



Idaho 4-H Shooting Sports Rules

{Effective: *October 1, 2020*}

[Any changes/additions made from the 2019-2020 rules are noted in *italics* within the text below]

As the Idaho 4-H Shooting Sports program continues to evolve, a third discipline event may be added to these State Championship regulations. The rules set forth are designed to align with those participants would encounter if they were to advance on to the National 4-H Shooting Sports Championship. Due to current limitations, the Idaho championships will only include two of the three National event categories within a given discipline.

Recognizing the strenuous physical and developmental requirements associated with the various state-level events listed below, a set of recommended “Modifications” for district, county or local shoots can be found at the end of each discipline rule section. These are typically designed to aid younger members develop their skills, confidence, stamina and proficiencies (following the same basic discipline rules) in age-appropriate, supportive settings. **Local instructors are encouraged to work collaboratively with their Extension personnel in hosting multi-club and county events which enable youth to demonstrate skills learned and have FUN.**

As in any competitive setting, participants are encouraged to put forth their best efforts. However, it is essential that all participants, coaches, contest officials and spectators remember and support the foundational purpose of any 4-H program – positive youth development. All parties involved are expected to conduct themselves in an exemplary manner and demonstrating gracious sportsmanship at all times; violators face immediate disqualification.

General Rules

This document is designed to help insure a fair and equal opportunity for all participants, based on a consistent set of predetermined rules. Member will compete with others of similar age and comparable equipment. It is the responsibility of the competitor and the volunteer instructor/coach to know and abide by these rules. Failure to do so is grounds for dismissal. As safety is of paramount concern, Match and/or Range Officials may dismiss or disqualify any participant that they believe does not demonstrate the basic proficiency and knowledge required for that discipline.

Various 4-H Shooting Sports disciplines can require substantially different capabilities and skill sets for members of various ages to safely engage in those related activities. The table below sets forth which age divisions are eligible to participate in each of the various Idaho 4-H Shooting Sports Discipline categories.

Discipline	Juniors (8-10 year olds)	Intermediates (11-13 year olds)	Senior (14-18 year olds)
Archery (Recurve & Compound)	Yes	Yes	Yes
Air Pistol	Yes	Yes	Yes
Air Rifle	Yes	Yes	Yes
Hunting	Yes *	Yes	Yes
Muzzleloader (black powder)	No	Yes	Yes
Small-bore Pistol	Yes	Yes	Yes
Small-bore Rifle	Yes	Yes	Yes
Shotgun	Yes	Yes	Yes

* Youth may engage in any Hunting activities that do not require their use of equipment not permitted above; Hunting instructors must be certified in any disciplines related to the equipment they will be using.

Participation:

1. 4-H Membership – All competitors must be current 4-H members, officially enrolled in each specific Idaho 4-H Shooting Sports discipline applicable to the event(s) in which they will be participating.
2. Age Divisions & Requirements – Club, county, district and invitational 4-H events are open to youth who have passed their 8th birthday but may not have reached their 19th birthday as of January 1st of the current 4-H program year. Age divisions shall be: Junior (8-10), Intermediate (11-13) and Senior (14-18). *In recognizing each discipline's physical demands and to ensure safety, age-appropriate modifications for Junior and Intermediate participants are listed at the end of each discipline section – all other discipline rules remain the same.*

Official State competitions are open to youth who have passed their 14th birthday but may not have reached their 19th birthday as of January 1st of the current 4-H program year; however state organizing committees may choose to host a concurrent Invitational event for youth ages 8 to 13 as we work to grow these programs.

{Note: If a concurrent invitational is held, and since the State competition is use to qualify for the only National-level 4-H event (held over one year after the State event), youth 13 years of age can opt to participate in the Senior division in an attempt to qualify for the National 4-H Shooting Sports contests (as they would meet the National age requirements the following year), or they can remain in their respective age division.}
3. State Contest Official Entry – Participants must be approved on the official entry form by their respective County Extension 4-H personnel. The selection of participants is at the discretion of the local Extension 4-H personnel. Participants will be competing as individuals only – currently no teams.
4. Event Participation – Each discipline offered should consist of two different events. An individual may be restricted to participation in only one discipline at multi-discipline competitions. Participants are expected to compete in both events within the discipline entered – and must do so to become eligible for any awards.
5. Reasonable Accommodation – To request a disability-related accommodation to participate, contact the contest host before completing the registration process and prior to the registration deadline. Such requests require a written petition supported by a physician's written statement detailing the accommodation, the issues preventing the use of standard position or positions, or modifications in equipment required to permit participation in the event. The event staff will make every reasonable effort to accommodate that individual so they can compete. Any accommodation made shall not create an unfair competitive advantage or jeopardize range safety.
6. Participant Identification – The Idaho 4-H Shooting Sports contest committee shall issue a nametag or similar unique means to identify each individual participant. These must be worn throughout the competitive event.
7. Disqualification/Ejection – All youth, parents, coaches and volunteers are expected to abide by the provisions set forth within these rules. Depending on the severity of a rule violation (including but not limited to behavior or safety) one verbal warning may be issued. If the offense happens again, the individual(s) will be disqualified without completing the contest, any existing scores forfeited, and may be removed from the grounds.

Range and Facilities:

1. The Idaho 4-H Shooting Sports program recognizes the generosity of various organizations in allowing the use of their facilities to host competitive events. All participants, instructor/coaches and guests are expected to observe and honor all posted or announced facility and ground rules. Violations are subject to disqualification and/or dismissal from the grounds.
2. The range officials and Idaho 4-H Shooting Sports competition committee reserve the right to make adjustments to these rules when necessary for safety reasons. The competition committee furthermore may revise shooting sports events (i.e. course of fire, targets, etc.) due to *facility limitations or* unforeseen circumstances. Any such changes will be announced for all participants and done in such a manner so as to avoid any unfair competitive advantage for any participant.

Equipment Check-in:

1. All equipment must be checked prior to the start of official competition. Equipment certification will start during the check-in period, and stickers will be attached to verify that equipment was checked in. Authorized competition staff and range officers may verify check-ins on the range. Spot checks of equipment may take place on the ranges prior to or after any match. Spot checks prior to or following any competitive event are permitted and likely. Competitors whose equipment does not meet the event standards will be given an opportunity to adjust or modify equipment to bring it into compliance prior to a second check. Check-in staff may be able to assist in that process if needed. Equipment failing to meet specifications during on-range spot checks will result in disqualification. Rifles must weigh with the empty magazine inserted in the rifle.
2. Any adaptive equipment related to a reasonable accommodations request will be presented during check-in along with the required documentation. With the exception of the approved adaptations, all remaining equipment must comply with the standards set forth for all other participants and are subject to the same rules as noted above.
3. The attachment to or modification of any equipment beyond those items specifically designed/manufactured for use with that equipment is not permitted (no taping, gluing, etc. of auxiliary attachments or similar modifications).
4. Due to logistical reasons, each member is strongly encouraged to have and use their own bows/firearms. In extenuating circumstances, no more than 2 participants may share the use of the same equipment.

Range Protocols:

Range safety protocols will be strictly and vigorously enforced.

1. The range shall be under the exclusive control of the Chief Range Officer and the Chief Range Officers appointees. They will accompany registered shooters to the shooting line in competition. Their primary responsibility will be to assure that safety rules are always followed. The range officers may physically assist the shooters between relays and during the sight-in period; they may also verbally assist on the shooters during the actual firing.
2. In case of mechanical failure, the participant shall get the attention of the Chief Range Officer and obtain permission before repairing equipment. Refer to specific discipline rules for parameters related to mechanical failures.
3. Timing will be provided by an Official Timer appointed by the Chief Range Officer. The start and end of each time limit will be signaled by a whistle or other audible device.
4. Targets and courses of fire are set forth within the rules for each given discipline.
5. Participants should be present at the range and ready to go at least ten (10) minutes prior to scheduled shooting time. If not present when called, that slot may be filled with another shooter, and the late participant may or may not be rescheduled at the discretion of the Chief Range Officer.
6. Firearms (including all rifles, pistols and shotguns) will be the last piece of equipment brought to the range by competitors and the first piece of equipment removed from the range at the end of each event. When moving between firing points (i.e. silhouette positions), the action must be open, and ECI/CBI in place and muzzle pointed in a safe direction {Note: in shotgun events, a visibly open action is sufficient.}
7. All firearms will remain cased until the competitor prepares to take the range with their relay and the Chief Range Office has declared the range ready. An ECI/CBI until the shooter is on the firing line and replaced in the action prior to leaving the firing line. This does not apply to shotguns where the open actions permit visual verification.
8. No competitor shall rest the muzzle of any firearm on a shoe, toe pad or similar device such that the muzzle points at any part of an individual's body, nor carry a firearm such that the muzzle points at other person.
9. Deliberate attempts to shoot anything other than the approved target while on competitive ranges is grounds for ejection from the event and/or match.
10. To avoid distractions for the competitors, no photography is allowed by anyone while participants are shooting except for the official photographer.
11. Anyone may call a "Cease Fire" in case of emergency.

Practice Rounds:

1. Practice on all ranges, where permitted, will be supervised by the Chief Range Officer. Monopolization of ranges will not be permitted. All competitors and coaches are requested to be courteous and respectful in this regard.
2. Where practice is not permitted on competition ranges, no shooter, coach or other individuals aside from authorized range staff shall preview, walk, scout, use range finding devices, or attempt to inform competitors of shooting distances, shot placement, or other information designed to give the shooter an advantage. 3-D archery, hunting live fire, and sporting clays are examples.

Health and Safety:

1. **Medical Consent Form and Adult Supervision** – It is the responsibility of each participant to verify with their extension office that they have completed the appropriate University of Idaho 4-H Youth Development Code of Conduct, medical and media releases and the liability waiver/assumption of risk forms. Range officers or other shooting sports event staff must have access to these forms any time youth are participating.
2. **Safety** – Safety is the first priority for competition management, range staff participants, coaches and spectators. Standard and accepted range and shooting safety rules will be observed at all times. Any site-specific safety considerations will be announced at the appropriate venues. Match Directors, Range officers or other event staff may caution, warn, or eject any person on any range for unsafe behavior; resting the muzzle on the competitor's toe or failing to safely control their firearm or archery equipment are grounds for immediate disqualification. Such ejection may result in forfeited scores, disqualification or ejection from the grounds. Any spectator contributing to unsafe behavior or rules violations may be barred from ranges by any member of the competition committee or event management at any level.
3. **Cell Phones and Other Electronic Devices**
 - a. Except in emergency situations, cell phones, radios, or other electronic communication devices may not be used on or in the immediate vicinity of competitive ranges during active competition. {Range Commanders, judges and/or competition committee members will have cell phones on silent or vibrate to be used in case of an emergency only or communication with the competition committee members.}
 - b. Essential communication may take place off the ranges where the process will not interfere with participants in any venue or compromise safe operation of the range.
4. **Ranging, Walking or Previewing Ranges** – In any contest where estimating ranges is inherent in the contest, use of range finders, previewing ranges, communicating distances to later competitors or similar actions is not allowed. These actions are grounds for disqualification for any individual.
5. **Eye and Ear Protection Requirement**
 - a. Eye Protection: Adequate eye protection (shooting glasses, safety glasses or safety goggles, or hardened prescription glasses) are required for all competitors and firing line personnel in most discipline events; such protection is strongly advised for all archery events. Coaches or spectators on or near firing lines are subject to the same requirements.
 - b. Ear Protection: Adequate hearing protection is required for all competitors and firing line personnel in all discipline events, except archery, air pistol and air rifle. Where electronic hearing protection is used, it may not include radio or similar broadcasts as background noise, since that could interfere with range commands. Coaches or spectators on or near firing lines are subject to the same requirements.

Coaching

1. **Coaches** – each participant may have one (and only one) adult coach within a given discipline, designated on the registration form, and present during practice and competition. The designated coach is the only adult permitted to discuss procedures, ask questions, or advocate for their participants with range officials. The coach must be approved by the county Extension Educator or their designee on the official entry form.

2. **Coaching** – As a general rule, limited coaching is permitted as described in this section; but some events and some Chief Range Officers may have different guidelines for coaches. It is each coach’s responsibility to know what is allowed in the discipline/event they are coaching. Coaches may not create a disturbance, upset either their competitors or others, create unnecessary delays, or otherwise interfere with the safe and efficient operation of the range and execution of the matches. Coaches may assist participants during prep time *by* setting up equipment, spotting shots, and offering positive advice and support. Unless called to the line by range officials, coaches will remain in the coaches’ area. The coach’s area will be set up behind the competitor ready line. Coaches will remain behind that line once preparation time ends, unless called to the firing line by the referee. Once record shooting begins, no coaching is permitted unless initiated by the shooter through the range officer and with their permission. Coaches may NOT initiate contact with their shooters. Coaches may not handle firearms or equipment once the match has begun, nor may they advance to the firing line unless authorized by the range officer. Coaches may use spotting scopes to observe shot placement *but cannot serve as spotters for contestants*. Specific coaching instructions may be issued on the ranges for each event.
3. **Spotters** – Youth who are not shooting at the same time can serve as spotters; their role is limited to quietly calling shot placement (so as to not distract other competitors). They may not provide any other instructions. Failure to abide by these rules may result in removal of the spotter; no substitution permitted if removed.

Conduct

1. **4-H Image and Honor** - The University of Idaho 4-H Shooting Sports competitions are youth events showcasing a major component of the 4-H program. Its nature demands that all of us involved in the event from the match directors and state coordinators to the young people, parents and coaches participating must put forward the best image of the 4-H Shooting Sports Program and the 4-H program generally. To protect the public image, use of alcoholic beverages and/or controlled substances by any party during Idaho 4-H Shooting Sports competitions is strictly prohibited; any use of tobacco products by minors is also prohibited. Violation of this policy is grounds for disqualification and/or dismissal of that individual from the University of Idaho 4-H Shooting Sports competition; plus potential dismissal from the University of Idaho 4-H Youth Development program.
2. **Dress Code** - Participants are expected to dress appropriately for the events in which they participate. Both young people and adults should wear attire appropriate for the weather while remaining modest and socially acceptable. Clothing with sexually suggestive wording or graphics; and alcohol or tobacco advertisement is not appropriate. Range officials will enforce dress codes; they may also require other modifications that could impact safety (i.e. long hair tied back in archery). All participants must remember that they may be photographed or interviewed for use by local or regional media. That means each of us represents all of 4-H Shooting Sports. Let’s do all that we can to make sure that is a positive image!
3. **Footwear Policy** – Participants (including coaches and contest personnel) are required to wear shoes that completely cover their feet during all competitions. Examples of footwear not acceptable include but are not limited to: open-toe shoes, sandals, clogs, crocks, flip-flops, and bare feet.
4. **Behavior and Sportsmanship** – All participants, coaches and spectators will demonstrate the highest levels of sportsmanship, supporting the objectives and ideals promoted by the 4-H program in general and the 4-H Shooting Sports Program in particular. Participants or coaches will render aid and/or testimony if asked to do so by any match official. All participants, coaches and observers are expected to conform to appropriate state 4-H Code of Conduct, expectations, or volunteer agreements, not only to the letter, but in its intent.
5. **Knowledge of Rules and Procedures** – Where possible, each event has been associated with the appropriate National Governing Body (NGB) for that event. Exceptions to NGB rules are noted in corresponding discipline synopsis below. Participants and coaches are responsible for reading the rules, understanding procedures used in each event, and complying with the rules and standards involved. Questions are encouraged to clarify areas of confusion or misunderstanding. Ignorance of the rules does not obviate their existence. Participants are responsible for knowing the rules of their events and complying with them. Learning the rules is part of the educational process for shooting sports participants.

Challenges and Protests

1. **Challenges** – Participants **only** may review their targets and challenge scoring. Once targets have been scored, they will be made available for review by the shooters firing on those targets for a period of ten (10) minutes, unless otherwise posted. Upon completion of that time period, the right of challenge expires and scores will be deemed correct as posted. (Within Archery, challenges must be made before pulling any arrows. After the arrows have been removed from the target, the right of challenge expires and scores will be deemed correct as posted.)
2. **Challenge Fees** - Any challenge must be accompanied by a fee of \$1 per hole challenged. Serial challenges (following one challenge with another) are permitted, but once the shooter has reviewed and either challenged or accepted their scores, the right of review terminates. A jury (not including the original scorer) will review each challenge and render judgment to the challenger. An upheld challenge will result in changing the score to reflect the proper scoring and return of the challenge fee. Challenges sustained, i.e. scoring determined to be correct, will result in forfeiture of the fees, which will be deposited in University of Idaho 4-H Shooting Sports Fund. No fee is required to point out mathematical errors or similar mechanical problems.
3. **Protests and Protest Fees** - Youth participants only (no coaches, parents or other adults*) may protest:
 - a. An injustice they feel has been done them individually;
 - b. Conditions under which another competitor was permitted to fire, or
 - c. Equipment not meeting standards another competitor was permitted to use.(* A coach, leader or parent may assist a junior participant at local or district level events.)
4. **Steps to Filing an Official Protest:**

Only the shooter affected can make the protest – not parents, coaches, or other adults. A protest must be initiated immediately upon the occurrence of the protested incident. Failure to comply with the following procedure will automatically void the protest:

- a. Range Officer – The protest is made orally to the chief range officer or official on the range. If not satisfied with that immediate decision;
- b. Range Jury - The protest is stated orally to the jury (consisting of 3 or more officials present at the event), indicating the decision of the range officer.
- c. Match Director/Jury - The protest must be submitted in writing to the Match Director, accompanied by a \$10 cash protest fee, within 30 minutes of the Range Jury's decision. The match jury will consider the statement, may ask questions of the shooter and range officials and will render a decision in an expeditious manner. The decision of the match jury will be final; no further appeal is possible. Coaches, parents, and other parties may not participate in the process. If the protest is ruled valid, the fee will be returned.

Awards/Recognition

The following recognition model will be utilized at all state-sponsored shoots, for each age division offered within a given discipline. Awards will be presented to:

1. The top five (5) individuals for each given event within that discipline.
2. The top five (5) individuals overall within that discipline (based on the combined score for all events within that discipline). **

** Overall Discipline Scoring

While within each age division, the total score determines individual rankings for that event, the possible number of points possible between the various events for each discipline can vary widely (i.e. 1 point for silhouettes vs 10 points for a bullseye; 72 arrows for ½ FITA vs 30 arrows for 3-D). Therefore, a percentage scoring system between events is recommended to equalize these differences when determining overall discipline rankings within each age division.

Within the age division of a specific event, each contestant's score is divided by the score of the highest placing individual of their respective age division – resulting in a percentage score. This process is repeated for each event within the given discipline. The percentage scores for each contestant are then added together. Final rankings are based

on the individual having the highest cumulative score. {Note: Do not compare scores across multiple age divisions.}

Rifle example: In Senior 3-P, Joe had a score of 296 and Emily had the highest score at 348 within their age division; Joe's percentage score would be 85.06% (296/348) and Emily's percentage would be 100%. In Senior silhouette, Joe had the highest age division score at 23 hits and Emily had 17 hits; Joe's percentage score is 100% and Emily's is 73.91% (17/23). When added together, Joe's overall score is 185.06 (85.06 + 100) and Emily's is 173.91 (100 + 73.91). Therefore, Joe's final ranking would be higher than Emily within the Senior division.

{Exception: as shotgun has the same number of possible targets which all have the same point value, their overall discipline score will be based on the total number of hits (not including shoot-offs) accumulated. Should a tie exist, the percentage scoring system described above will be used to determine placings between the tied individuals.}

Advancement to National 4-H Shooting Sports Championships

1. The eligible senior division participants having the top five (5) combined scores within each discipline at the Idaho 4-H State Shooting Sports contest shall be invited to be part of the state team to represent Idaho at the National 4-H Shooting Sports Championships, held during the following year (i.e. The team qualifying at the 2020 Idaho State Contests would participate at the 2021 National Championships).
2. These individuals must formally notify the Idaho 4-H Shooting Sports Coordinator of their intent to participate in the National 4-H Shooting Sports Invitational by the designated deadline (no later than October 1st) of the year in which the State contest is held. Failure to do so will remove them from eligibility. Once removed from eligibility, they will not be able to be reconsidered.
3. One coach per discipline for the National competition will be selected by the Idaho 4-H Shooting Sports Coordinator or their designee.
4. Once an individual has participated in a specific discipline at nationals, they are not eligible to return *to nationals* in that same discipline; they may qualify and participate in a different discipline.

Archery (Recurve & Compound) Disciplines

Two archery disciplines are recognized: Recurve and Compound (any bow that uses pulleys or cams is deemed a compound). While each discipline shall be a different competition, both will shoot the same set of two rounds – FITA and 3-D at the State Contests.

Even though the National Governing Bodies (NGB) for the three archery events listed *below* have slightly different requirements or restrictions – for the sake of simplification – the Archery Division will use one equipment standard for all events. Those equipment standards are as follows:

EQUIPMENT STANDARDS	Permitted	Not Permitted
Recurve <i>(including Longbows)</i>	One adjustable sight pin or multiple hunting style sight pins may be used; clicker and kisser buttons permitted. Participants may have as many sight pins as deemed necessary. Torque compensators are permitted. 60 lb. maximum draw weight.	String peeps and mechanical release aids. <i>Lenses of any type in sight.</i>
Compound	Release aids, string peeps, optical sights, spirit levels. 60 lb. maximum draw weight. Multiple pin sights allowed.	Overdraws may not place the arrow rest further than 6 cm from the pivot point of the bow.
Arrows <i>(for both disciplines)</i>	Must meet AMO minimum weight standard, or at least 5 grains arrow weight per pound bow peak draw weight. Field or target points only.	No arrows larger than 27/64ths in diameter are permitted. No hunting points.

For safety reasons, bows may be drawn only on approved ranges with the permission of the range staff. Under no circumstance is “sky-drawing” permitted. Armguards are required for all Idaho events. Procedural rules, course of fire, scoring, etc. will follow NGB unless otherwise noted.

FITA Round (1/2 FITA)	
Target	122 cm and 80 cm faces, full color FITA targets
Distance	60, 50, 40 and 30 meters – in that order <small><i>{Note: 122 cm face at 60 & 50 meters / 80 cm face at 40 & 30 meters}</i></small>
Course of Fire	3 ends of 6 arrows each from 60 and 50 meters; 6 ends of 3 arrows each from 40 and 30 meters
Time Limit	4 minutes per 6 arrow end; 2 minutes per 3 arrow end
Scoring	10 points to 1 point from the center outward. Competitors will score inner 10's as X's. Ties will be broken by the number of 10's (including inner 10's) first, then by number of X's, 9's, 8's, etc. until the tie is broken.
NGB Rules	World Archery Federation / Target http://rulebook.worldarchery.org/PDF/Official/2019-01-16/EN-Book3.pdf

3-D Round	
Target	3-D targets as selected and placed by the management
Distance	Unmarked distances from 5 to 50 yards - Recurve = maximum distance is 40 yards - Compound = maximum distance is 50 yards
Course of Fire *	15 targets, 2 arrows per target In consideration of time, no shooter may glass the target from the shooting stake after taking their shot. Participants may glass the target prior to shooting but are reminded of the time restriction for their shot. No adjustment of sights will be allowed after an archer has drawn and letdown. No adjustment of sights will be allowed after an archer has glassed the target while at the shooting stake.

Time Limit	Participants will move through the course expeditiously and avoid delays. Two-minute time limit to shoot once archer has approached the shooting stake. Lost arrow search is limited to 2 minutes.
Scoring	<p>IBO scoring procedures, dependent upon the type of 3-D targets available.</p> <p>+11 points 11 ring or "X" ring centered inside the 10 ring +10 points 10 ring + 8 points 8 ring + 5 points Any other body shot; <i>Hooves are considered body color.</i> 0 points Misses, glancing shots, not touching body color (horns, rocks, logs, etc.)</p> <p>Ties will be broken by the highest number of 11's, then 10's, 8's, etc.</p> <p><u>Scoring lines</u> – The lines between scoring zones on the target are part of the higher value area. <u>Shaft location</u> – The location of the shaft in the target will determine the point value of the shot. Shafts touching a higher value scoring zone will receive the higher score. <u>Scorecard verification</u> – Both the scorer and shooter will initial the score card to affirm their agreement on the score awarded.</p>
NGB Rules	IBO - http://www.ibo.net/2018%20Rules/2018%20IBO%20RULES.pdf

* National 4-H Shooting Sports Championship course of fire will be 30 targets, one arrow per target.

Field Round (1/2 Round)	
Target	NFAA targets of sizes selected by the management and appropriate to the course
Distance	Marked distances within the range of 5 to 60 yards
Course of Fire	14 targets with at least one fan and one walk-up target, 4 arrows per target
Time Limit	Participants will move through the course expeditiously and avoid delays
Scoring	5, 4, 3 from the center outward. Tie breaks will be greatest #X's, then #5's, #4's, #3's. Then target by target comparison, starting with target #1 until broken.
NGB Rules	National Field Archery Association https://www.nfaausa.com/wp-content/uploads/2017-2018-CONSTITUTION-.pdf

Modifications – Junior and Intermediates

While all Idaho 4-H Archery Shoots are to operate under the same rules as Senior (14-18 yr. old) participants would experience at the State and National-level competitions as listed above, recognizing the physical demands and for safety purposes, the following modifications are approved for Junior (8-10 yr. old) and Intermediate (11-13 yr. old) participants:

FITA Round (1/2 FITA):

Juniors shoot one-half the total "Course of Fire" listed above. They will shoot two ends of 6 arrows at 30 meters and one end of 6 arrows at 25 meters on 122 cm targets, then 3 ends of 3 arrows at 25 meters and 3 ends of arrows at 20 meters on 80 cm targets – in that order.

Intermediates shoot one-half the total "Course of Fire" listed above. They will shoot two ends of 6 arrows at 40 meters and one end of 6 arrows at 35 meters on 122 cm targets, then 3 ends of 3 arrows at 30 meters and 3 ends of arrows at 20 meters on 80 cm targets – in that order.

3-D Round:

Juniors shoot one-half the "Course of Fire" listed above, for a total of 15 recorded shots. Maximum distance is 20 yards (for both Compound and Recurve disciplines) *

Intermediates shoot one-half the "Course of Fire" listed above, for a total of 15 recorded shots. Maximum distance is 30 yards (for both Compound and Recurve disciplines) *

* {Note: 3-D are shot at various unmarked distances; these represent the upper limit – adjust accordingly for target size.}

Field Round (1/2 Round):

Juniors shoot one-half the “Course of Fire” listed above, *consisting of 7 targets with at least one fan and one walk-up target, 4 arrows per target* for a total of 28 recorded shots. Maximum distance is 20 yards (for both Compound and Recurve disciplines).

Intermediates shoot one-half the “Course of Fire” listed above, *consisting of 7 targets with at least one fan and one walk-up target, 4 arrows per target* for a total of 28 recorded shots. Maximum distance is 30 yards (for both Compound and Recurve disciplines).

{Special Considerations for Club, County, District and/or Invitational Archery Events}

Recognizing the importance of safety along with the physical and developmental needs of youth, the following sections are designed to assist local instructors, planning committees and county Extension personnel develop and conduct age-appropriate educational experiences of all Idaho 4-H Shooting Sports archery members. To ensure a safe environment for all participants, it is critical that coaches and instructors instill the need for each 4-H member to understand and adhere to the following safety rules (many of which are also outlined in the NGB rules above):

Archery Safety Rules

1. Give the Chief Range Officer your full attention.
2. Know and obey all Safety, Range Commands and Rules of Etiquette (including whistle commands)
 - 4 or more blasts = Emergency, immediately cease fire.
 - 3 blasts = Move forward to score targets and pull arrows
 - 2 blasts = Archers to the shooting line
 - 1 blast = Okay to shoot
3. Ensure your arrows are long enough; don't trade arrows (if you change draw length, check arrow length).
4. Always wear arm guards to protect you from String Slap, Clothing Interference or Broken Shafts.
5. Use a bow with proper draw weight (helps maintain proper form and reduces shoulder injuries).
6. Keep all arrows in the quiver, until instructed to begin shooting by the Chief Range Officer. The Range Master may require the use of floor quivers, if they deem conditions warrant them.
7. Let dropped arrows lay; wait for specific permission from the Chief Range Officer before picking up dropped arrows.
8. While a high setup is encouraged, arrows must be pointed toward the targets during the entire draw cycle, not the floor or ceiling.
9. If a mechanical release is used, the archer shall draw with their finger placed firmly behind the trigger until the anchor point is established.
10. Never “dry-fire” a bow (or arrows with broken nocks, lost inserts, de-nocked arrows, or too light of arrows).
11. Always walk when on the archery range; no horseplay.
12. Pull and carry arrows safely; look behind you before pulling arrows.
13. Safely carry arrows in your hands, controlling both ends of the arrow, or carry them in a quiver.
14. Inspect arrows (nock, fletch, point and shaft) each time you shoot and when placing them back in your quiver. Any damaged arrow must immediately have the nock removed so it cannot be shot.
15. Always use a stringer to string a bow.
16. Leave equipment or a friend blocking the target when searching for lost arrows.
17. Be sure of your target and what's beyond. If in doubt – don't shoot!!
18. Never draw or shoot an arrow pointed straight up.
19. Only travel forward on a 3-D or Field course; never backtrack.
20. Make sure archers ahead of you are clear before nocking an arrow on the 3-D range. Call out.
21. Never back out limb bolts beyond the manufacturer's recommendation – If you don't know, don't do it.
22. Adhere to any other safety precautions the Range Chief Range Officer may deem necessary and set.

Indoor: Modifications (all ages)

While participants shall abide by all other applicable archery rules noted above for State-level competitions, the following parameters should be used when holding indoor shoots at a local, district or invitational level.

Target Archery (Indoors – all ages)	
Target	40 cm FITA targets
Distance	10 meters
Course of Fire	10 ends of 3 arrows each
Time Limit	2.5 minutes per 3 arrow end
Scoring	10 points to 1 point from the center outward. Competitors will score inner 10's as X's. Ties will be broken by the number of 10's (including inner 10's) first, then by number of X's, 9's, 8's, etc. until the tie is broken.

Metric Conversion Table

Meters	Yards	Feet & inches
60	65.62	196 ft., 10 inches
50	54.68	164 ft., 0 inches
40	43.74	131 ft., 3 inches
35	38.28	114 ft., 10 inches

Meters	Yards	Feet & inches
30	32.81	98 ft., 5 inches
25	27.34	82 ft., 0 inches
20	21.87	65 ft., 7 inches
10	10.94	32 ft., 10 inches

Air Pistol Discipline

All events are “single pistol” matches, meaning participants are to shoot the entire course of fire of that event with the same pistol. No pistol changes will be allowed between stages. When not cased and not in use, all air guns are required to use a CBI (Clear Barrel Indicator) in place, except as permitted by the range officer. Only wad cutters in .177 caliber can be used in air pistol events.

Slow Fire Bullseye	
Equipment	Any .177 caliber (4.5 mm) compressed air, CO ₂ or pneumatic air pistol weighing less than 3.3 pounds (1500 grams) and having a trigger pull of at least 17.6 ounces (500 grams); open sights only; optical, mirror, telescope, laser-beam, electronically projected dot sights, etc. are prohibited. Overall size is limited to those that will permit the pistol to be enclosed completely in a rectangular box having an inside dimension of 420 mm x 200 mm x 5 mm (approximately 16.53” x 7.87” x 1.96”).
Target	NRA B-40 or B-40/4
Distance	10 meters (or 33 feet)
Course of Fire	40 shots, 10 shot strings, 5 shots per bull. <i>Pellets must be single loaded.</i>
Time Limit	1½ minute per record shot (15 minutes per string) 15 minutes preparation time <i>and</i> unlimited sighting shots.
Shooting Position	The athlete must stand free, without any artificial or other support, with both feet and/or shoes completely within the firing point. The pistol must be held and fired with one (1) hand only. The wrist must be visibly free of support.
Tie Breakers	USAS General Technical Rule 6.15.1 1) The highest number of inner tens; 2) The highest score of the last ten (10) shot series, working backwards by 10-shot series in full ring scoring (not inner tens or decimals) until tie is broken 3) If not yet broken, refer to 6.15.1 for further details.
NGB Rules	International Shooting Sport Federation and USA SHOOTING. See all sections that apply at https://www.usashooting.org/7-events/usasrules (i.e. USA Shooting General Regulation Rules; USA Shooting General Technical Rules; USA Shooting Pistol Rules; USA Shooting Rule Update.)

Air Pistol Silhouette	
Equipment	Any .177 caliber (4.5 mm) air pistol, equipped with any sights that do not project an image on the target and having a safe trigger.
Target	1/10 scale metallic silhouettes
Distance & Course of Fire	10 chickens at 10 yards, 10 pigs at 12.5 yards, 10 turkeys at 15 yards, 10 rams at 18 yards in banks of 5 targets; shooting from left to right on each bank of targets.
Time Limit	30 seconds ready time and 2½ minutes firing time for each bank of 5 targets.
Shooting Position	Only standing positions may be used. Two hands permitted but the hands and arms must be free of the body and may not touch beyond the wrists (NRA Rule 5.8).
Spotter	Each shooter may have one spotter with them on the firing line, who may have scopes and binoculars to advise the shooter where shots are hitting. The spotter will also keep time and advise the shooter in a quiet voice. The spotter must be <i>another youth or 4-H member</i> . The spotter may not touch the shooter or the shooter’s equipment after the shooter assumes their position on the firing line. Coaches may not be spotters.
Scoring	Any target knocked off the rail or laying in a non-vertical position on the rail, in proper sequence is scored as a hit (+1). Targets hit out of sequence are scored as a miss (0).
Tie Breakers	Only tie scores for the top 10 individuals and top 5 teams will be broken. In the event of a tie score, the scorecards will be reviewed and the shooter with the most Ram hits will be declared the winner. If tie remains, then by the most Turkey hits, then by the most Pig hits. If all animal hits are the same, a shoot off on Rams will determine the winner. The shooters will fire alternate shots until one shooter misses with the other shooter hitting the target. Shooters will be allowed one warmup shot with their spotter prior to firing their first tie breaker.

NGB Rules	NRA Pistol Silhouette Rules (<i>May 2018 Edition</i>) https://competitions.nra.org/media/7743/nra-pistol-silhouette-rules.pdf
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Modifications – Junior and Intermediates

While all Idaho 4-H Air Pistol Shoots are to operate under the same rules as Senior (14-18 yr. old) participants would experience at the State and National-level competitions as listed above, *recognizing the physical demands and for safety purposes*, the following modifications are approved for Junior (8-10 yr. old) and Intermediate (11-13 yr. old) participants:

Slow-Fire Bullseye:

Juniors shoot one-half the “Course of Fire” listed above *for 20 total shots, distance remains the same.* Use of firm support or T-stand equipment (see Support Equipment definitions below) from a seated or standing position is permitted. Youth may use one or both hands.

Intermediates shoot one-half the “Course of Fire” listed above *for 20 total shots, distance remains the same.* Use of T-stand equipment (see Support Equipment definitions below) from a standing position is permitted. Youth may only use one hand.

Air Pistol Silhouette:

Juniors shoot one-half the “Course of Fire” listed above *for 20 total shots, distance remains the same.* Use of firm support or T-stand equipment (see Support Equipment definitions below) from a seated or standing position is permitted. Youth may use both hands.

Intermediates shoot one-half the “Course of Fire” listed above *for 20 total shots, distance remains the same.* Use of T-stand equipment (see Support Equipment definitions below) from a standing position is permitted. Youth may use both hands.

Support Equipment: Unless designated below, any other devices, equipment, accessories or apparel that might provide an advantage over other competitors is prohibited. Support equipment should be adjusted to insure upright posture, with sights at eye level and arm(s) fully extended.

Firm Support: includes sandbags, knee rolls, and other rests that can firmly support the pistol butt and competitor’s hand(s) safely. If a cylinder protrudes from the bottom of the grip, the support design must allow the pistol to rest on the bottom of the grip – not on the protruding cylinder. The non-firing hand may support the firing hand or butt of the pistol.

T-Stand (or similar counterbalance support): provides infinite height adjustments and variable levels of counterbalance. The support point/cradle position may be anywhere between the muzzle and competitor’s elbow. Plans for a simple, low-cost T-stand can be found at http://www.usashooting.org/library/Youth_Development/Z_PPP_Counterbalance_T_Stand.pdf.

Air Rifle Discipline

All air guns are required to use a CBI (Clear Barrel Indicator) when the gun is not being fired (It is strongly recommended that the CBI be bright orange). Only wad cutter or domed pellets are allowed – no hunting pellets.

National Standard Three-Position Sporter Air Rifle	
Equipment	Approved .177 caliber (4.5 mm) air rifles may not exceed 7.5 pounds. Metallic sights are permitted. Trigger pull must be a minimum of 1.5 lbs. Pellets must be single loaded.
Approved Rifles	Rifles officially approved for state and national competitions are: <u>Air Force Air Guns Edge</u> , <u>Crosman CH2000</u> (CO ₂), <u>Crosman CH2009</u> (CO ₂ or compressed air), <u>Daisy M853/753/953/853CM</u> (pneumatic), <u>Daisy 887/888</u> (CO ₂), <u>Daisy XSV40 Valiant</u> (compressed air), <u>Air Arms T200</u> (compressed air, with non-adjustable cheek-piece and butt-plate), and <u>Champions Choice T200</u> (CZ 200T, compressed air, with adjustable cheek-piece and butt-plate). Daisy 887/888 rifles may have 2010 model replacement stocks. Butt-plates must be centered. Note: At events below the state level, competition directors may allow use of other low-cost, entry-level air rifles which have not been modified, have a conventional appearance and comply with all other Sporter Air Rifle specifications {see NGB Rule 4.2}. No precision class air rifles.
Target	AR-5/10
Distance	10 meters (or 33 feet)
Course of Fire	Twenty shots from each position: prone, standing and kneeling, in that order (60 record shots) See Rule 5.3.3 in National Standard 3-P Air Rifle Rules.
Time Limit	Prone –20 record shots in 20 minutes; Standing – 20 record shots in 25 minutes; Kneeling –20 record shots in 20 minutes. Preparation period will be 8 minutes before each match time.
Clothing	Shoes are restricted to soft, low-cut, athletic or street shoes that do not extend above the ankles. Shoes must be worn in all positions. No boots are permitted. A shooting glove may be worn, but no shooting jackets are permitted. Up to two sweatshirts are allowed. Tight fitting undergarments <i>known as “compression clothing” or “compression apparel” is not allowed.</i> (see Rule 4.3.1)
NGB Rules	CMP 2018-2020 National Standard Three-position Air Rifle Rules, 12 th Edition http://thecmp.org/wp-content/uploads/Rules.pdf

NRA Sporter Air Rifle Silhouette	
Equipment *	<i>Approved .177 caliber (4.5 mm) air rifle may not exceed 11 pounds, including sights, scope and mounts of conventional design qualify. No restrictions on power of the scopes. Optical devices cannot project a beam on silhouettes.</i> No shooting boots, shoes or gloves are allowed. Pellets must be single loaded.
Approved Rifles *	Only rifles approved for the National Standard Three-Position Sporter Air Rifle event will be used for Silhouettes – per CMP Rule 4.2.1. {see description under Three-Position event above}
Target	1/10 scale metallic silhouettes
Distance & Course of Fire	10 chickens at 20 yards, 10 pigs at 30 yards, 10 turkeys at 36 yards, 10 rams at 45 yards in banks of 5 targets; shooting from left to right on each bank of targets. All shooters must load and cock their own rifle.
Time Limit	15 seconds ready time and 2½ minutes firing time for each bank of 5 targets.
Shooting Position	Any standing position without artificial support. The rifle will be supported by the hands and one shoulder. All parts of one hand must be forward of the pistol grip. The chin may not rest on top of the comb. The stock may not be hollowed, altered or manufactured so as to facilitate chin contact. (NRA Rule 5.8).

Spotter	Each shooter may have one spotter with them on the firing line, who may have scopes and binoculars to advise the shooter where shots are hitting. The spotter will also keep time and advise the shooter in a quiet voice. The spotter must be <i>another youth or 4-H member</i> . The spotter may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line. Coaches may not be spotters.
Scoring	Any target knocked off the rail or laying in a non-vertical position on the rail, in proper sequence is scored as a hit (+1). Targets hit out of sequence are scored as a miss (0).
Tie Breakers	Only tie scores for the top 10 individuals and top 5 teams will be broken. In the event of a tie score, the scorecards will be reviewed and the shooter with the most Ram hits will be declared the winner. If tie remains, then by the most Turkey hits, then by the most Pig hits. If all animal hits are the same, a shoot off on Rams will determine the winner. The shooters will fire alternate shots until one shooter misses with the other shooter hitting the target. Shooters will be allowed one warmup shot with their spotter prior to firing their first tie breaker.
Clothing	No shooting boots or shoes, per NRA Rules 3.18 and NRA Rule 3.19. One sweat shirt will be allowed.
NGB Rules	NRA Rifle Silhouette Rules (<i>May 2018 Edition</i>) https://competitions.nra.org/media/7744/nra-rifle-silhouette-rules.pdf

* Noted Exceptions: National 4-H limits rifles for this event to .177 caliber rifles approved in the National Standard Three-Position Sporter Air Rifle. *with only the modifications listed in the Equipment section above.*

Modifications – Junior and Intermediates

While all Idaho 4-H Air Rifle Shoots are to operate under the same rules as Senior (14-18 yr. old) participants would experience at the State and National-level competitions as listed above, *recognizing the physical demands and for safety purposes*, the following modifications are approved for Junior (8-10 yr. old) and Intermediate (11-13 yr. old) participants:

National STD Three-Position Sporter Air Rifle:

Juniors shoot one-half the "Course of Fire" listed above *for 30 total shots, distance remains the same*. Time Limit: prone – 10 shots in 10 minutes, standing – 10 shots in 12½ minutes, kneeling – 10 shots in 10 minutes, in that order.

Intermediates shoot one-half the "Course of Fire" listed above *for 30 total shots, distance remains the same*. Time Limit: prone – 10 shots in 10 minutes, standing – 10 shots in 12½ minutes, kneeling – 10 shots in 10 minutes, in that order.

NRA Sporter Air Rifle Silhouette:

Juniors shoot one-half the "Course of Fire" listed above *for 20 total shots, distance remains the same*, from the standing, kneeling or prone position.

Intermediates shoot one-half the "Course of Fire" listed above *for 20 total shots, distance remains the same*, from the standing or kneeling position.

Hunting Skills Discipline

As at the National 4-H Shooting Sports Invitational, all hunting skills events will be based on the content of the following resources:

- 4-H Shooting Sports Hunting Leader Manual (revised April 2013)
- 4-H Shooting Sports Hunting Member Manual (new April 2013)
{Contact the state 4-H Shooting Sports Coordinator to obtain copies of these materials}
- NRA Hunters Guide
<https://materials.nrahq.org/recreation-shooting/hunting.html>
- Federal Cartridge Company wildlife guides
 - Illustrated Guide to Upland Game Birds
 - Illustrated Guide to Ducks, Geese and Swans
 - Illustrated Guide to Small Game and Furbearers
 - Illustrated Guide to Big Game Animalshttp://www.federalpremium.com/education/education_materials.aspx

This is based on a national hunting skills evaluation. Any species covered in the listed resources may be included in the contest, including any game or furbearing animal north of Mexico in North America. Participants may expect some focus on species found in the host state, but events will only include *North American legally harvested game species* found in the listed resources.

Participants must provide:

- | | | |
|--------------------------------------|-------------------------|------------------------|
| Clipboard (clean/no writing) | Pens or pencils | Ruler or tape |
| Orienteering compass | Protractor (optional) | Eye and ear protection |
| Suitable field clothing and footwear | Sunscreen (recommended) | |

Shooting Equipment: Participants must provide their own archery equipment, firearms and ammunition for the live-fire events, but they must meet the restrictions listed below. No equipment is provided.

Prohibited Items: (If found, participant will be disqualified for that portion of the event)

- | | |
|---------------|--|
| Radios | Any equipment exceeding event guidelines |
| Cell phones | Range Finding Equipment (see below) |
| Field Guides | Electronic and/or digital compass |
| Smart watches | |

<p>Shooting Equipment</p> <p>Necessary equipment and supplies required for live-fire portions of this event must be provided by the participants.</p>	<p>Only in case of malfunction may a participant change firearm or bow during the activity. No rangefinders permitted.</p> <p>Shooting Equipment must meet the following guidelines:</p> <p><u>Small-bore rifle:</u> Any safe rifle in .22 rimfire caliber; maximum weight including sights of 8.0 pounds with safe hunting triggers (at least 2.5 pounds). Scopes no greater than 6X. If variable scopes are used, they must be taped by the Range Officer before the beginning of the event at no greater than 6X. Range-finder reticules are not permitted. Bipods, other supporting devices or shooting sticks are not allowed or even to be attached to the firearm.</p> <p>Standard velocity .22 LR ammunition or high velocity .22 LR ammunition is allowed... no “hyper” velocity rounds. A hunting style sling no more than 1½ inches in width is permitted. All small-bore rifles are required to use an ECI (Empty Chamber Indicator).</p> <p><u>Shotgun:</u> 12 gauge or smaller, capable of 2 shots without reloading, with standard target or field loads of no more than 1 1/8 ounces of shot and shot no larger than #7½. Factory ammunition</p>
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	<p>required.</p> <p>Bow: Recurve or compound suitable for hunting (no crossbows), drawing no more than 60 pounds with suitable arrows tipped with field points only are permitted. Hunting sights that are fixed with no more than 4 sighting pins that neither magnify nor project an image on the target are permitted. Pins may not be adjusted once the day's competition begins. Any sight pins exceeding the 4 pin maximum will be taped or removed. Stabilizers are limited to a maximum length of 12 inches. All shooting will be at unmarked distances. Maximum distance to target: Compound – 50 yards; Recurve – 35 yards.</p>
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Wildlife Identification and Management	
Event Description	This event includes wildlife identification and management, and wildlife management techniques or problems. Participants will be asked to identify specimens or parts of specimens including skulls, skins, wings, feathers. Antlers/horns, tracks, scat or other sign. Wildlife identification and management questions may consist of True/False, multiple choice, matching, short answer, fill-in the blank, ranking alternative choices or any other objective testing method the officials may choose.
Course	Twenty to 40 100 stations requiring identification, analysis, or interpretation; up to 100 written questions may be included in this event. Questions may include habitat, breeding seasons, and behavior, external identifying features, fundamental principles of wildlife management, calls (box, slate, diaphragm, etc.) and other characteristics. Questions may take any form.
Time Limit	Participants will move through the course expeditiously without undue delay. An appropriate time period will be determined by the officials and announced prior to the competition. The time limit will be enforced. For preparation purposes, allow for approximately 2 ½ hours. Reading assistance will be provided during testing, upon request prior to event.
Scoring	As determine by event officials. 100 points <i>maximum for this event</i> .

Hunter Skills	
Event Description	This event includes written exams, orienteering and map reading. Written exam may consist of True/False, multiple choice, matching, short answer, fill-in-the-blank, ranking alternative choices or any other objective testing method the officials may choose.
Hunters Skills	<p>This event includes a written exam that contains up to 70 questions covering topics from the NRA Hunter's Guide and is not limited to:</p> <ul style="list-style-type: none"> • Stand or blind location or use • First Aid • Cutting instruments • Hunting clothes/footwear choices • Firearms/ammunition • Basic ballistics for hunters • <i>Map</i> navigation and use • Game recovery • Post-harvest handling • Track and sign interpretation • Calls & calling • Hunt planning • Optics • Decoys and their use • Care and use of hunting equipment • "Woodsmanship" & "Plainsmanship" • Any other skills <i>or equipment</i> included in the reference

Map Reading	This event includes up to 20 written questions concerning map interpretation and map reading. USGS/topographic maps will be used for test purposes.
Compass Courses	Contestants will be required to complete up to 2 compass courses for this event. No calculators are allowed on the compass course. The compass course will run the following units: feet. Compass and writing pen/pencil must be provided by participant
Time Limits	Event officials will determine an appropriate time for the testing and will announce to the group prior to beginning the competition. Reading assistance will be provided during testing, upon request prior to event.
Scoring	As determined by event officials. 100 points maximum for this event. Compass courses – 20 points, Map reading – 20 points, General Hunting Skills – 60 points.

Hunter Decision-Making / Scenario	
Event Description	This event is based on ethics, safety, landowner relationships, Federal game laws & regulations, and the host state game laws <i>and shooting skills</i> .
Decision Making	Twenty to 40 decision-making questions will be posed. Decision Making and Hunting Scenario questions may consist of True/False, multiple choice, matching, short answer, fill-in-the-blank, ranking alternative choices or any other objective testing method the officials may choose. Participants may be asked to demonstrate knowledge or skill and/or may be evaluated by an oral or written test. The desire is that any written testing will be as “objective” as possible, rather than “subjective” in nature. In addition, participants may view videos of hunting situations and be asked “shoot or don’t shoot” and “why.”
Hunting Scenario	Ten to 20 hunting scenario questions will be posed. Questions and testing procedure as determined by officials. Question may take a variety of forms.
Time Limit	Event officials will determine an appropriate time for the testing and will announce to the group prior to the beginning of the competition. Reading assistance will be provided <i>during testing, upon request prior to event</i> .
Shooting Skills	<p>Archery (15 possible points) - archery a “hit” will be the heart-lung vital area on a 3-D target. A “miss” will be any other shot. Maximum distance to target: Compound – 50 yards, Recurve – 35 yards.</p> <p>Participants may glass the target prior to shooting if appropriate to the situation, but no shooter may glass the target from the shooting line after taking his or her first shot. The course may not be previewed, scouted, or walked.</p> <p>Shotgun (15 possible points) – clay targets will be scored as a “hit” or “miss”. Shooting stations will imitate various hunting scenarios. Contestants will not be able to view targets prior to shooting. No binoculars permitted.</p> <p>Small Bore Rifle (15 possible points) - a “hit” will be the heart-lung vital area on a 2-D animal target as noted in the examples exhibited at the contest. Maximum distance will be 80 yards. Participants may be expected to shoot in Prone, Kneeling or Standing positions. No binoculars permitted.</p> <p>All shooting disciplines in the Hunting Skills contest will be at unmarked distances. NO RANGE FINDERS ARE ALLOWED BY CONTESTANTS. Parents or coaches may glass targets with binoculars but are NOT allowed to communicate with contestants.</p>
Scoring	As determined by event officials. 100 points maximum for this event. Decision Making & Hunting Scenario = 55 points, Archery = 15 points, Rifle = 15 points, Shotgun = 15 points.

Muzzleloading Discipline

{Note: Youth must be at least 11 years of age or older by January 1st of the current year to participate.}

Muzzleloading rifles shall have a marked ramrod in the barrel, except while loading or firing. Loading will take place at the loading line. No direct loading from bulk containers, cans, bottles, powder horns, etc. is permitted.

- Charges shall be transferred from horn or flask to the muzzle using a powder measure or similar device at the loading table. No pre-measured powder charges allowed.
- Capping or charging will take place on the firing line.
- Except while measuring a powder charge, no powder container shall be left open. Any open container will be confiscated by range staff.
- No wooden ramrods allowed or permitted on the range.

Equipment	Rifle: Any traditional or non-traditional NMLRA muzzle loading rifle (in-lines permitted); Sights: Metallic – non-traditional permitted (open or aperture); Ignition: Percussion cap, or flintlock. Number 209 primers are permitted; Charge: Maximum of 60 grains of black powder or its equivalent is allowable; Caliber: No limits. Patched round balls only; Ramrods: No wooden ramrods allowed or permitted on the range; Position: Standing – no slings; Spotting scopes, binoculars are permitted
NGB Rules	NMLRA Muzzle Loading Rifle, Pistol and Shotgun—except as noted (2017 Edition). https://nmlra.org/wp-content/uploads/2018/03/2017-NMLRA_Range-Rules1.pdf

50 Yard Bullseye	
Target	NMLRA 100-yard 8 ring targets (TG2406)
Distance	50 yards
Course of Fire	20 shots standing. Sight-in shots permitted but as part of the total running time.
Time Limit	80 minutes total running time. May be run in 2 series of 10 shots – 40 minutes series OR 5 shots – 20 minute series
Scoring	Highest scoring area touched by ball.
Tie Breakers	Most - X, 10, 9, 8, 7, 6, 5. If needed, widest shot measured will lose tie breaker.

25 Yard Novelty (Bottles & Haffner Critters Combo)	
Target	NMLRA Bottle Target (TG2427), and NMLRA Haffner Combination Target (TG901)
Distance	25 yards
Course of Fire	10 record shots on each scoring target, 2 per bull, (20 record shots).
Time Limit	80 minutes total running time, including practice shots; May be run in 2 series of 10 shots; 40 minutes/series
Scoring	Bottles: As outlined on the target. Completely within neck-10 pts; nicking the neck-7 pts; within body-5 pts; nicking the body-3 pts. Bottom 5 bottles will be used as scoring targets. Haffner: Highest scoring area touched by ball. X closest to animal's eye will be used for scoring.
Tie Breaker	Most - X, 10, 9, 8, 7, 5, 4, 3, 1. If needed, fewest misses.

Muzzleloader Rifle Silhouette	
Target	¹ / ₂ scale metallic silhouettes (NRA Hunter Pistol) 20 targets
Distance	5 Chickens at 40 yards, 5 pigs at 60 yards, 5 turkeys at 77 yards, 5 rams at 100 yards.
Course of Fire	5 targets at each distance, one shot per target fired upon in order from left to right.
Time Limit	20 minutes per bank of 5 targets.
Scoring	Targets knocked off the rail or laying in a non-vertical position on the rail, in proper sequence are scored as hits. Targets hit out of order will be scored as misses.
Spotter	Each shooter may have one spotter with them on the firing line who may have a scope or binoculars to advise the shooter where shots are hitting. The spotter will also keep time and advise the shooter in a quiet voice. The spotter may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line. Spotters can only be a registered competitor within that event.
Tie Breaker	Tie scores for the top 10 individuals and top 5 teams only, will be broken. In the event of a tied score, the score card will be reviewed and the shooter with the most Ram hits will be declared the winner. If tie remains, then by the most Turkey hits, then most Pig hits. If all animal hits are the same, a shoot off on Rams will determine the winner. The shooters will fire alternate shots until one shooter misses with the other shooter hitting the target. Shooters will be allowed one warmup shot with their spotter prior to firing their first tie breaker.

Small-bore Pistol Discipline

The Youth Safety Handgun Act, as included in the Gun Control Act of 1968, puts restrictions on the use and possession of handguns by youth under 18 years of age. Youth participating in this division of 4-H Shooting Sports must, at all times, follow all provisions of this act. Therefore, event officials will require “the prior written consent of the juvenile’s parent or guardian who is not prohibited by Federal, State, or local law from possessing a firearm.” We suggest a simple statement (reduced to wallet size) with the name of the youth, a parent’s name, address, as well as their signature, and that of a witness and dates. The participant can laminate this card and keep it with the shooting kit or on their person. This document must be displayed at check-in. Failure to have this document will require those event officials to disqualify the shooter to avoid violation of federal law.

All small-bore pistols are required to use a CBI (Clear Barrel Indicator) when the handgun is uncased and not being fired. Cased pistols will be the last equipment to be brought to the range and the first to be removed from it.

All events are “single pistol” matches, meaning participants are to shoot the entire course of fire of that event with the same pistol. No pistol changes will be allowed between stages, and only one pistol per shooter is allowed on the line. Pistols may be replaced only if they are disabled or malfunctioning.

Camp Perry Round (modified)	
Equipment	<p>3.1.3 Standard Small-bore Pistol .22 caliber rimfire – The pistol may be any .22 rimfire pistol, either semi-automatic or revolver. The pistol shall most closely match the description of a pistol of the NRA Production Division – except as noted in Rule 3.1.3 or a rule specified in this synopsis. A Production Firearm is one which is or has been a catalog item readily available to the general public equipped with factory notch and post sights. All standard Safety features of firearms must operate properly. <u>The firearm shall have no visible internal or external modifications</u> except as noted in the NGB rules.</p> <ul style="list-style-type: none"> • Barrel length, including cylinder, not more than 10 inches. • Trigger pull not less than 2 pounds. • .22 caliber rimfire – long rifle. • Open sights only (per 4-H National Championship match rule). Rear sight may be adjustable, but sight radius no more than 10 inches. <p>Factory standard velocity ammunition is required. {<u>Note</u>: a maximum of 5 rounds may be loaded in any clip/cylinder; no more than 3 loaded clips/cylinders at the firing line at any given time }</p>
Target	NRA B-8 (preferably targets will be mounted on a turning target system; not required, if not available) See below for range commands and procedures.
Distance	25 yards
Course of Fire	10 shots slow-fire, 15 shots timed-fire, 15 shots rapid-fire; (40 record shots)
Time Limit	<p>Slow-fire: 5 minutes (10 shot string) {all 10 shots on same target}</p> <p>Timed-fire: 20 seconds per 5 shot string {all 15 shots on same target}</p> <p>Rapid-fire: 10 seconds per 5 shot string {all 15 shots on same target}</p> <p>See NRA Rules 10.7 for commands and details.</p> <p>Malfunctions: For allowable malfunctions (Rule 9.6) one refire string will be allowed in timed fire and one refire string in rapid fire. See Rule 10.9 for malfunctions in slow fire.</p>
Shooting Position	One hand, standing
NGB Rules	NRA Precision Pistol Rules (May 2018 Edition) http://rulebooks.nra.org/documents/pdf/compete/RuleBooks/Pistol/pistol-book.pdf

Range Commands and Procedures

Step	Command	Action
1	Before competition	Range officer prepares range for firing and if competition officials hang targets, supervise hanging of targets. Competitors should not move their equipment to the firing line until called to the firing point by the Chief Range Officer (CRO).
2	“Relay # __, you may move your equipment to the firing line.”	Before preparation time starts and after any preceding relay is finished, the CRO calls competitors to their firing points. Pistols are to remain in their case/box until the CRO starts the preparation time. As competitors move to the firing line, check that each competitor is present and at the correct firing point.
2.a.	“Relay # __, go forward and hang your targets”	(if required). After competitors have moved their equipment to the firing line, and if they are responsible for hanging their own targets, CRO instructs competitors to go down range and hang targets.
3	“Preparation time begins now”	During the 5-minute preparation time, targets must be visible and facing competitors. Competitors may remove pistols from their case/box, handle their pistols and carry out holding and aiming exercises on the firing line. They may load ammunition into clips/cylinders, but not insert them into the pistol until instructed to do so.
4	“End of preparation time ... stop”	Brief pause of approximately 30 seconds while Target officer resets targets for sighting series (if needed).
5	“For the sighting series, load” –or– “For the first/next match series, load”	Competitors load the designated number of rounds within 20 seconds.
6	“Attention”	All competitors assume the READY position. If turning targets are used, they must be turned to the edge-on position. After a delay of about seven (7) seconds, the targets will be turned to face the competitors (or the CRO will say “START”). The targets will remain facing the competitors for the designated time for that shot string. When time expires turning targets are moved to the edge-on position (or the CRO will say “STOP”). No shots are to be fired once targets turn (or the CRO says STOP).
7	“Unload”	After each shot string, competitors are instructed to unload, insert their CBI’s and make the line safe.
8	“Go forward and change targets”	If competitors are responsible for changing their own targets, the CRO instructs competitors to go down range and change targets (the targets retrieved are given to the target officer for scoring)
Steps 5 through 8 are repeated until all the designated shot strings have been completed		
9	“Relay # __, you may remove your equipment from the firing line”	Only after all competitors or other officials are clear from down range, then the CRO will issue this command, at which point pistols need to be returned to their case/box, then removed from the firing line along with an remaining items, leaving a clean area for the next competitors.

Smallbore Hunter Pistol Silhouette	
Equipment	<p>Any factory available small-bore pistol weighing no more than 5.0 pounds, operated with a trigger pull of at least 2.0 lbs., chambered for the .22 rimfire long rifle cartridge and having a factory standard barrel length of no more than 12 inches measured from breech face to muzzle, equipped with any sights that do not project an image on the target. (NRA Pistol Silhouette Rule 3.1 and 3.2)</p> <p>No bolt action pistols, including cannon bolt, turn bolt or straight bolt will be permitted.</p> <p>Factory standard velocity ammunition is required. {Note: a maximum of 5 rounds may be loaded prior to each bank of targets}</p>

Target	1/2 scale metallic silhouettes
Distance & Course of Fire	All shooting in banks of 5 targets; shooting from left to right; 10 chickens at 40 yards, 10 pigs at 60 yards, 10 turkeys at 77 yards, 10 rams at 100 yards. 40 record shots.
Time Limit	30 seconds ready time and 2 minutes firing time for each bank of 5 targets.
Shooting Position	Only standing positions may be used. The pistol is held in one hand or both hands at the shooter's option, with the arm or arms not braced or supported by other parts of the body. Neither the "trigger" hand (or arm) nor any part of the pistol may make contact with the opposite arm at any point at or above the pivot point of the wrist. (NRA Rule 5.8). {Clarification: the intent of this rule is that the weight of the pistol be supported solely by the muscles of the arm and shoulders; resting any part of the arm on the torso is prohibited.}
Spotter	Each shooter may have one spotter with them on the firing line, who may have scopes and binoculars to advise the shooter where shots are hitting. The spotter will also keep time and advise the shooter in a quiet voice. The spotter must be <i>another youth or 4-H member</i> . The spotter may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line. Coaches may not be spotters.
Scoring	Any target knocked off the rail or laying in a non-vertical position on the rail, in proper sequence is scored as a hit (+1). Targets hit out of sequence are scored as a miss (0).
Tie Breakers	Only tie scores for the top 10 individuals and top 5 teams will be broken. In the event of a tie score, the scorecards will be reviewed and the shooter with the most Ram hits will be declared the winner. If tie remains, then by the most Turkey hits, then by the most Pig hits. If all animal hits are the same, a shoot off on Rams will determine the winner. The shooters will fire alternate shots until one shooter misses with the other shooter hitting the target. Shooters will be allowed one warmup shot with their spotter prior to firing their first tie breaker.
NGB Rules	<i>NRA Pistol Silhouette Rules (May 2018 Edition)</i> https://competitions.nra.org/media/7743/nra-pistol-silhouette-rules.pdf

Slow-Fire Bullseye (single stage)	
Equipment	<p>Any pistol (single-shot or semi-automatic) or revolver. The pistol shall most closely match the description of a pistol of the NRA Production Division – except as noted in Rule 3.4 or a rule specified in this synopsis. A Production Firearm is one which is or has been a catalog item readily available to the general public equipped with factory notch and post sights. All standard safety features of firearms must operate properly. <u>The firearm shall have no visible internal or external modifications</u> except as noted in the NGB rules.</p> <ul style="list-style-type: none"> • Barrel length, including cylinder, not more than 10 inches. • Trigger pull not less than 2 pounds. • .22 caliber rimfire – long rifle • Any sights, including telescopic, are permitted with the exception of those sights that project an image on the target. Open sights may be adjustable but not over 10 inch sight radius. <p><i>Factory standard velocity ammunition is required.</i></p>
Target	NRA B-8
Distance	25 yards
Course of Fire	All slow-fire; 40 records shots at 25 yards.
Time Limit	10 shots per 10 minute string
Shooting Position	One-hand standing.
NGB Rules	<i>NRA Precision Pistol Rules (May 2018 Edition)</i> http://rulebooks.nra.org/documents/pdf/compete/RuleBooks/Pistol/pistol-book.pdf

Modifications – Junior and Intermediates

While all Idaho 4-H Smallbore Pistol Shoots are to operate under the same rules as Senior (14-18 yr. old) participants would experience at the State and National-level competitions as listed above, *recognizing the physical demands and for safety purposes*, the following modifications are approved for Junior (8-10 yr. old) and Intermediate (11-13 yr. old) participants:

Camp Perry Round

Juniors shoot 10 shots slow-fire; 5 shots timed-fire and 5 shots rapid-fire *for 20 total shots, distance remains the same*. Use of firm support or T-stand equipment (see Support Equipment definitions below) from a seated or standing position is permitted. Youth may use one or both hands.

Intermediates shoot 10 shots slow-fire, 10 shots timed-fire and 5 shots rapid-fire *for 20 total shots, distance remains the same*. Use of T-stand equipment (see Support Equipment definitions below) from a standing position is permitted. Youth may only use one hand.

Smallbore Hunter Pistol Silhouette & Slow-Fire Bullseye

Juniors shoot one-half the “Course of Fire” listed above *for 20 total shots, distance remains the same*. Use of firm support or T-stand equipment (see Support Equipment definitions below) from a seated or standing position is permitted. Youth may use both hands.

Intermediates shoot one-half the “Course of Fire” listed above *for 20 total shots, distance remains the same*. Use of T-stand equipment (see Support Equipment definitions below) from a standing position is permitted. Youth may use both hands.

Support Equipment: Unless designated below, any other devices, equipment, accessories or apparel that might provide an advantage over other competitors is prohibited. Support equipment should be adjusted to ensure upright posture, with sights at eye level and arm(s) fully extended.

Firm Support: includes sandbags, knee rolls, and other rests that can firmly support the pistol butt and competitor’s hand(s) safely. If a cylinder protrudes from the bottom of the grip, the support design must allow the pistol to rest on the bottom of the grip – not on the protruding cylinder. The non-firing hand may support the firing hand or butt of the pistol.

T-Stand (or similar counterbalance support): provides infinite height adjustments and variable levels of counterbalance. The support point/cradle position may be anywhere between the muzzle and competitor’s elbow. Plans for a simple, low-cost T-stand can be found at

http://www.usashooting.org/library/Youth_Development/Z_PPP_Counterbalance_T_Stand.pdf.

Small-bore Rifle Discipline

All small-bore rifles are required to have the action open and a CBI (Clear Barrel Indicator) in place when the rifle is not being fired and is uncased. Either commercial or personally made flags are permitted.

Cased rifles will be the last equipment brought to the range and the first to be removed from it.

Official weight of a rifle will be determined with the empty magazine inserted in the rifle.

Coaches may help to carry equipment forward during set-up but are not permitted in the shooting area during the preparation or shooting periods; they may not contact shooters during any firing periods, including sighters. If the shooter wishes to consult with the coach during the firing or sighting period, they may ask the range officer to be excused and step back to the coaches area and have a discreet discussion which does not interfere with other shooters, but the clock will still be running; coaches cannot initiate the consultation.

Smallbore Hunter Silhouette Rifle	
Equipment	NRA Smallbore silhouette rifle rules (Rule 3.2) are identical to the High-Power Silhouette Rifle (Rule 3.1), except for ammunition. A synopsis follows: maximum weight is 10 pounds, 2 ounces including sights. Any sights (telescopic or metallic) and safe trigger permitted. Stocks must be traditionally styled, conventional configurations (such as factory rifle stocks or silhouette stocks as manufactured by Fajen, McMillan, H-S Precision and others). Barrel no longer than 30 inches. Shooting stands will not be allowed in the silhouette event; tables will be provided to support equipment. Competitors are responsible to ensure ejected cases from semi-automatic or bolt-action rifles do not interfere with another shooter; external case deflectors are acceptable.
Ammunition	Only factory loaded standard velocity .22 caliber – short, long or long rifle. Hot loads, such as “Stingers” are not permitted. {Note: a maximum of 5 rounds may be loaded prior to each bank of targets}
Target	1/5 scale metallic silhouettes
Distance & Course of Fire	10 chickens at 40 yards, 10 pigs at 60 yards, 10 turkeys at 77 yards, 10 rams at 100 yards in banks of 5 targets; shooting from left to right on each bank of targets.
Time Limit	15 seconds ready time and 2½ minutes firing time per bank of 5 targets.
Shooting Position	Any standing position without artificial support. The rifle will be supported by the hands and one shoulder. All parts of one hand must be forward of the pistol grip.
Spotter	The spotter must be another youth or 4-H member and will accompany the shooter to the firing line, taking a safe position behind the shooter. They may have a scope or binoculars to quietly advise the shooter on shots/hits and time remaining. Spotters may not touch the shooter or the shooter’s equipment after the shooter assumes their position on the firing line. Coaches may not be spotters.
Scoring	Any target knocked off the rail or laying in a non-vertical position on the rail, in proper sequence is scored as a hit (+1). Targets hit out of sequence are scored as a miss (0).
Tie Breakers	Tie scores for only the top 10 individuals and top 5 teams will be broken. Ties will be broken first by total number of rams hit. If a tie remains, then by total number of turkeys; then by total number of pigs. If all animal hits are the same, a shoot off on rams will determine the winner. The shooters will fire alternate shots until one shooter misses with the other shooter hitting the target. Shooters will be allowed one warmup shot with their spotter prior to firing their first tie breaker.
NGB Rules	<i>NRA Rifle Silhouette Rules (May 2018 Edition)</i> https://competitions.nra.org/media/7744/nra-rifle-silhouette-rules.pdf

NRA Three-Position	
Equipment	Rule 3.2 – any .22 caliber rimfire rifle chambered for .22 short, .22 long, or .22 long rifle cartridge may be used in small-bore 3-position; no restriction on barrel length, overall weight of rifle or accessories other than those laid out in NRA Small-bore Three-Position Rifle Rules. If rifle is equipped with a magazine, only one round may be loaded into the magazine at a time.
Ammunition	Solid point (40 grains) standard velocity; match or target ammunition. { <u>Note</u> : all rounds are single loaded.}
Target	A-51
Distance & Course of Fire	20 shots in each position – prone, standing and kneeling – in that order at 50 yards. 60 record shots.
Time Limit	One (1) minute per record shot prone; two (2) minutes per record shot standing; and one and one-half (1½) minutes per record shot kneeling.
Sights	(3.7) Metallic sights, non-corrective
NGB Rules	<i>NRA Smallbore Rifle Rules (Revised January, 2018)</i> https://competitions.nra.org/media/7745/nra-smallbore-rifle-rules.pdf

CMP Rimfire Sporter Rifle	
Please read carefully, as there are event rules listed that may not be found in the CMP rules.	<p>8.1.1 Intent and Spirit - The intent and spirit of CMP Rimfire Sporter rules is to provide smallbore rifle target competitions where competitors use low-cost, readily available sporter type, .22 caliber rimfire rifles. <u>Any rifle configuration or item of equipment that is not mentioned in these rules or that is contrary to the intent and spirit of these rules is prohibited.</u> The rifles and equipment permitted in Rimfire Sporter are strictly limited in order to prevent an “equipment race” from occurring in the Rimfire Sporter discipline.</p> <p>Note: In Timed Fire and Rapid Fire stages: after the “Load” command, all actions must be locked open or CLOSED on an empty chamber prior to the “Start” command. <u>Manually holding the action open with the magazine inserted is not permitted.</u> Actions may not be cycled or closed until the shooter is in the firing position with firearm safely pointed down range.</p>
Equipment	<p>Current CMP rules allow for 3 different classes. Any rifle that meets any of the CMP classes for use will be allowed. These would include the new Tactical and Unlimited Rimfire Sporter Rifle class. All rifles still must meet the weight, trigger pull and optic limit requirements. There are NO exceptions to these limits. All classes will be scored together as one.</p> <p>Rifle: Overall weight of the rifle may not exceed 7.5 lbs., with sights. If sling is used; it may be removed when rifle is weighed. Any type of action, semi-automatic or manually operated with a trigger pull of at least 3.0 lbs. The trigger must be capable of lifting and supporting the 3 pound weight without firing; triggers which break as the weight is lifted will not pass.</p> <p>Stock: Rifles may be configured as Modern Military Rifles (AR clones) or rifles With non-standard stocks, barrels or configurations. Rifles with thumbhole stocks, adjustable stocks, adjustable cheek-pieces, orthopedically-shaped cheek-pieces or a pistol grip, may be used, provided they comply with weight and trigger pull limitations. The stock may have a sling swivel in a FIXED (non-adjustable) location on the fore-end. If the butt-stock length of pull or the cheek-piece is adjustable, butt-stock length and cheek piece adjustments must remain the same for all three positions. Any magazine extending below the stock may not be used as a palm rest or used for support on the fore-arm. Barrels may be fluted or have non-standard contours.</p> <p>Sling: Standard leather or web sling no wider than 1 1/4 inches may be used in the prone, sitting or kneeling positions. Must be fixed in at least one position. (Rails with adjustable sling swivels are not permitted).</p>

	<p>Sights: Open sights may be used; receiver sights or a scope not exceeding 6x magnification is permitted; If a variable power scope is capable of greater than 6x, the adjustment device on variable telescopes must be secured with tape or other similar means so that it cannot be changed during match. Check-in seal must remain intact. The magnification must remain at the sealed power during the entire match.</p> <p>Barrel: Barrels may not be equipped with any type of muzzle device (Example: Muzzle break, recoil compensator or porting). Factory type flash suppressor on a tactical type rifle is allowed. Fluted barrels and sleeved carbon graphite or aluminum barrels will be allowed provided there is no porting.</p> <p>Shooting stands are permitted in this event.</p>
Ammunition	Solid point (40 grains) standard velocity; match or target ammunition.
Target	B-19 CMP Rimfire Sporter Target (Call target suppliers to find target being used at State Contest. These may not be available online, but suppliers may have targets available in their warehouse.)
Distance	25 yards and 50 yards
Course of Fire	60 shots for record 50 yards; Prone position-10 shots, Slow fire & 10 shots, rapid fire Sitting or Kneeling – 10 shots slow fire & 10 shots rapid fire 25 yards; Standing – 10 shots slow fire & 10 shots rapid fire
Time Limit	Slow fire- 10 shots in 10 minutes; Rapid fire- 5-shot strings in 25 seconds (semi-auto) or 30 seconds for manual repeater.
Clothing	A shooter is permitted to wear a maximum of two sweatshirts. Shooting jackets, leather shooting vests, shooting boots, etc. are not allowed. Shooters may wear a standard leather, cloth or synthetic work glove provided that it is not padded. Ordinary low-cut shoes, work boots, or hunting-style boots may be worn.
NGB Rules	<i>Competition Rules for CMP Games, Rifle and Pistol Matches, 7th Edition 2019</i> http://thecmp.org/wp-content/uploads/CMPGamesRules.pdf?ver=06022017

Modifications – Junior and Intermediates

While all Idaho 4-H Smallbore Rifle Shoots are to operate under the same rules as Senior (14-18 yr. old) participants would experience at the State and National-level competitions as listed above, *recognizing the physical demands and for safety purposes*, the following modifications are approved for Junior (8-10 yr. old) and Intermediate (11-13 yr. old) participants:

NRA Three-Position & CMP Rimfire Sporter Rifle

Juniors shoot one-half the “Course of Fire” listed above; *10 in each position for 30 total shots, distance remains the same.*

Intermediates shoot one-half the “Course of Fire” listed above; *10 in each position for 30 total shots, distance remains the same.*

Smallbore Hunter Silhouette Rifle

Juniors shoot one-half the “Course of Fire” listed above *for 20 total shots, distance remains the same*, from the standing, kneeling or prone position.

Intermediates shoot one-half the “Course of Fire” listed above *for 20 total shots, distance remains the same*, from the standing or kneeling position.

Shotgun Discipline

Release triggers are not permitted. All targets will be pulled by hand in skeet and sporting clays; a voice release system may be used in trap. Ties will be broken by shoot-off for the top 10 individuals. Break action shotguns must be opened immediately upon being uncased with the muzzle(s) pointed in a safe direction until they are placed in racks on the range. Shotguns must be carried from station to station with the action open and the muzzle(s) pointed in a safe direction. Participants will complete their designated number of rounds at Skeet or Trap, before moving to the other discipline *at the State Contest*.

Standard NSSA (American) Skeet	
Equipment	Any shotgun 12 gauge or smaller, capable of firing two shots without reloading may be used in skeet. Factory ammunition is required. Maximum load of 1 ¹ / ₈ ounce of size 7½, 8, 8½ or 9 shot may be used. External shell catchers are permitted.
Course of Fire	4 rounds (total of 100 targets)
Time Limit	Participants will fire in an expeditious manner, avoiding unnecessary delay. Shooters should report to their respective field and be ready to shoot at the scheduled time.
Shoot-offs	Doubles from stations 3, 4 and 5, <i>miss and out by station</i> . Any individual failing to respond to a call for shoot-offs three times will forfeit the tie.
NGB Rules	<i>National Skeet Shooting Association (2019 Edition)</i> http://myNSSA.nssa-nasca.org/wp-content/uploads/sites/6/2019/02/2019-NSSA-Rule-Book.pdf

Standard ATA (American) Trap (16 yds)	
Equipment	Any shotgun 12 gauge or smaller, firing target ammunition for that gauge with a maximum load of 1 ¹ / ₈ ounce of size 7½, 8, 8½ or 9 shot may be used. Factory ammunition is required. All guns used by contestants must be equipped, fitted and utilize (i.e. shell catcher) so as not to eject empty shells in a manner that substantially disturbs or interferes with other contestants.
Course of Fire	4 rounds (total of 100 targets) at 16 yards
Time Limit	Participants will fire in an expeditious manner, avoiding unnecessary delay. Shooters should report to their respective field and be ready to shoot at the scheduled time.
Shoot-offs	<i>The rotation for shoot-offs will follow that as set forth in section IV, subsection 1.5 of the ATA Rulebook (see pages 14-15), with the following modification:</i> <i>Two shots each from posts 1 through 5 at the 21-yard line. If ties exist after round one at 21-yards, shoot management will increase the distance to 23-yards for a second round, and 25-yards for a third round, if needed, to break ties. If ties still exist, the fourth and any remaining rounds will be shot from the 27-yard line. Shoot offs will not exceed the 27-yard line. If more than five contests, multiple squads will be created and divided as equally as possible.</i>
Moving Between Stations	Shooters may move to their next station upon completion of the final shot on each station and the referee's command. No shotgun will be loaded and/or closed until all shooters have rotated to the next station.
Maximum Velocities	Any loads with a velocity <i>no</i> greater than 1290 FPS (feet per second) with maximum shot charge of 1 1/8 ounces, or 1325 FPS with a maximum shot charge of 1 ounce, or 1350 FPS with a maximum shot charge of 7/8 ounces or less, as measured in any individual shotshell. These velocities are maximum and no individual shotshell shall exceed these limits for the designated shot charge. In addition, no load containing more than 1 1/8 ounces or any shot larger than Number 7 ½ can be used.
Loading Gun	A contestant shall place a live shell in their gun only when on a post facing the traps. In Singles shooting a contestant may place only one (1) live shell in their gun at a time and must remove it or the empty shell(s) before moving from one post to another. In changing from one (1) post to another, the shooter shall not walk in front of the other competitors.

Delay of Match	No shooter, coach, or spectator shall delay or interrupt the match. Shooters will take the field when called, call for targets, and fire in an expeditious manner avoiding unnecessary delay.
NGB Rules	<i>Amateur Trap Association (September 2018 Edition)</i> http://www.shootata.com/Portals/0/pdf/ata_rulebook_web.pdf

Sporting Clays	
Equipment	Any shotgun 12 gauge or smaller, capable of firing two shots without reloading may be used in sporting clays. Factory ammunition is required. Maximum load of 1 ¹ / ₈ ounce of size 7½, 8, 8½ or 9 shot may be used. Factory ammunition is required. Any sporting clay target may be used.
Course of Fire	Total of 100 targets. Any combination of single or double (report and/or true pairs) targets as determined by shoot management may be thrown at each station on the course.
Time Limit	Participants will fire in an expeditious manner, avoiding unnecessary delay. Shooters should report to their respective field and be ready to shoot at the scheduled time.
Shoot-offs	Shoot-offs will consist of any number of targets of any combinations of singles, pairs, or true pairs as determined by shoot management and according to NSCA rules.
NGB Rules	<i>National Sporting Clays Association (January, 2019 Edition)</i> http://nssa-nasca.org/wp-content/uploads/2019/01/2019-Rule-Book-ONLINE-Version.pdf

Modifications – Junior and Intermediates

While all Idaho 4-H Shotgun Shoots are to operate under the same rules as Senior (14-18 yr. old) participants would experience at the State and National-level competitions as listed above, *recognizing the physical demands and for safety purposes*, the following modifications are approved for Junior (8-10 yr. old) and Intermediate (11-13 yr. old) participants:

Standard NSSA (American) Skeet

Juniors shoot one-half the “Course of Fire” listed above *for 50 total targets*.

Intermediates *may* shoot a *modified* “Course of Fire” *consisting of 50, 75 or 100 total targets*.

Standard ATA (American) Trap

Juniors shoot one-half the “Course of Fire” listed above *for 50 total targets, distance remains the same*.

Intermediates *may* shoot a *modified* “Course of Fire” *consisting of 50, 75 or 100 total targets, distance remains the same*.

Sporting Clays

Juniors shoot one-half the “Course of Fire” listed above *for 50 total targets*.

Intermediates *may* shoot a *modified* “Course of Fire” *consisting of 50, 75 or 100 total targets*.