teams:** Combining Teams from More than One County: Combining Contest team members from more than one county to form a Contest shooting team is not allowed at the Colorado 4-H Shooting Sports Contest **EXCEPT** as stated below:
 - a. 4-H members from a county with no viable 4-H Shooting Sports program may combine with a county with a viable program. A viable 4-H Shooting Sports program is defined as one with a leader or coach willing to instruct and supervise
 - b. Counties with viable 4-H Shooting Sports programs with fewer than four participants in a particular team Contest class (five in shotgun team classes) may combine participants provided that no more than two team (three in shotgun team classes) participants are from one county.
 - c. A "Declaration of Intent to Combine" must be presented to, and be approved by, the appropriate Colorado State University 4-H Youth Development Specialist by July 1 of the current year. Counties will not be allowed to combine if declaration

- d. All coaches and 4-H agents of counties involved must approve and sign the "Declaration of Intent to Combine."
 - e. Combined team members scores will be counted as individual scores for the combined team name.
 - f. Combined team members receiving individual class awards will be recognized by the combined team name.
6. **Management:** The administration of the State Shoot will be managed by a team of superintendents and the state 4-H staff specialist. Interpretation of rules, violations and so forth will be the responsibility of this group.
7. **Range Management:**
 - a. Each individual range will be under the direct supervision of the discipline superintendent.
 - b. The same firearm/bow must be used throughout the match except in the case of equipment malfunction. The line officer **must** be notified immediately of any equipment malfunction.
8. **Target Inspection & Challenge:** All paper targets, with the exception of archery, will be posted for inspection for a time period of 15 minutes following the scoring of the relay. Challenges must be made by the competitor. No challenges will be allowed after targets have been posted for the allotted posting time period. If the contestant is shooting another relay during the target posting time, they can report to the scoring area and ask to check their targets. Any exception to this rule must be approved by the scoring superintendent. **Parents, coaches, leaders or other adults are not allowed to handle targets after they have been scored or allowed to make a challenge.**
9. **Protest:** Any protest must be filed on the day of the shoot, by the **competitor** (4-H member). The protest must be made in writing and must be accompanied by a \$25 cash protest fee. If the protest is upheld, the fee will be returned.
10. **Safe Trigger:** Any safe trigger is allowed. A safe trigger is defined as one which does not allow the hammer or firing pin to fall except by a deliberate pull of the trigger by the competitor.
11. **4-H Code of Conduct:** The Colorado 4-H Code of Conduct will be enforced for all shooting events.
12. **Firearm Handling:** All firearms must be unloaded and the muzzle pointed upward when off the range or down range when on the firing line. Break action firearms are to be carried open and the muzzle pointed forward in a safe direction. Over-the-shoulder carries are NOT allowed.
13. **Coaching:** No coaching will be allowed during the record relay. The competitor will be disqualified if coaching occurs.
14. **Electronic Communication Devices:** No electronic communication devices (cell phones, palm devices, iPod/mp3 players, etc...) will be allowed on the firing line.
15. **Disability or Special Needs:** Reasonable accommodations for youth with disabilities or special needs will be made for those identified on the entry form. Please also notify the superintendent at registration of any youth with a disability or special need.

16. **Local Range Rules:** The Colorado 4-H State Shooting Sports Competition takes place at several public or private shooting ranges or other venues. We are guests at these venues, and therefore must also follow the rules of such venues.
17. **Artificial Rests & Supports:** Anytime a firearm is grounded while on the line, it will have the action open and up. Bi-pods or leaning devices may be used to support the firearm only when at rest. Any such device may NOT be used during the shooting sequence.
18. **Eye protection:** Eye protection is required for all shooting activities with the exception of Archery.
19. **Ear Protection:** Ear protection is required for all shooting activities with the exception of Archery and Air Rifle/Air Pistol.
20. **Footwear:** Closed toe shoes are required and must be worn during the course of fire in all shooting disciplines and events.
21. **Competitor and Coach Responsibility:** In all circumstances, competitors, coaches and parents are responsible for their action and upholding the standards of the 4-H Shooting Sports program. All of us are expected to behave in a manner suitable for the promotion of a 4-H youth development program, high ideals and the promotion of shooting sports in the United States. Cooperation, self-control, self-discipline and high standards of sportsmanship are expected at all times.

Superintendents have final say on questionable equipment and all safety matters. It is the responsibility of the competitor to have all equipment approved prior to the competition.

Air Pistol General and Range Rules

General Rules

1. The air pistol contest is open to those counties with certified 4-H pistol leaders.
2. **Clear Bore Indicators (C.B.I.'s):** All competitors will use C.B.I.'s that are required to extend a minimum of three (3) inches past the muzzle and the action when not firing.
3. **Clothing:** Shooting coats, shooting jackets, shooting gloves, shooting pants, and shooting shoes are prohibited.
4. **Spotting Scopes:** Spotting scopes or binoculars may be used throughout the match.
5. **Target Type:** B40/4 1-1/2 targets = 6 bulls/per position.
6. **Coaching:** Coaching is permitted during the sight-in period only. (No more than one (1) coach per competitor.)
7. **Cross Fires:** Defined as one competitor's shot to another competitor's target. All cross fires must be reported to the line official immediately, before the allotted relay time expires. The line official must sign off on all cross fires, or they will be scored as excessive shots.
8. **Course of Fire:**

Juniors:	12 shots from the bench position 2 shots per bull – bottom target
	12 shots from the two-hand standing position 2 shots per bull – top target
Seniors:	12 shots from the two-hand standing position 2 shots per bull – bottom target
	12 shots from the one-hand standing position 2 shots per bull – top target
8. **Time:** A total of 35 minutes will be allotted to shoot the course of fire for both junior and senior divisions. The time will be divided as follows:

Sight-in Period:	5 minutes
Fire for Score Period:	30 minutes
9. **Tie Breakers:**

Juniors:	First Tie Breaker: Total two-hand standing target Second Tie Breaker: Most 10's, 9's, etc... on same target
Seniors:	First Tie Breaker: Total one-hand standing target Second Tie Breaker: Most 10's, 9's, etc... on same target

Range Rules (Air Pistol)

1. **Action Open:** Unless cased, all actions are to remain open.
 - a. No competitor will aim toward the targets until the proper command is given.
 - b. No pistol will be handled in any manner to violate any safety rule.
2. **Cease Fire:** When the command “cease fire” is given, all pistols are to be benched and unloaded, with actions open. Any competitor with pellets chambered at the time of the cease fire command will alert the line officer. Competitors are to await further instruction from the range personnel.
3. **Firearms Unloaded:** The firearm may not be loaded until the competitor has taken position at his or her firing point, firearm pointed toward the target and the command “Load” has been given. Only one (1) cartridge or pellet may be loaded at any time. Competitor must only load one cartridge or pellet in a clip or magazine at a time. A clip or magazine may only have one cartridge or pellet in it at any time.
4. **Firing Line Commands:** The following commands will be used.

Competitors to the line.

Competitors may bring equipment and pistols to the line. Pistols are to be benched with actions open. Adjustments will be made during the sight-in period.

Your five (5) minute sight-in period begins now.

Competitors may live fire pistols at sight-in target and make any necessary adjustments. Coaches are permitted to instruct how to make sight adjustments, **but may NOT physically make such adjustments.** Any and all adjustments must be made by the competitor.

Cease Fire.

All shooting stops after the site-in period. Range personnel will go down range with the permission of the range officer to mark errant shots. Coaches will be excused from the firing line.

You will now have 30 minutes for your record shots. Commence Firing.

Competitors will have 30 minutes to shoot two (2) twelve-shot courses. (See Course of Fire in individual contest rules.) When competitors are finished, pistols are to be benched and competitors are to remain seated until the block of time is completed or they are instructed to leave the line.

Cease Fire.

After 30 minutes, or at any time the range officer deems necessary, the cease fire command will be given. All pistols will be benched with actions open. Firing must cease immediately.

Competitors may remove equipment from the line.

Upon hearing this command, competitors may remove equipment from the line at this time. Range personnel will collect targets and transport them to the scoring location.

Air Pistol 10-Meter Class Rules

Class #'s: 220 – Jr. Individ / 221 – Sr. Individ / 222 – Jr. Team / 223 – Sr. Team

**All State Contest General Rules (pgs. 1-3)
and Air Pistol General and Range Rules (pgs. 4-5) apply to this class.**

1. Firearms shall be .177 caliber. Lead pellets only. Wad cutter-type pellets only (flat head). No dome or pointed heads on pellets allowed.
2. Firearms may be a single shot or a revolver (single or double action).
3. Semi-automatic firearms will be allowed if properly and safely demonstrated that they can be loaded one pellet at a time .
4. Only open sights will be allowed.
5. Eye protection is required at all times while on the firing line.
6. Juniors shooting in the bench position may use artificial support for their hands or the butt of the air pistol and may rest their elbows on the bench surface. The rest may only touch the bottom surfaces of the butt of the air pistol and hands without touching any lateral surface and must have prior approval of the superintendent.
7. In the standing position, no supports are permitted, including leaning on or against benches or tables. The standing position is a free hand position. No part of the arm(s) may be braced on any part of the body.
8. Equipment malfunctions shall be reported to the line officer.
9. No loaded air pistol shall be raised more than 60° above the horizontal shooting plane.
10. All air pistols must remain in their case until on the firing line.

Air Rifle and .22-Caliber General and Range Rules

Control of the range will be under the supervision of the Air Rifle or .22-Caliber Rifle Superintendent at all times.

General Rules

1. **Inspection:** All rifles will be safety inspected and/or weighed prior to the shoot. Each rifle will receive a sticker to indicate the firearm has passed inspection. Firearms without such indication will not be allowed on the firing line. Shoot officials have the right to re-inspect a rifle at any point in the competition.
2. **Firing Line:** No portion of the competitor's body may rest upon or touch the ground in advance of the firing line or be more than six (6) inches behind the firing line.
3. **Clear Bore Indicators (C.B.I.'s):** All competitors will use C.B.I.'s that are required to extend a minimum of three (3) inches past the muzzle and the action when not firing.
4. **Eye Protection:** All competitors and other personnel in the immediate vicinity of the range are to wear eye protection.
5. **Ear Protection:** All competitors and other personnel in the immediate vicinity of the range are to wear hearing protection. (Air rifle competition excluded.)
6. **Clothing:** Shooting coats, shooting jackets, shooting gloves, shooting pants, and shooting shoes are prohibited in most classes. Any exceptions to this rule will be noted in the specific class rules.
7. **Spotting Scopes:** Spotting scopes or binoculars will be allowed throughout the match. Spotting Scope bases may be ahead of the firing line, however, the eye piece of the spotting scope must remain behind the firing line.
8. **Sling:** The use of a sling is not allowed in most classes. Any exceptions to this rule will be noted in the specific class rules.
9. **Sight Definitions:** Open: A combination of an open notch (rear) and blade or post (front) sight. A factory installed hood on the front sight will be allowed. Aperture: Must have a rear peep and front globe that have interchangeable peep aperture inserts. (Please see Appendix V for photos)
10. **Shooting Positions(Prone, Standing, Kneeling, Sitting):** The positions as taught by the county certified leaders will be limited to those as described in the "Colorado 4-H Shooting Sports Rifle" curriculum—lessons six, seven, eight, and nine. Only the position variations described in those lessons will be allowed with the exception that external supports (cross sticks, chair backs, etc.) are not allowed.

11. **Kneeling Rolls:** Kneeling rolls will be permitted in all classes. Kneeling rolls are to be made of pliable material not to exceed seven (7) inches in diameter by nine and one-half (9½) inches in length.
12. **Artificial Shooting Rests & Supports:** Bi-pods or leaning devices may be used to support the firearm when at rest only and not during the shooting sequence. Rifle rests may be placed ahead of the firing line
13. **Shooting Mats:** Shooting mats are not to exceed one (1) inch in thickness, in addition to ground cover provided. Youth are to provide their own shooting mats.
14. **Cross Fires:** Defined as one competitor's shot to another competitor's target. All cross fires must be reported to the line official immediately, before the allotted relay time expires. The line official must sign off on all cross fires, or they will be scored as excessive shots.
15. **Coaching:** Coaching is permitted during the **sight-in period only**. The coach may assist the competitor during this time by calling the shots, checking time, checking score, ordering sight changes, etc...**but may not physically assist** the competitor in loading, cocking*, adjusting positions or making sight corrections. The coach must control voice and actions as not to disturb other competitors. A competitor may have no more than one (1) coach on the line during the sight-in period. **Coaching will not be allowed from the spectator area.**
 - *A competitor may have assistance with the cocking of the firearm with prior approval of the superintendent.
16. **Magazines:** Extended capacity magazines protruding more than one (1) inch below the firearm are prohibited. Protruding magazines may not be used as a support.
17. **Tie Breakers:**
 - First: Total standing target score
 - Second: Total kneeling target score
 - Third: Total sitting target score
 - Fourth: Total prone target score
 - Fifth: Most 10's on the standing targetIf additional tie breakers are necessary, it will continue with the most 10's on each of the targets in the order given above.
18. The Range Officer has the authority to make changes in squading for safety reasons.

Range Rules (Air Rifle & .22)

1. **Action Open:** Unless cased, all actions are to remain open.
 - a. No competitor will aim toward the targets until the proper command is given.
 - b. No firearm will be handled in any manner to violate any safety rule.
2. **Cased Firearms:** Firearms are to remain cased until reaching the designated staging area or firing line.
3. **Firearms Unloaded:** The firearm may not be loaded until the competitor has taken position at his or her firing point, firearm pointed toward the target and the command "Load" has been given. Only one (1) cartridge or pellet may be loaded at any time. Competitor must only load one cartridge or pellet in a clip or magazine at a time. A clip or magazine may only have one cartridge or pellet in it at any time.
4. **Cease Fire:** All firearms will be unloaded immediately upon the command "Cease Fire." Actions will remain open and chambers up.
5. **Discipline:** The safety of competitors, range personnel and spectators requires all to give continuous attention to careful handling of firearms and caution while moving about the range.
6. **Delaying a Match:** No competitor may delay the start of the match through tardiness in reporting or undue delay in preparing to fire.
7. **Firing Line Commands:** The following commands will be used. Adjustments may be made to the time allotment for each shooting period based on the block times used in the competition.

Competitors to the line.

Competitors may bring equipment and rifles to the line. Rifles are to have actions open and up. Adjustments will be made during the sight-in period.

Your five (5) minute sight-in period begins now.

Competitors may live fire rifles at sight-in target and make any necessary adjustments. Coaches are permitted to instruct how to make sight adjustments, **but may NOT physically make such adjustments.** Any and all adjustments must be made by the competitor.

Cease Fire.

All shooting stops after the sight-in period. Range personnel will go down range with the permission of the range officer to mark errant shots. Coaches will be excused from the firing line.

You will now have ____ (30 AR / 40 .22) minutes for your record shots.

Commence Firing.

Competitors will have the allotted time to shoot record shots. (See Course of Fire in individual contest rules.) When competitors are finished, rifles are to remain grounded with actions open and up. Competitors are to remain on the line until the block of time is completed or they are instructed to leave the line.

Cease Fire.

After the allotted time, or at any time the range officer deems necessary, the cease fire command will be given. All rifles will be grounded with actions open and up. Firing must cease immediately.

Competitors may remove equipment from the line.

Upon hearing this command, competitors may remove equipment from the line at this time. Range personnel will collect targets and transport them to the scoring location.

Note: Block time will be used whenever possible. Notice will be given the day of the competition. A five minute warning for the end of the relay will be announced.

All questions and rulings will be the responsibility of the discipline superintendent.
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Air Rifle 25-Foot Utility Class Rules

Class #'s: 200 – Jr. Individ / 201 – Sr. Individ / 202 – Jr. Team / 203 – Sr. Team

**All State Contest General Rules (pgs. 1-3)
and Air Rifle General and Range Rules (pgs. 7-10) apply to this class.**

Rifle: Any type of conventional appearance. The following restrictions will apply:

1. .177 caliber lead pellet only. Wad cutter-type pellets only (flat head). No dome or pointed heads on pellets allowed.
2. No set or electric triggers allowed.
3. Sights must be open-type. No peep-type sights will be allowed.
4. Factory-installed stock may be altered for length only. Foam cheek pieces added to stock for fit will be allowed.
5. Air rifles with extended magazines (CO₂ cartridge) may be used as long as the extension is not used as a support.
6. Thumb holes, palm rests, thumb rests, heel rests or spirit levels are not allowed.
7. Adjustable butt plate must be in home or neutral position. No butt plates resembling a hook type plate will be allowed.
8. There are no weight restrictions in this class.

Target Type: TQ 5/5

Course of Fire: Five (5) shots in each of the following positions in the following order:

Sight-in = middle target
Prone = bottom left target
Standing = top left target
Kneeling = top right target
Sitting = bottom right target

Time: Sight-in period = 5 minutes
Record Shots Period = 30 minutes

Following the sight-in period, range officers will go down range to check for and mark errant sight-in shots. The same time will be allotted to both junior and senior competitors. Block time will be used.

*See Appendix II for suggested target placement on backer.

All questions and rulings will be the responsibility of the discipline superintendent.
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Air Rifle 10-Meter 4-Position Sporter Class Rules

Class #'s: 208 – Jr. Individ / 209 – Sr. Individ / 210 – Jr. Team / 211 – Sr. Team

All State Contest General Rules (pgs. 1-3) and Air Rifle General and Range Rules (pgs. 7-10) apply to this class.

Rifle: The Sporter Air Rifle is intended to be a low cost, entry-level rifle and have a conventional appearance. Suggested models are as follows: Daisy 753/853/953/977, Daisy 888, Crossman 2000 and Daisy XSV40. Any rifle not included in this list, but complies with requirements of this class may be added to the list. The Range Officer will have final approval.

The following rules apply to this class:

1. .177 caliber lead pellet only. Wad cutter-type pellets only (flat head). No dome or pointed heads on pellets allowed.
2. No set or electric triggers allowed.
3. Sights must be peep-type aperture, front and rear. No open-type sights will be allowed.
4. No hook butt plates will be allowed.
5. Air rifles with extended magazines (CO₂ cartridge) may be used as long as the extension is not used as a support.
6. Thumb holes, palm rests, thumb rests, heel rests or spirit levels are not allowed.
7. The length of the stock, height of cheek piece and butt plate location may not be changed after the five minute sight-in period.
8. The weight of the complete rifle with sights may not exceed 7.5 pounds in weight. Rifles may be reweighed at any time by superintendent or designee. Consequences may result in score disqualification.

Target Type: AR 5/5

Course of Fire: Five (5) shots in each of the following positions in the following order:

Sight-in = middle target
Prone = bottom left target
Standing = top left target
Kneeling = top right target
Sitting = bottom right target

Time: Sight-in period = 5 minutes
Record Shots Period = 30 minutes

Following the sight-in period, range officers will go down range to check for and mark errant sight-in shots. The same time will be allotted to both junior and senior competitors. Block time will be used.

Exceptions to General Air Rifle Rules

Clothing: Shooting gloves are permitted. Shooting coats or jackets, shooting pants, and shooting shoes are not allowed.

Sling: A sling may be used for all positions except the standing position. Rifles in this class may also qualify for the 10-Meter Precision 3-Position class.

All questions and rulings will be the responsibility of the discipline superintendent.
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Air Rifle 10-Meter Precision 3-Position Class Rules

Class #'s: 216 – Jr. Indiv / 217 – Sr. Indiv. / 218 – Jr. Team / 219 – Sr. Team

**All State Contest General Rules (pgs. 1-3)
and Air Rifle General and Range Rules (pgs. 7-10) apply to this class.**

Rifle: Any type of Air Rifle. The following additional restrictions will apply:

1. .177 caliber lead pellet only. Wad cutter-type pellets only (flat head). No dome or pointed heads on pellets allowed.
2. No set or electric triggers allowed.
3. Sights must be peep-type aperture, front and rear. No open-type sights will be allowed.
4. Adjustable butt plates are allowed. Hook-type butt plates are not allowed.
5. The butt plate and cheek piece may be adjusted between positions.
6. Thumb holes, palm rests, thumb rests, heel rests or spirit levels are not allowed.
7. Exterior weights other than concentric barrel weights are not allowed. A bipod or rifle rest may not be attached to the rifle during competition.
8. The weight of the complete rifle, with sights may not exceed 12.12 pounds.

Target Type: AR 5/5

Course of Fire: Five (5) shots in each of the following positions in the following order:

Sight-in = middle target
Prone = bottom left target
Standing = top left target
Kneeling = top right target

Time: Sight-in period = 5 minutes
Record Shots Period = 30 minutes

Following the sight-in period, range officers will go down range to check for and mark errant sight-in shots. The same time will be allotted to both junior and senior competitors. Block time will be used.

Exceptions to General Air Rifle Rules

Clothing: Shooting coats or jackets and gloves are **mandatory**. Shooting pants and shoes are optional. Jacket or coat must include pads not to exceed three-fourths of an inch (3/4) in thickness attached to the outside of the jacket. The location of the pads is to be at the shoulder for the butt plate and on the elbows. Sleeves are to be no longer than the wrist. Jacket or coat length is to be no longer than the fingertip with arms hanging to the side of the body.

Sling: A sling may be used for all positions except the standing position.

All questions and rulings will be the responsibility of the discipline superintendent.
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Air Rifle 10-Meter Olympic Off-Hand Class Rules

Class #'s: 212 – Jr. Individ / 213 – Sr. Individ / 214 – Jr. Team / 215 – Sr. Team

**All State Contest General Rules (pgs. 1-3)
and Air Rifle General and Range Rules (pgs. 7-10) apply to this class.**

Rifle: Any type of air rifle. The following additional restrictions will apply.

1. .177 caliber lead pellet only. Wad cutter-type pellets only (flat head). No dome or pointed heads on pellets allowed.
2. No set or electric triggers allowed.
3. Sights must be peep-type aperture, front and rear. No open-type sights, scopes or spirit levels will be allowed.
4. Adjustable butt plates are allowed. Hook-type butt plates are not allowed. Hand stops are not allowed.
5. The length of the stock and the check piece may not be changed during the course of fire.
6. Palm rests and heel rests are not allowed.
7. Exterior weights other than concentric barrel weights are not allowed. A bipod or rifle rest may not be attached to the rifle during competition. They may be attached when the competitor has completed firing. Offhand stands will be allowed during course of fire, only as a rest between shots.
8. The weight of the complete rifle with sights may not exceed 12.12 pounds.
9. The hand stop and sling swivel is not allowed in the standing position.
10. The rifle may not be removed from the firing line during the course of fire except with the permission of the range officer.

Target Type: AR 5/10

Course of Fire: Sight-in shots will be allowed in the sighting ring and targets only. (The sight-in targets are the two center bulls on the left target.) 20 shots from the standing position, top left and top right target.

Time: Sight-in period = 5 minutes
Record Shots Period = 30 minutes

Following the sight-in period, range officers will go down range to check for and mark errant sight-in shots. The same time will be allotted to both junior and senior competitors. Block time will be used.

Exceptions to General Air Rifle Rules

Clothing: Shooting coats, gloves, pants and shoes will be allowed.

All questions and rulings will be the responsibility of the discipline superintendent.
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.22-Caliber 50-Foot Hunt Class Rules

Class #'s: 100 – Jr. Individ / 101 – Sr. Individ / 102 – Jr. Team / 103 – Sr. Team

**All State Contest General Rules (pgs. 1-3)
and .22-Caliber General and Range Rules (pgs. 7-10) apply to this class.**

Rifle: Any type .22-caliber rifle capable of loading one (1) round at a time is allowed. Single-shot bolt action or lever action rifles are preferred, however, any action type may be used if it can be demonstrated that it can be loaded one (1) round at a time in a safe manner. It is up to the competitor to have the rifle approved before competing. The range officer will have the final approval.

All rifles must have the appearance of a sport rifle. The following additional restrictions will apply:

1. .22-caliber long rifle, long or short, standard velocity .22 ammunition is recommended. (no .22 magnum caliber allowed)
2. No set or electric triggers are allowed.
3. Any safe trigger is allowed. A safe trigger is one which does not allow the hammer or firing pin release to fall except by a deliberate pull of the trigger by the competitor.
4. Open sights or fiber optic neon enhancement sights and factory installed hooded front sights are allowed. Aperture sights and front globe sights are not allowed.
5. Factory-type stock may be altered for length only. No other alterations will be allowed.
6. Adjustable or hook-type butt plates are prohibited.
7. Thumb hole stocks, palm rests and heel rests are prohibited.
8. The weight of the complete rifle with sights may not exceed 7.5 pounds in weight. Rifles may be reweighed at any time by superintendent or designee. Consequences may result in score disqualification.

Target Type: A-17

Course of Fire: Ten (10) shots in each of the following positions in the following order:

Sight-in = middle bull on prone target

Prone = bottom left

Standing = top left

Kneeling = top right

Sitting = bottom right

Time: Sight-in period = 5 minutes
Record Shots Period = 40 minutes

Following the sight-in period, range officers will go down range to check for and mark errant sight-in shots. The same time will be allotted to both junior and senior competitors. Block time will be used.

All questions and rulings will be the responsibility of the discipline superintendent.
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.22-Caliber 50-Foot Hunt Scope Class Rules

This class will not be used in determining National Invitational qualifiers.

Class #'s: 112 – Jr. Individ / 113 – Sr. Individ / 114 – Jr. Team / 115 – Sr. Team

**All State Contest General Rules (pgs. 1-3)
and .22-Caliber General and Range Rules (pgs. 7-10) apply to this class.**

Rifle: Any type of .22-caliber rifle capable of loading one (1) round at a time is allowed. Single-shot, bolt action or lever action rifles are preferred, however, any action type can be used if it can be demonstrated that they can be loaded one (1) round at a time in a safe manner. It is up to the competitor to have the rifle approved before competing. The range officer will have final approval. The following additional restrictions will apply:

1. .22-caliber long rifle, long or short ammunition is recommended. (no .22 magnum caliber allowed)
2. No set or electric triggers are allowed.
3. Any safe trigger is allowed. A safe trigger is one which does not allow the hammer or firing pin release to fall except by a deliberate pull of the trigger by the competitor.
4. A fixed 4X magnification telescopic sight or a variable magnification telescopic sight (set at a maximum of 4X magnification) with a maximum body tube diameter of one (1) inch shall be used. Variable magnification scope must be locked and/or taped to a maximum of 4X magnification during competition. Once set, the scope magnification cannot be changed during competition. Open iron sights/open fiber optic sights or aperture sights with front globe may be mounted on the rifle, but not used during the competition. "See through" scope mounts (if present) will be taped closed.
5. All rifles must have the appearance of a hunting rifle with a maximum outside barrel dimension of .675 inches at the widest point of the muzzle. Factory-type stock (wood or plastic) may be altered for length only. No other alterations will be allowed. No skeltonized stocks will be allowed. No heavy or varmint style barrels will be allowed.
6. Adjustable or hook-type butt plates are prohibited.
7. Thumb hole and pistol grip type stocks, palm rests and heel rests are prohibited.
8. The weight of the complete rifle with scope may not exceed 7.5 pounds in weight. Rifles may be reweighed at any time by superintendent or designee. Consequences may result in score disqualification.

Target Type: A-17

Course of Fire: Ten (10) shots in each of the following positions in the following order:

Sight-in = middle bull on prone target
Prone = bottom left
Standing = top left
Kneeling = top right
Sitting = bottom right

Time: Sight-in period = 5 minutes
Record Shots Period = 40 minutes

Following the sight-in period, range officers will go down range to check for and mark errant sight-in shots. The same time will be allotted to both junior and senior competitors. Block time will be used.

All questions and rulings will be the responsibility of the discipline superintendent.

.22-Caliber 50-Foot 4-Position Sporter Class Rules

This class is designed as a basic target sighted class. Modifications to higher-level rifles are not recommended.

Class #'s: 104 – Jr. Individ / 105 – Sr. Individ / 106 – Jr. Team / 107 – Sr. Team

**All State Contest General Rules (pgs. 1-3)
and .22-Caliber General and Range Rules (pgs. 7-10) apply to this class.**

Rifle: Any type of .22-caliber rifle capable of loading one (1) round at a time is allowed. The rifle must be of conventional appearance. Single-shot, bolt action or lever action rifles are preferred, however, any action type tube-feed, clip feed and semi-automatic rifles can be used if it can be demonstrated that they can be loaded one (1) round at a time in a safe manner. It is up to the competitor to have the rifle approved before competing. The range officer will have final approval.

The following additional restrictions will apply:

1. .22-caliber long rifle, long or short, standard velocity .22 ammunition is recommended. (no .22 magnum caliber allowed)
2. No set or electric triggers are allowed.
3. Any safe trigger is allowed. A safe trigger is one which does not allow the hammer or firing pin release to fall except by a deliberate pull of the trigger by the competitor.
4. Peep type aperture sight front and rear. No open sights or scopes allowed.
5. The length of stock, height of cheek piece and butt plate location may not be changed after the five (5) minute sight-in period.
6. Thumb hole stocks, palm rests, heel rests, Scheutzen-type and hooked-type butt plates are prohibited.
7. The weight of the complete rifle with sights may not exceed 8.5 pounds in weight. Rifles may be reweighed at any time by superintendent or designee. Consequences may result in score disqualification.

Target Type: A-17

Course of Fire: Ten (10) shots in each of the following positions in the following order:

Sight-in = middle bull on prone target

Prone = bottom left

Standing = top left

Kneeling = top right

Sitting = bottom right

Time: Sight-in period = 5 minutes
Record Shots Period = 40 minutes

Following the sight-in period, range officers will go down range to check for and mark errant sight-in shots. The same time will be allotted to both junior and senior competitors. Block time will be used.

Exceptions to General .22-Caliber Rules

Clothing: Shooting gloves are permissible. Shooting coats, shooting jackets, shooting pants and shooting shoes are prohibited.

Sling: A sling may be used for all positions except the standing position.

Rifles in this class may also qualify for the International 3-Position class.

All questions and rulings will be the responsibility of the discipline superintendent.
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.22 Caliber 50-Foot International 3-Position Class Rules

Class #'s: 108 – Jr. Individ / 109 – Sr. Individ / 110 – Jr Team / 111 – Sr Team

**All State Contest General Rules (pgs. 1-3)
and .22-Caliber General and Range Rules (pgs. 7-11) apply to this class.**

Rifle: Any .22-caliber rifle capable of safely loading one (1) round at a time. It is up to the competitor to have the rifle approved before competing. The range officer will have the final approval.

The following additional restrictions will apply:

1. .22-caliber long rifle, long or short, standard velocity .22 ammunition is recommended. (no .22 magnum caliber is allowed)
2. No set or electric triggers allowed.
3. Any safe trigger is allowed. A safe trigger is one which does not allow the hammer or firing pin release to fall except by a deliberate pull of the trigger by the competitor.
4. Peep-type aperture sights front and rear. No open sights or scopes allowed.
5. Hook butt plates are allowed. Wrap-around body hooks are not allowed.
6. No weight limit.

Target Type: A-36

Course of Fire: Ten (10) shots in each of the following positions in the following order:

Sight-in = middle bull on prone target

Prone = bottom left

Standing = top left

Kneeling = top right

Time: Sight-in period = 5 minutes

Record Shots Period = 40 minutes

Following the sight-in period, range officers will go down range to check for and mark errant sight-in shots. The same time will be allotted to both junior and senior competitors. Block time will be used.

Exceptions to General .22-Caliber Rules

Clothing: Shooting coats or jackets and gloves are **mandatory**. Shooting pants and shoes are optional. Jacket or coat must include pads not to exceed three-fourths of an inch (3/4) in thickness attached to the outside of the jacket. The location of the pads is to be at the shoulder for the butt plate and on the elbows. Sleeves are to be no longer than the wrist. Jacket or coat length is to be no longer than the fingertip with arms hanging to the side of the body.

Sling: A sling may be used for all positions except the standing position.

All questions and rulings will be the responsibility of the discipline superintendent.
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Archery Rules – All Classes

All State Contest General Rules (pgs. 1-3) apply.

Control of the range will be under the supervision of the Archery Superintendent.

General Rules

1. **Draw:** No arrow may be drawn past the back of the bow at any time.* A minimum of the arrow tip must extend past the back of the bow at full draw. All bows must be hand-held at full draw.
2. **Hand-held Bow:** A hand-held bow is defined as a long bow, recurve bow or compound bow on which the string is not drawn mechanically or held mechanically under tension. String releases or mechanical releases which are hand-drawn and hand-held with no other attachment or connection to the bow other than to the bowstring are acceptable.
3. **Poundage:** Maximum draw weight for any bow is sixty (60) pounds. A portable poundage device will be used to check bows. All bow poundage will be checked at the end of each round. Competitors with bows found to be over sixty (60) pounds draw weight will be disqualified.
4. **Quivers:** All arrows must be in a quiver at all times. ***Quiver must be worn Not carried.*** This includes all persons attending the state competition – youth and coaches, parents, leaders or other adults. **No ground or pocket quivers allowed.**
5. **Range Finders / Binoculars:** Range finders and binoculars are prohibited on the archery range.
6. **Required Equipment:** Quiver, semi-rigid arm guard, finger protection or release as class requirements dictate. Quivers must be properly worn, not carried.
7. **Arrows:** No fiberglass arrows. Wood arrows are discouraged at the state contest, but may be used with recurve/long bows with the approval of the contest superintendent prior to the start of the contest.
8. **Course of Events:** All archers will start and compete at 40, 30, 20 and 10 yard distance. Juniors will shoot five (5) arrows per distance for a total of twenty (20) arrows. Seniors will shoot two (2) rounds of five (5) arrows per distance for a total of forty (40) arrows. Competitors will have a maximum of five (5) minutes to shoot each distance in each round.
9. **Cross Fires:** Defined as one competitor's shot to another competitor's target. All cross fires must be reported to the line official immediately, before the allotted relay time expires.

9. **Target Size:** 40 yards: 122 centimeter FITA – 48 inch target face.
30 yards: 87 centimeter FITA – 30 inch target face.
20 yards: 60 centimeter FITA – 24 inch target face.
10 yards: NFAA 5-spot target – 6 ¼ inch diameter.

10. **Tie Breakers:**

- 1st. Total 10's
- 2nd. 10's at 40 yards
- 3rd. 10's at 30 yards
- 4th. 10's at 20 yards
- 5th. Total score at 40 yards
- 6th. Total score at 30 yards
- 7th. Total score at 20 yards

Range Rules and Whistle Signals

- 1. Competitors will straddle the firing line.
- 2. Bows to be drawn in a safe and controlled manner. The arrow must be drawn in line with the designated target.
- 3. Bows that fail safety inspection will not be allowed on the range.
- 4. Whistle Signals are as follows:
 - Two whistle blasts: Competitors to the line
 - One whistle blast: Commence firing
 - Three whistle blasts: Score and retrieve arrows
 - Four or more whistle blasts: **Cease Fire Immediately**

***See Appendix I for Archery illustrations**

Archery Class Regulations

Individuals may enter only one (1) of the following classes:

Compound Bow Unlimited Class

Class #'s: 400 – Jr. Individ / 401 – Sr. Individ / 402 – Jr. Team / 403 – Sr. Team

1. Any compound bow.
2. Any sight including scope.
3. Any peep sight including clarifier.
4. Arrow rest -- drop away arrow rest are allowed only at a maximum of 2-inches behind the face of the bow.
5. Stabilizer.
6. Fingers or any release.
7. Whisker biscuits are allowed.

Compound Bow Limited Class

Class #'s: 404 – Jr. Individ / 405 – Sr. Individ / 406 – Jr. Team / 407 – Sr. Team

1. Any compound bow.
2. Fixed pin sight only-no levels.
3. Peep sight without magnification.
4. Arrow rest -- **Drop away arrow rests are NOT allowed.**
5. May have stabilizer of eight (8) inches in length or less.
6. Fingers or any release.
7. Whisker biscuits are allowed.

Compound Bow Traditional Class

Class #'s: 408 – Jr. Individ / 409 – Sr. Individ / 410 – Jr. Team / 411 – Sr. Team

1. Any compound bow.
2. No sight.
3. No peep sight.
4. Any stick-on arrow rest or any arrow rest that screws into the burger button hole that the arrow sits on a shelf or a spring will be allowed.*
5. No stabilizer.
6. Fingers only.

Recurve Bow Limited Class

Class #'s: 412 – Jr. Individ / 413 – Sr. Individ / 414 – Jr. Team / 415 – Sr. Team

1. Any recurve or long bow.
2. Any sight allowed.
3. Any arrow rest allowed.
4. Stabilizer.
5. Fingers only.

Recurve Bow Traditional Class

Class #'s: 416 – Jr. Individ / 417 – Sr. Individ / 418 – Jr. Team / 419 – Sr. Team

1. Any recurve or long bow.
2. No sights or levels.
3. No peep sight.
4. Stick-on rest or shelf only.
5. No stabilizer.
6. Fingers only.

***See Appendix I for Archery illustrations**

Muzzleloading General and Range Rules

All State Contest General Rules (pgs. 1-3) apply.

Control of the range will be under the supervision of the Muzzleloading Superintendent at all times.

General Rules:

1. **Time:** Sight-in period of 10 minutes for paper target
No sight-in period will be allowed for gongs
Record shots period of 20 minutes for target – 5 shots
Record shots period of 20 minutes for gong – 5 shots
Record shots period of 20 minutes for bottle target – 5 shots
2. All hangfires or dry balls must be reported to the line officer immediately, but without leaving the firing line. Rifles must remain pointed in a safe direction. While on the range, the safe direction is down range.
3. Blowing down the barrel of the firearm is **prohibited**.
4. Swabbing with a damp patch between rounds is permitted.
5. **Cross Fires:** Defined as one competitor's shot to another competitor's target. All cross fires must be reported to the line official immediately, before the allotted relay time expires. The line official must sign off on all cross fires, or they will be scored as excessive shots.
6. **Coaching:** Coaches may not be on the firing line during the record relay. No coaching will be allowed during the record relay.
7. All required firearm safety rules will be followed at all times.
8. **Designated Firing:** All competitors shall address the firing line as instructed by the range officer.
9. **Safe Trigger:** Any safe trigger (single or double set) is allowed. A safe trigger is one which does not allow the hammer to fall except by a deliberate pull of the trigger by the competitor. Electronic ignition systems are not allowed for any muzzleloading class.

Range Commands:

“Cease Firing / Hot loads – clear into bank / Range Closed”

Upon hearing this from the range officer, all muzzleloaders will be unloaded. Percussion caps will be removed from the nipple on percussion rifles. Powder will be removed from flashpans of flintlocks. With the permission of the range officer, hot loads will be cleared by firing into the bank. Hot loads cleared into target will disqualify the target. Firearms will then be racked and remain in the rack until a “range open” command is given.

“Fire in the hole”

This must be called when a loaded and primed rifle is on the line and ready to fire.

Muzzleloading – Traditional Class Rules

Class #'s: 500 – Jr. Individ / 501 – Sr. Individ / 502 – Jr. Team / 503 – Sr. Team

**All State Contest General Rules (pgs. 1-3)
and Muzzleloading General and Range Rules (pgs. 22-23) apply to this class.**

Traditional Class Muzzleloading Rifle:

1. Any muzzleloader, flint or percussion cap only of any caliber may be used. Musket caps or 209 shotgun primers are **NOT** allowed. Modern inline rifles are **not** allowed.
2. Open notch rear sight and post or bead front sight. Hooded or globed front sights are **NOT** allowed. Fiber optic sights are not allowed in any form on the rifle. If you remove the fiber filament from the sight, the holes must be filled.
3. Use of modern inline firearms will disqualify the shooter's target.
4. Patched round balls only. Conicals are **NOT** allowed.
5. No break actions.
6. Decision of Muzzleloading superintendent, regarding the rifle eligibility will be final.

Clothing: No shooting aids (jackets, gloves, etc...) will be allowed. No padded shooting shirts or pads of any kind are allowed in any age division.

Course of Fire:	Juniors:	Sight-in target = Top left bull 25 yards, Maximum 5 shots at 6 bull target 25 yards, Maximum 5 shots at 4-inch gong
	Seniors:	Sight-in target = Top target 50 yards, Maximum 5 shots at single bull target 50 yards, Maximum 5 shots at 4-inch gong

Targets: Juniors: RB 50-6-8
Seniors: RB 100-8

Challenges: A challenge to gong scoring must be made by the competitor immediately after that round is shot. Competitor and Scorer are to go down range to check the score. Any cross fires are scored as a **ZERO** (competitor and receiver).

Tiebreaker: 1st: Total Gong Score
2nd: Total Paper Score
3rd: Total number of 10's, 9's, 8's, etc...
4th: From center of ball, the closest high score to X in the center of target.

Decision of the superintendent is final.

Flintlock Shooters: Flintlock shooters must declare such to the range officer before shooting begins. Failure to do so will result in disqualification.

Loading: Demonstrated ability, proficiency and safety in loading a muzzleloader are required. Loading benches are provided and **must** be used. Any **competitor** needing assistance with loading must contact the muzzleloading superintendent prior to reporting to the firing line.

Powder: Black powder or Pyrodex powder only. Pyrodex pellets are **NOT** allowed. Smokeless powders or duplex loads are **NOT** allowed. Powder must be kept in the original closed container at all times and the original must be at the loading line with the shooter and be available for inspection by line/contest officials. All firearms **must** be loaded from a separate powder measure. No more than 60 grains of black powder (or equivalent) will be used. Cream of Wheat or corn meal is only allowed as a “filler” between the powder charge and patch if the competitor feels it is necessary.

Shooting Position: All targets will be shot off-hand.

Period Dress Contest

Class #'s: 504 – Jr. Individ / 505 – Sr. Individ

Participants in the muzzleloading contest are encouraged to enter the period dress contest. In this contest, members portray an individual (real or imaginary) from an earlier period in time. Members dress and act as if they were the individual. They create a story about this individual and relay that story to a panel of judges during a 15-minute interview following the shooting competition. Members are to wear their period dress costumes during the shooting portion of the competition and for the interview. Members may purchase, make or create their costumes. The interview will include describing the costume, the time period it comes from and portraying the story of the chosen individual. Judging will take place on the shooting line as well as during the interview.

Muzzleloading – Open Class Rules

This class will not be used in determining National Invitational qualifiers.

Class #'s: 506 – Jr. Individ / 507 – Sr. Individ / 508 – Jr. Team / 509 – Sr. Team

**All State Contest General Rules (pgs. 1-3)
and Muzzleloading General and Range Rules (pg. 22) apply to this class.**

Open Class Muzzleloading Rifle:

1. Any rifle designed to be loaded from the muzzle
2. Any sight (Laser, Telescopic, Peep, Open, Globe, Hooded, fiber optic etc...) may be used.
3. Any projectile designed for muzzleloading rifle (RB, Conical, etc...) may be used.
4. Any primer designed for a muzzleloading rifle (209 primers, Musket Cap, Percussion Cap, etc...) may be used. The primer must fit the nipple in the muzzleloader.
5. Any black powder or equivalent powder designed for a muzzleloading rifle (pellets, etc...) may be used. Smokeless powders are **NOT** allowed. No more than 60 grains of powder will be used. Breech plug must be screwed into the rifle barrel.

Clothing: Shooting aids may be used.

Supports: Firearm supports (slings, posts, sticks, etc...) are **NOT** allowed.

Course of Fire:	Juniors:	Sight-in target = top left bull 25 yards – Maximum 5 shots at 6 bull target 25 yards – Maximum 5 shots at 6 bottle target (5 lower bottles are shot for record)
	Seniors:	Sight-in target = top bottle on bottle target 50 yards – Maximum 5 shots at single bull target 50 yards – Maximum 5 shots at 6 bottle target (5 lower bottles are shot for record)

Targets: Juniors: RB 50-6-8 (6-bull) and TG-2427 (bottle)
Seniors: RB 100-8 (1 bull) and TG-2427 (bottle)

Tiebreaker: 1st: Total Bottle Target Score
2nd: Total Paper Bull Score
3rd: Total number of 10's, 9's, 8's, etc...
4th: From center of ball, the closest high score to X in the center of target.

Decision of the superintendent is final.

Shotgun Contest General & Range Rules

All State Contest General Rules (pgs. 1-3) apply.

Control of the range will be under the supervision of the Shotgun Superintendent at all times.

1. All shotguns must remain unloaded and actions open and empty until the competitor is on the line ready to shoot. Break action shotguns may have the actions closed when they are in the rack. Violation of this rule may subject the competitor to immediate disqualification. Remember: ***Open or out!***
2. Competitors cannot insert a live round (shell) in to the firearm until the person before them discharges their firearm.
3. No portion of the muzzle shall be allowed to come into contact with any portion of the competitor's body. (i.e.: toe rests are not allowed.) No shoulder carries for shotguns.
4. All Shotgun competitors are required to bring and use eye and ear protection.
5. Ready position will be a free gun mount policy.
6. No release triggers allowed.
7. A contestant cannot use a shotgun that has a chamber larger than 12 gauge. Ammunition maximum shell length is two and three-quarter (2-3/4) inches except for .410 ammunition. Maximum shot charge is one and one-eighth (1-1/8) ounce. Recommended ammunitions is a standard trap load.
8. Targets will be set the morning before the shoot starts and will not be reset except by the superintendent.
9. All contestants (team members and individuals) shall participate as individual competitors.
10. Each team must nominate a team captain who is responsible for the team's conduct on the line. The team captain shall begin shooting on the number 1 station and is responsible for ensuring that the team's score is accurately recorded before the team leaves the line.
11. Standard clay targets of consistent coloration will be used in all 4-H shotgun events.
12. Substitutions on the team must occur before the team comes to the line to shoot its first round. The same team members must shoot both rounds and any tie-breakers. Substitutions may only be made from the members registered for the event.
13. Each team will supply an adult puller for their round in trap, skeet and 5-stand. Each team must also supply an adult scorer for the next squad. The puller has no input on scoring and is not allowed to coach.
14. The target shall be thrown immediately upon the call. Only the line official may determine a late pull. (If a competitor shoots, the result of the shot is scored.)
15. Competitors are allowed two failure to fires per round. Subsequent failure to fires will be counted as a lost target.

16. All lost targets will be called immediately by the line officer.
17. **Dead Target:** A target is scored dead (hit or broken) when at least one visible piece is broken from the target. Dust or change of direction is not considered a visible piece.
18. **Lost Target:** A target is scored lost (missed) when it is not hit during its flight or is dusted, but no visible piece falls or changes direction without a visible piece falling. It is also lost if it is fired upon out of order.
19. **No Bird or No Target:** A target declared “no bird” or “no target” by the line officer must be repeated regardless of the actions of the competitor or result of any shot.
20. A repeat target must be thrown in the following situations, regardless of the competitor’s response to the target.
 - A. A broken target was thrown.
 - B. The target was thrown from the wrong house.
 - C. A target of distinctly different color is thrown.
 - D. Either target of a true pair or simultaneous pair is irregular.
 - E. A single target is thrown for a double.
 - F. The competitor fires out of turn.
 - G. Another competitor fires at the same target.
 - H. The line officer cannot, for some reason, determine whether the target is dead, lost or a “no bird” or “no target.”
21. Repeat targets may be thrown under the following conditions, if the competitor does not fire at the target:
 - A. The target was thrown before the competitor called for it.
 - B. The target was not thrown within the allowable time limits.
 - C. The target flutters, takes an irregular course or has inadequate velocity.
22. If a competitor thinks that the scorer has miscalled a lost target (miss) the competitor must immediately challenge the call (**before the next shot is fired**) to the line official. Once the next shot is fired, the ability to challenge a call is lost. The outcome of the challenge of a score will be determined by the line officer and the scorer. **This decision is final.** The challenge must be made by the competitor. Challenges by coaches, parents or leaders are not allowed.
23. All official protests must be immediately made by either the team captain or the individual competitor. Such protests must be made before the team or individual leaves the field. The field is defined as the area from the scorer to the firing line.
24. Teams unable to field the original team members for a tie-breaker or shoot-off shall forfeit the tie.
25. Individuals unable to shoot in a tie-breaker or shoot-off shall forfeit the tie.
26. If a shot is fired without calling for a target, it will be called a lost target the first time it happens. On the second occurrence, the competitor will be disqualified.
27. If a member qualifies in both Team and Individual shoot offs, the member will only shoot off once per event (trap, skeet, 5-stand). Their score from the team shoot off will be used as their individual score.

Shotgun – 5-Stand Sporting Clays Class Rules

Class #'s: 308 – Jr. Individ / 309 – Sr. Individ / 310 – Jr. Team / 311 – Sr. Team

All State Contest General Rules (pgs. 1-3) and Shotgun General and Range Rules (pg. 26-27) apply to this class.

1. 5-Stand will consist of two (2) rounds of twenty-five (25) targets for both juniors and seniors. One round will be shot per field.
2. Two shots per single target will be allowed.
3. Competitors will compete shooting a total of twenty-five (25) targets per round. The pattern of the rounds will be determined by the shoot management. The pattern of targets will remain the same throughout the competition.
4. All pairs will be true pairs or simultaneous pairs. A menu will be provided at each station for the competitor to read. Thirty (30) shots will be allowed per twenty-five (25) targets.
5. The competitor's feet must be behind the front opening of the Competitor's Stand.
6. No chokes may be changed after the round has begun.
7. In true pairs, the competitor has the right to shoot either target first. If the competitor misses the first target, they may fire the second shot at the same target. The score would be "Lost / Result"
8. In true pairs, if a competitor breaks both targets with one shot, the score would be "Dead/Dead."
9. In a true pair, if a "no bird" or "no target" is called, nothing can be established. (Nothing established: A proof double is required to establish both targets.)
10. Squad times: Juniors – twenty-five (25) minutes for each round.
Seniors – twenty (20) minutes for each round.
Time will be recorded on the score sheet by noting beginning and ending times. Mixed squads of individuals from different counties may be allowed an additional 5 minutes per round if it is deemed necessary by the line official.
11. Ties: Both team and individuals will be broken by the discipline superintendent or his/her designee. The preferred method to break a tie is by a ten (10) target shoot-off with the shot selection being left up to the shoot management, but other methods may be employed if necessary.

Shotgun – American Skeet Class Rules

Class #'s: 304 – Jr. Individ / 305 – Sr. Individ / 306 – Jr. Team / 307 – Sr. Team

All State Contest General Rules (pgs. 1-3) and Shotgun General and Range Rules (pg. 26-27) apply to this class.

1. Skeet will consist of two rounds of 25 targets for both juniors and seniors.
2. Competitors will compete in a standard skeet round featuring single high and low house targets and a simultaneous pair from stations 1, 2, 6 and 7, single targets from stations 3, 4, 5 and 8. An optional target will be taken on the first missed, or as a second target on station 8 low house. When shooting doubles the target from the nearer house (out-goers) must always be taken first.
3. A competitor must stand with part of both feet within the boundaries of the shooting station.
4. The shoot superintendent will advise on the day of the contest if the competitor may load two shells on a single target.
5. Competitors may take a brief practice swing prior to calling for the target.
6. A competitor must shoot one shot per target. If a competitor shoots at the first target and misses, then shoots the second shot at the same target, the score will be "lost/lost" no matter what the result of the second shot is.
7. If two targets are thrown simultaneously in singles, and the competitor breaks or misses the correct target, it will be scored as shot. If the competitor refrains from firing they will throw a new target.
8. Proof doubles will be thrown to establish the scoring on one or both targets under the following conditions:
 - A. Nothing established: Under the following conditions, the proof double will establish the scoring for both targets.
 1. The first target is thrown broken.
 2. The targets collide before the result of the first shot is established.
 3. The first target is irregular and the competitor refrains from shooting.
 4. The competitor suffered from interference and refrained from firing on either target.

- B. First shot established as shot: a proof double will be thrown to establish the scoring of the second target under the following conditions. (Both targets must be attempted in the proper order.)
1. The second target was thrown broken.
 2. The second target collides with fragments of the first target.
 3. Both targets are broken with the same shot. (Score will be dead/result.)
 4. The second target is irregular and the competitor refrains from shooting.
 5. The second target fails to emerge on the call.
 6. The first shot is lost and the targets collide before a second shot can be taken.
 7. The wrong target broken with the first shot. (Shooter unintentionally shoots wrong target.)
9. Shooting at the wrong target first results in a lost pair.
10. Squad times: Juniors – twenty-five (25) minutes for each round.
Seniors – twenty (20) minutes for each round.
Time will be recorded on the score sheet by noting beginning and ending times.
Mixed squads of individuals from different counties may be allowed an additional 5 minutes per round if it is deemed necessary by the line official.
11. Ties: Both team and individual will be broken by the discipline superintendent or his/her designee. The preferred method is by shooting ten targets composed of doubles from stations 3, 4, 5, 4 and 3, with the high house target taken first on station 3 and alternating on station 4, high house first on the first attempt and the low house first on the return trip from station 5. On station 5, the low house is target taken first. Other methods may be employed.

Shotgun – Trap Class Rules

Class #'s: 300 – Jr. Individ / 301 – Sr. Individ / 302 – Jr. Team / 303 – Sr. Team

**All State Contest General Rules (pgs. 1-3)
and Shotgun General and Range Rules (pg. 26-27) apply to this class.**

1. Trap will consist of two rounds of 25 targets for juniors and seniors.
2. The rounds will be shot back-to-back with a maximum of five minutes between rounds to get a drink of water and replenish ammunition.
3. The competitor's feet must be behind the front line at the 16-yard line.
4. No chokes may be changed after the round has begun.
5. Squad Time: Juniors – twenty-five (25) minutes for each round.
Seniors – twenty (20) minutes for each round.
Time will be recorded on the score sheet by noting beginning and ending times.
Mixed squads of individuals from different counties may be allowed an additional 5 minutes per round if it is deemed necessary by the line official.
6. Ties: Both team and individual ties shall be broken by the discipline superintendent or his/her designee. The preferred method is by shooting a full 25-shot round from the 20-yard line, but other methods may be employed. The team or individual with the highest score after the tie-breaker shall be given the tie. If still tied, the shoot-off will continue in a "miss and out" manner. The shot selection will be up to the shoot management.

4-H Shooting Sports Scoring Guidelines

Refer to this rule book for class specifications. **All rulings by the Superintendent are final.**

General Rules

1. Benefit **ALWAYS** goes to the competitor.
2. **CONSISTENCY** is key. All targets are to be scored the same way.
3. Targets are to be scored to the positive. Mark the score beside each bull. Total all shots for that target and circle the total.
4. Scoring plugs: When using the plug, get a second opinion on the score **before** pulling the plug out. The shot may only be plugged once. Mark with a P+ or P- and the score. **(Both scorers must initial the bull)**
5. **Target Inspection & Challenge:** All paper targets, with the exception of archery, will be posted for inspection for a time period of 15 minutes following the scoring of the relay. **Challenges must be made by the competitor.** No challenges will be allowed after targets have been posted for the allotted posting time period. If the contestant is shooting another relay during the target posting time, they are to report the scoring area immediately following the relay to check targets. Any exception to this rule must be approved by the scoring superintendent. **Parents, coaches, leaders or other adults are not allowed to handle targets or make a challenge. Challenges must be made on the day of the shoot.**
6. Any use of scoring devices by anyone other than an active member of the scoring team will cause immediate **disqualification** of that target packet.

Air Pistol

1. .177 caliber.
2. Sight-in: Must be shot at the sighter target only.
3. Targets must be shot in the following order:
Juniors: 1. Sight-in
 2. Bench Rest – 12 shots, 2 per bull
 3. Two handed standing – 12 shots, 2 per bull
Seniors: 1. Sight-in
 2. Two handed standing – 12 shots, 2 per bull
 3. One hand standing – 12 shots, 2 per bull.
Targets shot in any other order will be disqualified.
4. Shot must touch the line to count.
5. Multiple shots on a target – i.e. - 13 shots on a 6 bull target: The competitor will lose highest scoring shot for each excessive shot on the target.
6. More than 2 shots in one bull: The competitor will forfeit the high score on the bull.
7. **Cross Fires:** Defined as one competitor's shot to another competitor's target. All cross fires must be reported to the line official immediately, before the allotted relay time expires, or they will be scored as excessive shots.

Scoring Guidelines (continued)

Air Rifle

1. .177 caliber
2. Sight-in: Must be shot at the sighter target only. Ten bull target sighter is the center bull on the first target shot. (offhand class – left target).
3. Targets must be shot in the following order:
 - Utility and 4-P Sporter Class: Prone, Standing, Kneeling, Sitting.
 - 3-P Class: Prone, Standing, Kneeling.
 - Offhand Class: Left to right.Targets shot in any other order will be disqualified.
4. Shot must touch the line to count. On a 10-bull target with dot, dot must be completely removed to score a 10.
5. Multiple shots on a target – i.e. - 11 shots on a 10 bull target: The competitor will lose the highest scoring shot for each excessive hit on the target.
6. Multiple shots in one bull: The competitor will forfeit the high score on the bull.
7. **Cross Fires:** Defined as one competitor's shot to another competitor's target. All cross fires must be reported to the line official immediately, before the allotted relay time expires, or they will be scored as excessive shots.

.22 Rifle

1. .22 caliber
2. Sight-in: Must be shot at the sighter target only. Sighter is the center bull on 1st target shot, prone.
3. Targets must be shot in the following order:
 - Hunt and 4-P Sporter Classes: Prone, Standing, Kneeling, Sitting
 - 3-P Class: Prone, Standing, Kneeling
4. Shot must touch the line to count. On the A-36 target, the target must have the center dot completely removed to score a 10.
5. Multiple shots on a target – i.e. - 11 shots on a 10 bull target: The competitor will lose the highest scoring shot for each excessive hit on the target.
6. Multiple shots in one bull: The competitor will forfeit the high score on the bull.
7. **Cross Fires:** Defined as one competitor's shot to another competitor's target. All cross fires must be reported to the line official immediately, before the allotted relay time expires, or they will be scored as excessive shots.

Scoring Guidelines (continued)

Archery

1. Each line will have a designated scorer appointed. Competitors will start at the 40-yard distance.
2. Five (5) arrows per bull at 40, 30, 20 yards. One (1) arrow per bull at 10 yards.
3. Any arrow touching the line will be scored at the higher point value.
4. Center circle is worth 10 points. Each ring outside of center is decreased by one (1) point value.
5. Arrows touched before they are scored will count as a zero.
6. **Cross Fires:** Defined as one competitor's shot to another competitor's target. All cross fires must be reported to the line official immediately, before the allotted relay time expires, Any cross-fired arrow will be scored a zero.
7. On the 10-yard target, multiple arrows in the bull are scored with the lowest scoring arrow. All other arrows are scored a zero.
8. **Each county will supply the same number of scorers as participants.**

Muzzleloading

1. Scoring on paper target (except the bottle target) will be by the ½ ball rule. When more than ½ the ball diameter is over the ring, the shot is scored the higher point value
2. The caliber of the projectile must be written on the target.
3. Bottle target will be scored a hit or miss per point value.
4. Multiple shots on a target – i.e. - 6 shots on a 6 bull target, **(when 5 shots are registered for score)**. The competitor will lose highest scoring shot for each excessive shot on the target.
5. More than 2 shots in one bull: The competitor will forfeit the high score on the bull. **(Juniors and all Bottle targets Only)**.
6. **Cross Fires:** Defined as one competitor's shot to another competitor's target. All cross fires must be reported to the line official immediately, before the allotted relay time expires, or they will be scored as excessive shots.
7. Gongs will be scored as a hit or miss.
8. Hitting the support is a miss.
9. Ricochets shall be scored as a miss.
10. Point value for gong is 8 points.
11. Challenges to gong scoring must be made by the competitor immediately after the round.
- 12.

Shotgun

1. Clay targets will be scored either a dead (hit) or lost (missed) target.
2. **Dead target:** A target is scored dead (hit or broken) when at least one visible piece is broken from the target or the target has been completely reduced to dust.
3. **Lost target:** A target scored lost (missed) when it is not hit during its flight, or is dusted by no visible piece falls, or changes direction without a visible piece falling.
4. **No bird or No target:** A target declared no bird or no target by the line official must be repeated regardless of the action of the competitor or result of any shot taken.

National 4-H Shooting Sports Invitational

Participant Selection Procedures

The competitor must be a senior 4-H member in good standing when they qualify for and participate in the National 4-H Shooting Sports Invitational. Participants must not have reached their 19th birthday before January 1st of the year the event is held.

A competitor must also be enrolled in the 4-H shooting sports project and discipline for which they are competing in the year they participate at the National 4-H Shooting Sports Invitational.

Team: A team will be selected in the disciplines listed below. Each team will be comprised of four members. Eight selection letters (4 primary / 4 alternate) will be distributed at the Colorado 4-H Shooting Sports Contest. The recipient of the letter will print and sign their name as the letter's receiver. They will also provide a phone number. The recipients will be determined in the following manner for each discipline.

Air Pistol: Top 8 scores.

Air Rifle: Top 8 scores aggregate from Utility and 4-P scores.
In the case of a tie, the Utility score is used to break the tie.

Archery Compound: Top 8 scores, no matter which class.
In the case of a tie, the lower class score is used to break the tie.

Archery Recurve: Top 8 scores, no matter which class.
In the case of a tie, the lower class score is used to break the tie.

Muzzleloading: Top 8 scores from the Traditional Class.

.22 Rifle: Top 8 scores aggregate from Open Sight Hunt and 4-P Class.
In the case of a tie, the Hunt score is used to break the tie.

Shotgun: Top 8 scores aggregate from Trap, Skeet and 5-stand.
In the case of a tie, the 5-stand score is used to break the tie.

Ties: In the case of overall ties beyond the above listed tie breakers, the discipline superintendent and the National Invitational Coordinator will break ties as they see fit.

Coach Selection: The coach of the #1 competitor of the team is eligible. If they decline, the position moves down the placings until the position is filled. Please note that the coach must be a certified 4-H shooting sports leader in the discipline represented.

Expenses: The team members and coaches are responsible for their own expenses. Participants and coaches should check with their local Extension Office, county council or other organizations for fundraising opportunities.

Contest Conduct and Responsibility

Competitor and Coach Responsibility: In all circumstances, competitors, coaches and parents are responsible for their actions and upholding the standards of the 4-H Shooting Sports program. All of us are expected to behave in a manner suitable for the promotion of a 4-H youth development program, high ideals and the promotion of shooting sports in the United States. Cooperation, self-control, self-discipline and high standards of sportsmanship are expected at all times.

The Colorado 4-H Shooting Sports State Leadership Team strives to ensure that all activities are conducted in a safe, appropriate and fun environment. To assist in achieving that goal, members, leaders and parents participating in shooting sports events are expected to honor and abide by the Colorado 4-H Code of Conduct.

The Colorado 4-H Code of Conduct

4-H members, leaders, parents and other adults participating in 4-H activities will:

1. Adhere to program rules, curfews, dress codes, policies and rules of the facility being used.
2. Conduct themselves in a courteous, respectful manner, use appropriate language, exhibit good sportsmanship and provide positive role models.
3. Abstain from illegal behaviors, use of alcohol, illegal or illicit drugs, and tobacco during 4-H events and activities.
4. Fully participate in scheduled activities.
5. Respect other's property and privacy rights.
6. Abstain from child abuse (physical and/or verbal) and harassment.
7. Accept personal and group responsibility for behavior, including any financial damage.
8. Adhere to the rules of safety.

Consequences for violating any of these codes may include removal, at the individual's expense and without refund, from participation in the event in which the code of conduct has been violated, resolution or repayment of damages, sanctions on participating in future 4-H events, forfeiture of financial support for the event, removal from offices held, etc...

Age, offices held in the 4-H organization, and presence of an adult or other perceived status are not grounds for behavior outside of established guidelines.

It is the responsibility of all program participants to reinforce the code of conduct and intervene when necessary to enforce the rules.

Colorado 4-H Adult Code of Conduct

4-H is the informal youth education program of Extension through Colorado State University. Through 4-H projects and programs, youth learn life skills, citizenship, communication and decision making techniques, leadership, interpersonal relations, community and global awareness. 4-H helps youth form attitudes that will enable them to become self-directing, productive and contributing members of society.

Youth learn from their experience. Part of their experience is observing and modeling their behavior after adults they know and respect. To contribute in a positive way to youth development, Colorado 4-H Leaders, Volunteers, Parents and other adults will:

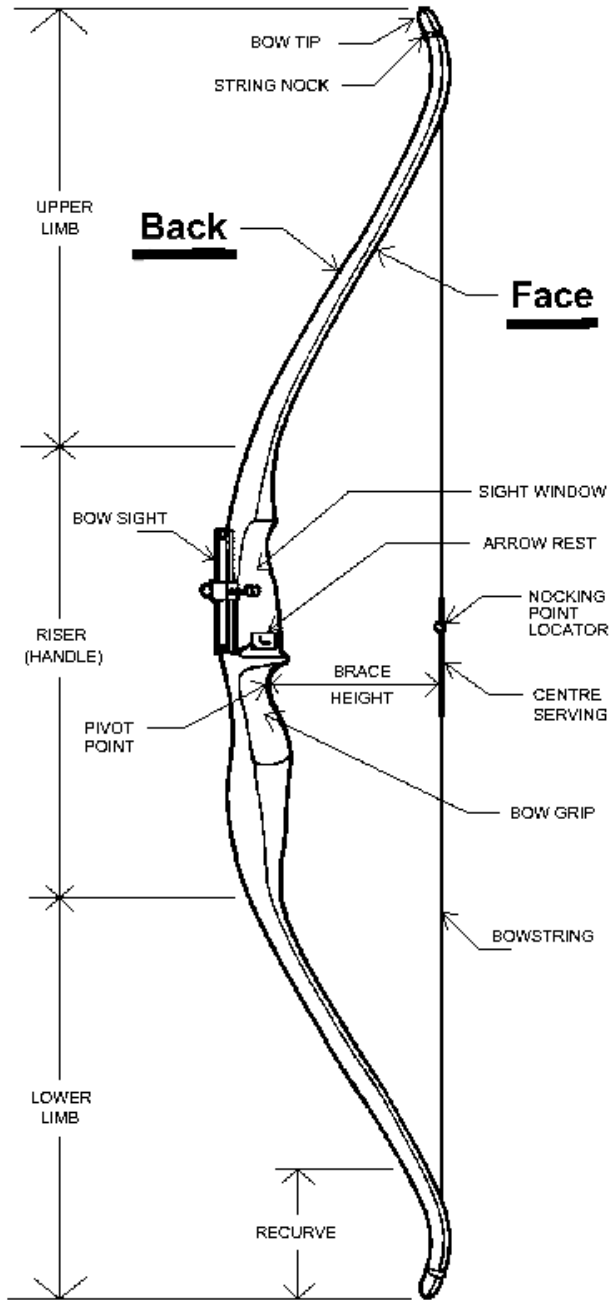
1. Conduct themselves in a mature, courteous and respectful manner, use appropriate language, exhibit honesty, good sportsmanship and act as a positive role model.
2. Provide a safe learning environment, free of physical abuse, mental abuse, ethnic, racial and sexual harassment or exploitation of the 4-H member.
3. Learn and live by the principles of the 4-H Pledge, 4-H Motto and 4-H Slogan.
4. Adhere to all program rules, policies and guidelines including the State 4-H Dress Code and use of the 4-H Clover.
5. When transporting 4-H members, have a valid Colorado driver's license and insurance as prescribed by Colorado law and maintain the vehicle so that it is safe and reliable for the conditions, weather and distance for which it will be driven.
6. Abstain from the use of alcohol and illegal drugs while participating in 4-H events/programs. These are not allowed at any 4-H sponsored program, event and/or activity where youth are present. Leaders should limit their tobacco use to areas where youth are not present. This applies to local club meetings, county, district, state and national events.
7. Respect the rights and authority of leaders, parents and Extension Agents.
8. Refrain from physical or verbal abuse.
9. Apply rules of safety to individuals, groups and property.
10. Accept personal responsibility for behavior.

Conduct not in keeping with 4-H Youth Development standards will not be tolerated. Violation of items listed above will result in consequences to the participant. Law enforcement may be called and illegal behaviors may result in citations or arrest. Consequences may include removal, at the individual's expense and without refund, from participation in the event; restitution or repayment of damages; sanctions on participation in future local, county, district, state, regional or national 4-H events; and forfeiture of financial support for this event.

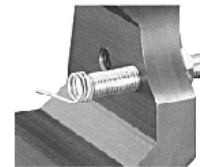
4-H Leaders and volunteers serve at the request of Colorado State University Extension. That request can be withdrawn for violations to this code, other reasons or no reason at any time.

Appendix I

Archery Illustrations



THE BASIC RECURVE BOW



Compound Traditional Class Arrow Rests

Appendix II

Archery Targets Illustrations

Scoring on the colored targets is as follows

The center 2 rings = 10 points

The point value decreases by 1 point per ring moving outward

Scoring on the 5 spot target is as follows

The center ring = 10 points

The point value decreases by 1 point per ring moving outward

122cm 40 yard target



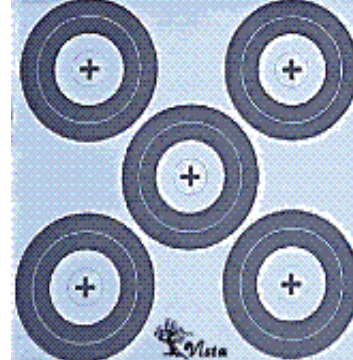
80cm 30 yard target



60cm 20yard target

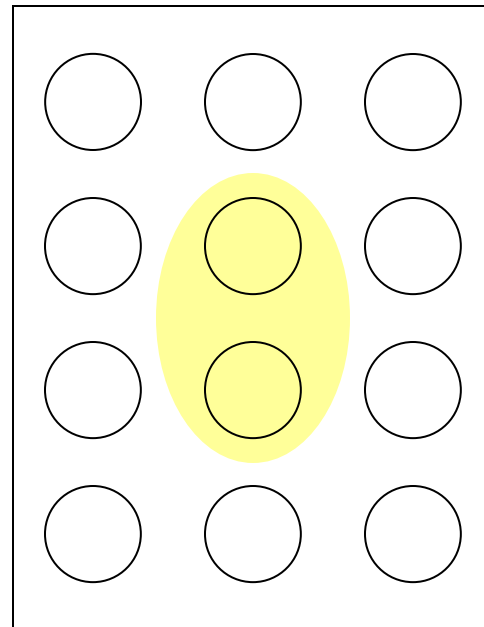
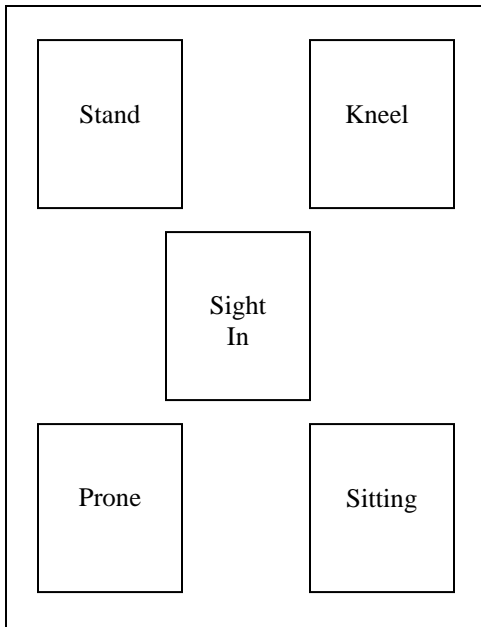


5 spot 10 yard target



Appendix III

Target Placement & Sight-in Bull Location



Air Rifle
25-Foot Utility, 3P & 4P Classes
Suggested Target Placement

.22 Rifle
Placement is the same for all classes,
but there is no sight-in target.

Air Rifle
10-Meter Olympic Off-Hand Class
Left Target (of 2)
Center two bulls = Sight-in Bulls

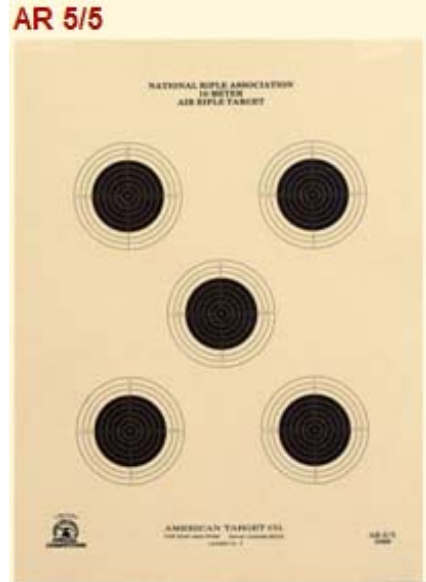
Appendix IV

Target Illustrations

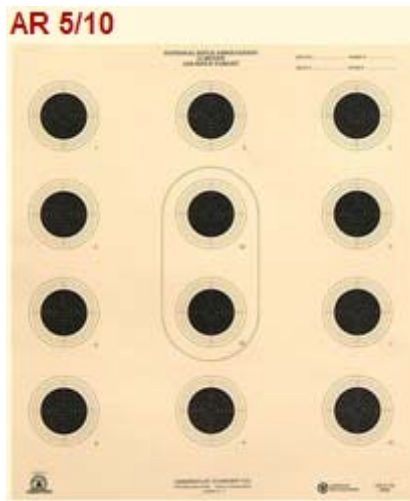
Air Rifle 25-Foot Utility Classes
Class #'s 200, 201, 202, 203



Air Rifle 10-Meter 4-P Classes
Class #'s 208, 209, 210, 211
Air Rifle 10-Meter 3-P Classes
Class #'s 216, 217, 218, 219



Air Rifle 10-Meter Olympic Off-Hand Classes
Class #'s 212, 213, 214, 215



Air Pistol 10-Meter Classes
Class #'s 220, 221, 222, 223



(1½ targets per position – 6 bulls)

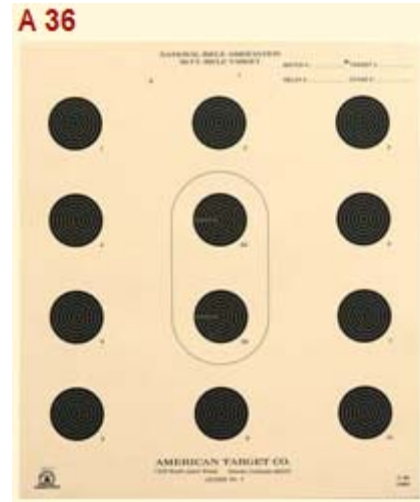
Appendix IV

Target Illustrations (con't.)

.22 Caliber Rifle 50-Foot Hunt Classes
Class #'s 100, 101, 102, 103
.22 Caliber Rifle 50-Foot Hunt Scope Classes
Class #'s 112, 113, 114, 115
.22 Caliber 50-Foot 4-P Sporter Classes
Class #'s 104, 105, 106, 107



.22 Caliber Rifle 50-Foot
International 3-P Classes
Class #'s 108, 109, 110, 111



Muzzleloading JUNIOR Traditional
Class #'s 500 & 503
RB 50-6-8



Muzzleloading SENIOR Traditional
Class #'s 501 & 503
RB 100-8



Appendix IV

Target Illustrations (con't.)

Muzzleloading JUNIOR Open
Class #'s 506 & 508
RB 50-6-8



Muzzleloading SENIOR Open
Class #'s 507 & 509
TG-2427



AND

AND

TG-2427



RB 100-08



Appendix V

.22 Rifle Sight Illustrations

Front Aperture



Front Globe



Rear Peep / Aperture



Appendix VI

Rifle Illustrations Conventional Appearance

.177 Utility Air Rifle



.177 Sporter Air Rifle



.22 Hunt Rifle



.22 Sporter Rifle



Changes and items for discussion for 2013:

No specific rule book changes are being considered for 2013. Changes will be made if a rule must be changed due to safety considerations.

If you have comments or suggestions for improving the Colorado 4-H Shooting Sports program, letters can be directed to:

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Colorado 4-H Shooting Sports & Natural Resources
P. O. Box 1006
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Jim.Hamilton@ColoState.edu
(719) 846-7403



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