

Colorado State 4-H Shooting Sports



SHOOTING SPORTS

COLORADO STATE UNIVERSITY
EXTENSION

Rule Book

REVISED 4/2025

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Colorado 4-H Shooting Sports Members, Staff, Volunteers & Parents,

I want to congratulate you on being a part of the Colorado 4-H Shooting Sports Program. Colorado 4-H shooting sports projects teach youth life skills such as decision making, teamwork, self-discipline, responsibility, self-confidence, problem solving, safe handling of firearms / archery equipment and basic marksmanship. The 4-H Shooting Sports program is an activity for a lifetime and is enjoyed by over 3,000 Colorado 4-H Youth each year.

I am pleased to introduce the Colorado State 4-H Shooting Sports Rule Book. This rule book will help 4-H Members, Specialists, Leaders, Coaches, and Parents to better prepare for the delivery of Colorado State 4-H Shooting Sports projects and programs in their Counties. This rule book will be used in conjunction with National 4-H Shooting Sports curricula, the Colorado 4-H Shooting Sports minimum standards, and National 4-H Shooting Sports minimum standards to serve as safety, procedural and equipment standards for 4-H Shooting Sports programs and activities in Colorado.

The Colorado State 4-H Shooting Sports Championships are designed to promote positive youth development and an opportunity for 4-H members who have worked hard all year long to showcase their skills. The Colorado State 4-H Shooting Sports Championships draws over 1,000 contestants with over 4,000 entries in the different shooting disciplines annually.

4-H Shooting Sports competition serves as an evaluation of how well 4-H youth have developed their skills. It is important to keep in mind the purpose and focus of our 4-H Shooting Sports program - **POSITIVE YOUTH DEVELOPMENT**. Let's make each year's event fun, educational and safe for all who attend. Good Luck!

Sincerely,

A handwritten signature in cursive script that reads "Aimee Kanode".

Aimee Kanode

Colorado State University
4-H Youth Development Specialist- Shooting Sports
aimee.kanode@colostate.edu

For more information about Colorado 4-H Shooting Sports Program please visit
<https://co4h.colostate.edu/>

Colorado 4-H Shooting Sports Leadership Team & Championships Superintendents

Aimee Kanode, State 4-H Office
Michelle Butterworth, Weld County
Scott Butterworth, Weld County
Gerry Ekberg, Kit Carson County
Nathaniel Ekberg, Kit Carson County
Carla Farrand, Garfield County
TJ Goss, Adams County
Eric Harper, Douglas County
Trent Hollister, Golden Plains Area
James Irsik, El Paso County
Cambrilynn Ivy, Weld County
Kurt Jones, Chaffee County
Tim Karp, La Plata County
Freddie Kiefer, Larimer County
Logan Klein, Yuma County
Jeff Lambeth, Las Animas County
Toni Lambeth, Las Animas County

Andy Larrick, Morgan County
Janet Larrick, Morgan County
Margaret Marr, Yuma County
John Meyer, Adams County
Todd Oppenheimer, Fremont County
Courtney Patton, Weld County
Troy Patton, Weld County
Jennifer Roberts, Pueblo County
Shane Roberts, Pueblo County
Ray Sagehorn, Weld County
Darin Smith, Park County
Peter Stewart, Garfield County
Jack Stuart, Garfield County
Martin Telck, Fremont County
Steve Villyard, Elbert County
Ian Webb, Weld County
Paola Webb, Weld County

Colorado 4-H Shooting Sports Ambassadors

Daniel Andersen, El Paso County
Emma Bangerter, Douglas County
Kennedy Brugger, Eagle County
Arisa Eicher, Morgan County
Joselyn Fontius, Adams County
Edward Keller, Yuma County
Shylynn Larrick, Morgan County
Lane Leach, Pueblo County
Alix Maule, Eagle County
Braiden Pfeiffer, Pueblo County

The Colorado 4-H Shooting Sports Ambassadors are a diverse and united group of Colorado 4-H members who are dedicated in providing leadership and knowledge to 4-H youth through Shooting Sports with an emphasis on positive youth development, safe inclusive environments, and promoting integrity.

COLORADO STATE 4-H SHOOTING SPORTS CHAMPIONSHIPS REGISTRATIONS DUE:

5:00 PM August 1, of the current 4-H year

All questions regarding registrations should be submitted via email to co4hshooting@gmail.com

Registration and class fees are as follows:

Registration Fee: \$20.00 per registered participant.

All Non-Shotgun Class Fees: \$5.00 per class per registered participant.

All Shotgun Class Fees: \$15.00 per class per registered participant.

Edits or cancellations of registrations that are in prior to the registration deadline are due by 5:00 PM August 6th of the current 4-H Year.

NO refunds will be given for registration cancelations after 5:00 PM August 6.

Issued in furtherance of Extension work. Acts of May 8 and June 30, 1914 in cooperation with the U.S. Department of Agriculture. Extension programs are available to all without discrimination. To simplify technical terminology, trade names of products and equipment will occasionally be used. No endorsement of products named is intended nor is criticism implied of products not mentioned.

Colorado 4-H Shooting Sports
State 4-H Shooting Sports Championships
Class Number List

1) Junior Division

a) .22 Rifle	
i) 50' Hunt	100
ii) 50' Hunt Scope	102
iii) 50' 4-P Sporter	104
iv) 50' International 3-P	106
b) .22 Pistol	
i) Pistol	108
c) Air Rifle	
i) 25' Utility	200
ii) 10M 4-P Sporter	202
iii) 10M Precision 3-P	204
iv) 10M Olympic Off-Hand	206
d) Air Pistol	
i) 10M Pistol	208
e) Shotgun	
i) Sporting Clays	300
ii) American Skeet	302
iii) Trap	304
f) Archery	
i) Compound Unlimited	400
ii) Compound Limited	402
iii) Compound Traditional	404
iv) Recurve Limited	406
v) Recurve Traditional	408
g) Muzzleloading	
i) Muzzleloading	500

2) Senior Division

a) .22 Rifle	
i) 50' Hunt	101
ii) 50' Hunt Scope	103
iii) 50' 4-P Sporter	105
iv) 50' International 3-P	107
b) .22 Pistol	
i) Pistol	109
c) Air Rifle	
i) 25' Utility	201
ii) 10M 4-P Sporter	203
iii) 10M Precision 3-P	205
iv) 10M Olympic Off-Hand	207
d) Air Pistol	
i) 10M Pistol	209
ii) Air Pistol Silhouettes	211
e) Shotgun	
i) Sporting Clays	301
ii) American Skeet	303
iii) Trap	305
f) Archery	
i) Compound Unlimited	401
ii) Compound Limited	403
iii) Compound Traditional	405
iv) Recurve Limited	407
v) Recurve Traditional	409
g) Muzzleloading	
i) Muzzleloading	501

.22 Rifle General Rules

1. **Inspection:** There will not be an inspection/weigh-in station. It is the responsibility of each competitor and their coaches to ensure the rifles they will be using during the competition meet the rules listed in the State Contest Rulebook. There will be a scale and barrel measuring device available all day for contestants to use if they wish to check their rifles prior to the relay. There will be random checks of rifles conducted on the ranges all day during the contest. Any rifles found not meeting the listed specifications will be disqualified and the scores earned during that relay will be forfeited. The random checks will be made by the Superintendent or their designee. The range officer on that relay will assist with the checks. If the rifle fails, this will be noted on the targets so appropriate action can be taken in the scoring process.
2. **Firing Line:** No portion of the competitor's body may rest upon or touch the ground in advance of the firing line or be more than six (6) inches behind the firing line.
3. **Clear Bore Indicators (C.B.I.'s):** All competitors will use C.B.I.'s that are required to extend a minimum of three (3) inches past the muzzle and the action when not firing, they may be any color.
4. **Eye Protection:** All competitors and other personnel in the immediate vicinity of the ranges are to wear eye protection.
5. **Ear Protection:** All competitors and other personnel in the immediate vicinity of the ranges are to wear hearing protection.
6. **Clothing:** Shooting coats, shooting jackets, shooting gloves, shooting pants, and shooting shoes are prohibited in most classes. Any exceptions to this rule will be noted in the specific class rules.
7. **Spotting Scopes:** Spotting scopes or binoculars will be allowed throughout the match. Spotting Scope bases may be ahead of the firing line; however, the eyepiece of the spotting scope must remain behind the firing line.
8. **Sling:** The use of a sling is not allowed in most classes. Any exceptions to this rule will be noted in the specific class rules.
9. **Sight Definitions:** **Open:** A combination of an open notch (rear) and blade or post (front) sight. A factory installed hood on the front sight will be allowed. No lenses. **Aperture:** Must have a rear peep and front aperture. Interchangeable aperture inserts are allowed. No lenses.
10. **Kneeling Rolls:** Kneeling rolls will be permitted in all classes. **Kneeling rolls are to be used in the kneeling position only.** They are to be made of a pliable material not to exceed seven (7) inches in diameter by nine and one-half (9-1/2) inches in length.
11. **Artificial Shooting Rests & Supports:** Bi-pods or leaning devices may be used to support the firearm when at rest only and not during the shooting sequence. Rifle rests may be placed ahead of the firing line. **No other type of supports will be allowed.**
12. **Shooting Mats:** Shooting mats are not to exceed one (1) inch in thickness, in addition to ground cover provided. Youth are to provide their own shooting mats.
13. **Coaching:** Coaching is permitted during the **sight-in period only**. The coach may assist the competitor during this time by calling the shots, checking time, checking score, ordering sight changes, etc., **but may not physically assist** the competitor in loading, cocking*, adjusting positions or making sight corrections. The coach must control their voice and actions as not to disturb other competitors. A competitor may have no more than one (1) coach on the line during the sight-in period. **Coaching will not be allowed from the spectator area.** *A competitor may have assistance with the cocking of the firearm with prior approval of the superintendent.
14. **Magazines:** Extended capacity magazines protruding more than on (1) inch below the firearm are prohibited. Protruding magazines may not be used as a support.

15. **Action Open:** Unless cased, all actions are to remain open.
 - a. No competitor will aim toward the targets until the proper command is given.
 - b. No firearm will be handled in any manner to violate any safety rule.
16. **Cased Firearms:** Firearms are to remain cased until reaching the designated staging area or firing line.
17. **Firearms Unloaded:** The firearm may not be loaded until the competitor has taken position at his or her firing point, firearm pointed toward the target and the command has been given. Only one (1) cartridge or pellet may be loaded at any time. The competitor must only load one cartridge or pellet in a clip or magazine at a time. A clip or magazine may only have one cartridge or pellet in it at any time.
18. **Cease Fire:** All firearms will be unloaded immediately upon the command “*Cease Fire.*” Actions will remain open and chambers up.
19. **Discipline:** The safety of competitors, range personnel and spectators requires all to give continuous attention to careful handling of firearms and caution while moving about the range.
20. **Delaying a Match:** No competitor may delay the start of the match through tardiness in reporting or undue delay in preparing to fire.

Range Commands

1. **Firing Line Commands:** The following commands will be used. Adjustments may be made to the time allotment for each shooting period based on the block times used in the competition.
2. **Competitors to the line:** Competitors may bring equipment and rifles to the line. Rifles are to have actions open and up. Adjustments will be made during the sight-in period.
3. **Your five (5) minute sight-in period begins now:** Competitors may live fire rifles at sight-in target and make any necessary adjustments. Coaches are permitted to instruct how to make sight adjustments **but may NOT physically make such adjustments**. Any and all adjustments must be made by the competitor.
4. **Cease Fire:** All shooting stops after the sight-in period. Range personnel will go down range with the permission of the range official to mark errant shots. Coaches will be excused from the firing line.
5. **You will now have 40 minutes to record your shots:** Commence Firing. Competitors will have the allotted time to shoot record shots. (See Course of Fire in individual contest rules.) When competitors are finished, rifles are to remain grounded, with actions open and up and a CBI in place. Competitors are to remain on the line until the block of time is completed or they are instructed to leave the line.
6. **Cease Fire.** After the allotted time, or at any time the range official deems necessary, the cease fire command will be given. All rifles will be grounded with actions open and up. Firing must cease immediately.
7. **Competitors may remove equipment from the line.** Upon hearing this command, competitors may remove equipment from the line at this time. Range personnel will collect targets and transport them to the scoring location.
8. **Note:** Block time will be used whenever possible. Notice will be given the day of the competition. A five-minute warning for the end of the relay will be announced.

Equipment

1. AR or Modern Sporting type firearms will NOT be allowed. Any rifle, pistol or shotgun that is primarily tactical in design and strongly resembles an AR, modular or modern sporting firearm type platform rifle will be removed from the firing line.
2. Suppressors or Muzzle Brakes are not permitted.
3. Any type .22-caliber rifle capable of loading one (1) round at a time is allowed. Single-shot bolt action or lever action rifles are preferred; however, any action type may be used if it can be demonstrated that it can be loaded one (1) round at a time in a safe manner. Detachable magazines protruding no more than one inch from the stock of the rifle are allowed to be used if the competitor cannot easily load one round at a time into the chamber. (Example: a Ruger 10/22, or a semi-auto) Tubular magazines are permitted but must be loaded one round at a time.
4. It is up to the competitor to have the rifle approved before competing.
Ammunition: Ammunition that is commercially manufactured, solid point, standard, high or target velocity, cataloged as .22 short, long, or long rifle ammunition is required. No .22 magnum caliber allowed. No hollow point, hyper velocity (1,400 fps+), incendiary or tracer ammunition will be permitted.
5. No set or electric triggers are allowed.
6. Any safe trigger is allowed. A safe trigger is one which does not allow the hammer or firing pin release to fall except by a deliberate pull of the trigger by the competitor.
7. Sights, optics or shooting aids that project any type of light, image or laser down range are prohibited unless otherwise specified.

Scoring

1. Sight-in: Must be shot at the sighter target only. The sighter is the center bull on 1st target shot, prone position.
2. Targets must be shot in the following order: Prone, Standing, Kneeling, Sitting
3. Multiple shots in one bull: The competitor will receive the lowest score on the bull.
4. Excessive shots on a target – i.e. - 11 shots on a 10-bull target: From the back side of the target count total number of holes. If the total number of holes is more than the course of fire dictates, the competitor will lose the highest scoring shot of the target for each excessive shot on the target. Highest scoring shots on the target are removed after excessive shots on a bull are corrected according to Rule #3 above.
5. Crossfires: Defined as one competitor's shot to another competitor's target. All crossfires must be reported to the line official immediately, before the allotted relay time expires. The line official must sign off on all crossfires or they will be scored as excessive shots.
6. Tie Breaker:
 - a. Total standing target score
 - b. Total kneeling target score (4-P)
 - c. Total prone target score
 - d. Total sitting target scoreIf additional tie breakers are necessary, it will continue with the most 10's on each of the targets in the order given above.

Rifle Positions

Standing



Kneeling



Adapted from NRA Smallbore rifle rules. Note the position of the kneeling roll.

Kneeling: The non-dominant elbow is placed on or over the upright knee. The elbow is defined as 4" from the point of the arm when bent. The Knee is defined as the bent part of the Knee (i.e. kneecap). Arms may not be wrapped around legs but rather supported by contact of elbow to knee.

Prone



Adapted from NRA Smallbore rifle rules.

Sitting



Adapted from NRA Smallbore rifle rules.



Adapted from NRA shooting positions poster.

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

.22-Rifle 50-Foot Hunt Class Rules

1. Open sights or fiber optic neon enhancement sights and factory installed hooded front sights are allowed. Aperture sights and front aperture sights are not allowed.
2. All rifles must have the appearance of a standard hunting rifle with a maximum outside barrel dimension of .675 inches at the widest point of the muzzle.
3. Rifles must have a factory-type stock (wood or plastic) which may be altered for length only. No other alterations will be allowed. No skeletonized stocks or modular type stocks will be allowed.
4. No heavy or varmint style barrels will be allowed.
5. Adjustable or hook-type butt plates are prohibited.
6. Thumb hole stocks, palm rests and heel rests are prohibited.
7. The weight of the complete rifle with sights may not exceed 7.5 pounds in weight. Rifles may be reweighed at any time by superintendent or designee. The consequences may result in score disqualification.

Course of Fire:

Ten (10) shots in each of the following positions in the following order.

Sight in = middle bull on prone target

Prone = bottom left

Standing = top left

Kneeling = top right

Sitting = bottom right

Time:

Sight-in period = 5 minutes

Record Shots Period = 40 minutes

Targets used:

ORION 50ft Conventional Rifle 12 Bull Target or NRA A-17

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

.22-Rifle 50-Foot Hunt Scope Class Rules

1. A fixed 4X magnification telescopic sight or a variable magnification telescopic sight (set at a maximum of 4X magnification) with a maximum body tube diameter of one (1) inch shall be used. Variable magnification scope must be locked and/or taped to a maximum of 4X magnification during competition. Once set, the scope magnification cannot be changed during competition.
2. Red dot or aim-point type sights that do not project any type of light or laser down range and are no more than 4X magnification may be used.
3. Open iron sights/open fiber optic sights or aperture sights with front aperture may be mounted on the rifle, but not used during the competition. "See through" scope mounts (if present) will be taped closed.
4. All rifles must have the appearance of a standard hunting rifle with a maximum outside barrel dimension of .675 inches at the widest point of the muzzle.
5. Rifles must have a factory-type stock (wood or plastic) which may be altered for length only. No other alterations will be allowed. No skeletonized stocks or modular type stocks will be allowed.
6. No heavy or varmint style barrels will be allowed.
7. Adjustable or hook-type butt plates are prohibited.
8. The weight of the complete rifle with scope may not exceed 7.5 pounds in weight. Rifles may be reweighed at any time by superintendent or designee. The consequences may result in score disqualification.

Course of Fire:

Ten (10) shots in each of the following positions in the following order.

Sight in = middle bull on prone target

Prone = bottom left

Standing = top left

Kneeling = top right

Sitting = bottom right

Time:

Sight-in period = 5 minutes

Record Shots Period = 40 minutes

Targets used:

ORION 50ft Conventional Rifle 12 Bull Target or NRA A-17

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

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

1. Peep type aperture sight front and rear. No open sights, red dot sights, aim-point type sights or scopes allowed.
2. The length of stock, height of cheek piece and butt plate location may not be changed after the five (5) minute sight-in period.
3. Thumb hole stocks, palm rests, heel rests, Scheutzen-type and hooked-type butt plates are prohibited.
4. The weight of the complete rifle with sights may not exceed 8.5 pounds in weight. Rifles may be reweighed at any time by superintendent or designee. The consequences may result in score disqualification.

Exceptions to General .22-Caliber Rules

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

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

Rifles in this class may also qualify for the International 3-Position class. All rifles must have the appearance of a sporter rifle.

Course of Fire:

Ten (10) shots in each of the following positions in the following order.

Sight in = middle bull on prone target

Prone = bottom left

Standing = top left

Kneeling = top right

Sitting = bottom right

Time:

Sight-in period = 5 minutes

Record Shots Period = 40 minutes

Targets used:

ORION 50ft Conventional Rifle 12 Bull Target or NRA A-17

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

.22 Rifle 50-foot International 3-Position Class Rules

1. Peep-type aperture sights front and rear. No open sights or scopes allowed.
2. Hook butt plates are allowed. Wrap-around body hooks are not allowed.
3. No weight limit.
4. All rifles must have the appearance of a sporter rifle.

Exceptions to General .22-Caliber Rules

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

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

Course of Fire:

Ten (10) shots in each of the following positions in the following order.

Sight in = middle bull on prone target

Prone = bottom left

Standing = top left

Kneeling = top right

Time:

Sight-in period = 5 minutes

Record Shots Period = 40 minutes

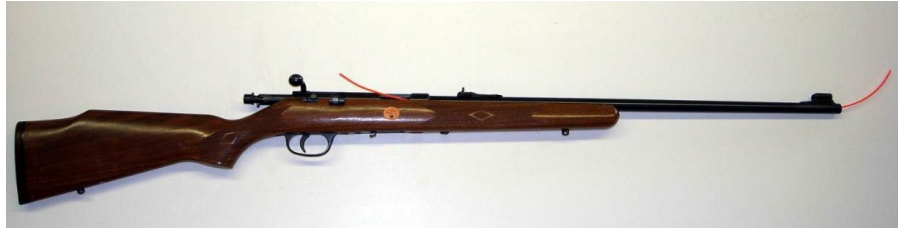
Targets used:

ORION 50m Rifle reduced for 50ft 12 Bull Target NRA A-36

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

Rifle Illustrations Conventional Appearance

.22 Hunt Rifle



.22 Sporter Rifle



Rifle Sight Illustrations

Front Aperture



Hooded Front Sight

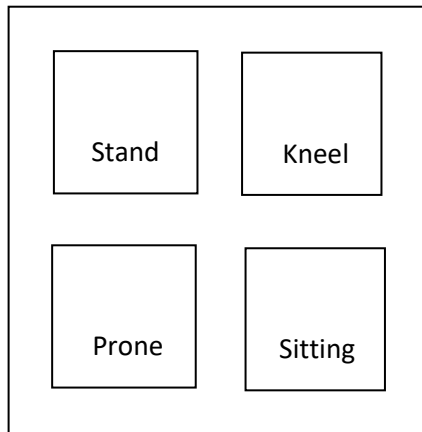


Rear Peep / Aperture

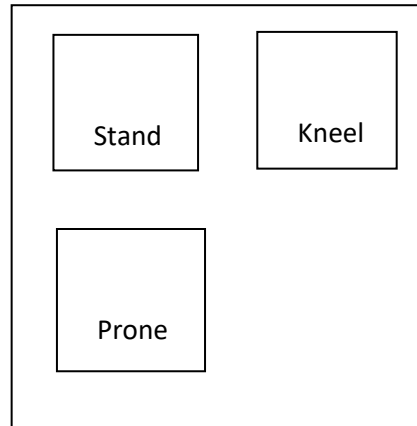


.22 Rifle Target Placement

Placement for Hunt, Hunt Scope and 4-P Sporter classes.



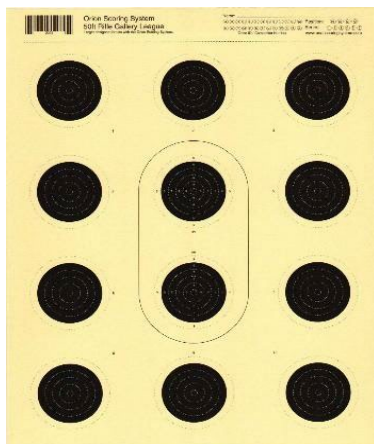
Placement for International 3 Position class



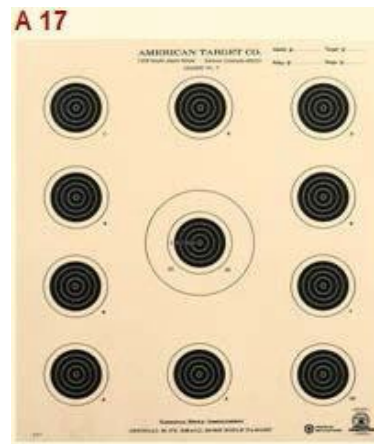
* Prone and standing targets may need to move up or down on the backer depending on the specific range they are being placed on.

.22 Rifle Target Illustrations

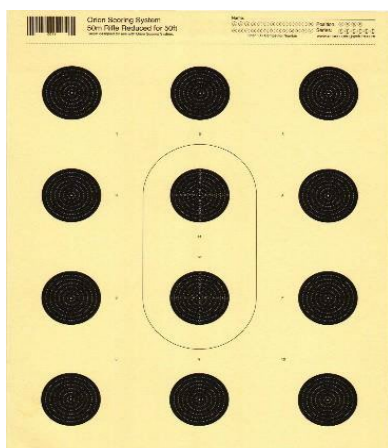
ORION 50ft Conventional Rifle 12 Bull Target



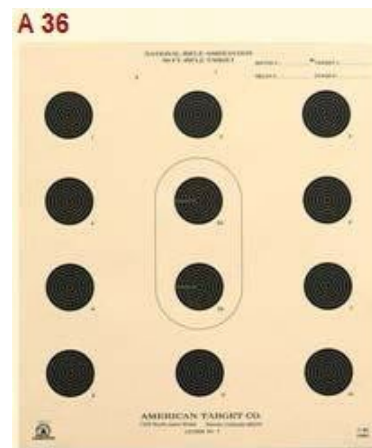
NRA A-17



ORION 50m Rifle reduced for 50ft 12 Bull Target



NRA A-36



.22 Pistol General and Range Rules

General Rules

1. 4-H Members must be at least 9 years old as of the start of the current 4-H year. Members must have at completed at least one project year of 4-H Shooting Sports that includes live fire range experience with a firearm or air gun. Each county may have more requirements to participate in this project.
2. Members must have written permission from a parent or legal guardian to participate in this project in compliance with the Gun Control Act of 1968 and the Youth Handgun Safety Act of 1994.
3. 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 Colorado State 4-H Shooting Sports Invitational 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.” This written permission must be in possession of the youth – even if a parent/guardian is present. Please follow this link to the Colorado State 4-H website for a copy of this form.
<https://co4h.colostate.edu/ss/forms/CO4HYouth-Handgun-release-form-fillable.pdf>.
4. This document must be available upon request at check-in.
5. All small bore .22 pistols are required to use a CBI (Clear Bore Indicator) when the handgun is uncased and not being fired.
6. **Ammunition:** Ammunition that is commercially manufactured, solid point, standard, high or target velocity, cataloged as .22 short, long, or long rifle ammunition is required. No .22 magnum caliber allowed. No hollow point, hyper velocity (1,400 fps +), incendiary or tracer ammunition will be permitted.
7. Cased pistols will be the last equipment to be brought to the range and the first to be removed from it.
8. All are “single pistol” matches, meaning participants are to shoot the entire course of fire, with the same pistol. No pistol changes will be allowed between stages, and only one pistol per competitor is allowed on the line. Pistols may be replaced only if they are disabled or malfunctioning.
9. .22 Pistol Events: There will not be an inspection/weigh-in station. It is the responsibility of each competitor and their coaches to ensure the pistols they will be using during the competition meet the rules listed in the State Contest Rule Book. There will be a scale and barrel measuring device available all day for contestants to use if they wish to check their pistols prior to the relay.
10. There will be random checks of pistols conducted on the ranges all day during the contest. Any pistol found not meeting the listed specifications will be disqualified and the scores earned during that relay will be forfeited. The random checks will be made by the Superintendent or his designee. The range officer on that relay will assist with the checks. If the pistol fails, this will be noted on the scorecards so appropriate action can be taken in the scoring process.
11. Each competitor will compete in both matches. Two relays in a row (2 hours total) are required to compete in this event, please schedule your time accordingly.
12. Action Open: Unless cased, all actions are to remain open.
13. No competitor will aim toward the targets until the proper command is given.
14. No pistol will be handled in any manner to violate any safety rule.
15. Cease Fire: When the command “cease fire” is given, all pistols are to be benched and unloaded, with actions open. Any competitor with ammo chambered at the time of the cease fire command will alert the line official. Competitors are to await further instruction from the range official.

16. Firearms Unloaded: The firearm may not be loaded until the competitor has taken position at his or her firing point, firearm pointed toward the target and the command has been given.
17. AR or Modern Sporting type firearms will NOT be allowed. Any rifle, pistol or shotgun that is primarily tactical in design and strongly resembles an AR, modular or modern sporting firearm type platform rifle will be removed from the firing line.
18. **Magazines:** Extended capacity magazines protruding more than one (1) inch below the firearm are prohibited. Protruding magazines may not be used as a support.
19. Suppressors or Muzzle Brakes are not permitted.

Alibi Procedures

1. One alibi will be allowed in the silhouette course of fire. In the Modified Camp Perry course of fire, 1 alibi will be allowed for the timed fire relay and 1 alibi for the rapid fire relay (no alibi for the slow fire). Any alibi claim made that a pistol or ammunition is malfunctioning must be made immediately. All shots fired up to the time of the alibi claim is made will stand as part of the official score. The contest superintendent will determine the shots under consideration for alibi procedures upon notification of the alibi claim.
2. The Chief Range Officer or designated Range Officer should pause 3 seconds and announce, "ARE THERE ANY ALIBIS?" If none are indicated by the line officers or competitors, the Chief Range Officer or designated Range Officer will then command, "ACTIONS OPEN; INSERT CLEAR BORE INDICATORS; COMPETITORS, MAKE THE LINE SAFE."
3. Alibis will be noted at the time they occur and shot as part of a fourth string each timed and rapid fire.

Range Alibi or Interruption of Fire

A range alibi or interruption of fire occurs when a competitor, group of competitors or relay of competitors are prevented from firing or completing a series due to a fault of the range or range officials. If a range alibi occurs, additional time or a re-fire shall be permitted as follows:

1. If there is a range alibi or interruption on an individual target during a slow-fire stage, the competitor will be allowed to finish firing within the time remaining when the range alibi occurred or the competitor may be moved to another target and be given the amount of time remaining when the range alibi occurred.
2. If there is a range alibi or interruption on all targets on the range during a slow-fire stage, all competitors will be allowed to finish firing as soon as the problem is resolved within the time remaining when the range alibi occurred.
3. If a range alibi or interruption occurs during a rapid or timed fire series, all shots fired will be nullified and pasted and a new series will be fired as soon as the problem is resolved.

Alibi due to Malfunction

A malfunction is the failure of the pistol or ammunition to function properly. A competitor may be given a re-fire if the malfunction is not his/her fault. If the malfunction is the fault of the competitor, no alibi or re-fire is allowed.

Defective Cartridge

Only those rounds showing obvious and normal strike impact on the case head or primer without detonation shall be considered "Defective Cartridges". Improperly loaded rounds shall NOT be accepted as an alibi. Improperly loaded rounds include those which will not chamber, are not properly charged with powder, incorporate reversed primers or do not operate normally.

Re-fires

If a competitor is authorized to re-fire because of a malfunction alibi, range alibi or he/she elected to re-fire an excessively hit target, the re-fire will be conducted immediately before a

stage change. Re-fire competitors should fire on their assigned targets for that event and will be allowed to fire remaining shots authorized in the match.

Range Commands

1. **Competitors to the line:** Competitors may bring equipment and pistols to the line. Pistols are to be benched with actions open.
2. **Make ready:** 30 seconds load 5 rounds, close action, natural point of aim, and rest muzzle at 45 degrees down.
3. **Commence Firing:** Competitors will have time allotted as described in the course of fire in individual contest rules. When competitors are finished, pistols are to be benched and competitors are to remain until the block of time is completed or they are instructed to leave the line.
4. **Cease Fire:** At any time, the range official deems necessary, the cease fire command will be given. All pistols will be benched with actions open. Firing must cease immediately.
5. **Competitors may remove equipment from the line:** Upon hearing this command, competitors may remove equipment from the line at this time. Range personnel will collect targets and transport them to the scoring location.

Equipment

Camp Perry Round Modified

1. .22 rimfire pistol, either semi-automatic or revolver. The pistol may be any production firearm 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. The firearm shall have no visible internal or external modifications.
2. For semi autos, a barrel length or no more than 10-inches measured from breech face to muzzle is allowed.
3. For revolvers, a barrel length of no more than 10-inches including the cylinder is allowed.
4. Trigger - Any safe trigger will be allowed. Triggers may be weighed and inspected if the range officer deems it necessary. Trigger pull must be no less than 2 pounds. Pistols with triggers deemed unsafe will be disqualified.
5. Only .22 caliber rimfire - long rifle ammunition may be used.
6. Open sights only (4-H National Championship match rule). Rear sight may be adjustable, but sight radius must be no more than 10 inches.
7. Suppressors or Muzzle Brakes not permitted.

Smallbore Pistol Hunter Silhouette

1. The pistol may be any .22 rimfire pistol, either semi-automatic, break action or revolver.
2. Weighing no more than 5.0 pounds.
3. Factory standard barrel length of no more than 12 inches measured from breech face to muzzle.
4. Trigger - Any safe trigger will be allowed. Triggers may be weighed and inspected if the range officer deems it necessary. Trigger pull must be no less than 2 pounds. Pistols with triggers deemed unsafe will be disqualified.
5. Any sights that do not project an image, laser or light on the target may be used (4-H National Championship match rule).
6. Only .22 caliber rimfire - long rifle ammunition may be used.
7. Muzzle brakes and suppressors are not permitted.
8. No bolt action pistols, including cannon bolt, turn bolt or straight bolt will be permitted.

Scoring

1. Registered participants will score each other during the contest unless otherwise specified by the Superintendent.
2. Shots that touch the higher scoring ring will be scored up.
3. The Orion Scoring System will be used to tabulate the Orion scorecards used for this contest. Shoot management reserves the right to utilize non-Orion targets and scoring methods if circumstances necessitate a change. All shots that score as "X" must be marked as such on Orion scorecard. All shots that are misses should be marked as "M" on Orion scorecard. Scoring for silhouette round will be marked as a "10" or "M" only on Orion scorecard.
4. Excessive shots on a target: From the back side of the target count total number of holes. If the total number of holes is more than the course of fire dictates, the competitor will lose the highest scoring shot of the target for each excessive shot on the target.
5. Crossfires: Defined as one competitor's shot to another competitor's target. All crossfires must be reported to the line official immediately, before the allotted relay time expires. The line official must sign off on all crossfires or they will be scored as excessive shots.
6. Any target knocked over or knocked off the stand in sequence is scored as a hit (+10), targets missed, spun but not knocked down, or hit out of sequence is scored a miss (0). In the event of a missing target the scorer shall permit the competitor to fire on a designated target that remains standing, counting it as above. If no targets are available, the referee shall permit those targets to be fired before the competitors rotate to the next type of target.
7. Overall individual scores will consist of the combined individual scores for both matches. No more than the top four (4) individual scores per county team or combined county team will be totaled to arrive at team score.
8. Signing of scorecards is to happen at the end of each half of the contest. Competitors are to verify and sign their score card to acknowledge and agree upon their recorded scores. All score cards must be signed by the scorer and the competitor. Unsigned scorecards will not be tabulated.
9. Tie Breaker:
 - a. Total combined x's.
 - b. Total silhouette score.
 - c. Total rapid fire score.
 - d. Total timed fire score.
 - e. Total slow fire score.

Camp Perry Round Modified

1. All shots will be from 25 yards
2. 40 record shots
 - a. 10 shots slow fire
 - b. 15 shots timed fire
 - c. 15 shots rapid fire
3. Time Limit
 - a. Slow fire – 5 minutes (10 shot string)
 - b. Timed fire – 20 seconds per 5 shot string
 - c. Rapid fire – 10 seconds per 5 shot string
4. Shooting Position
 - a. One-hand standing for senior
 - b. Two-hand standing for juniors

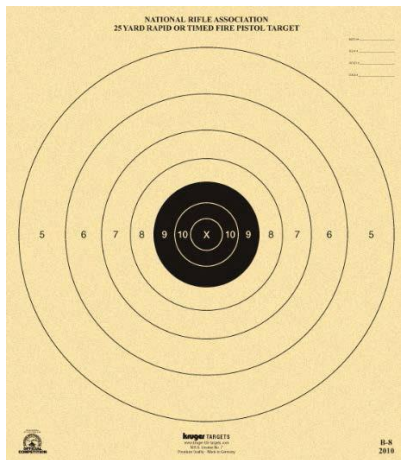
Hunter Silhouette

1. All targets will be shot from left to right.
2. 20 record shots.
 - a. 5 chickens at 40 yards
 - b. 5 pigs at 60 yards
 - c. 5 turkeys at 77 yards
 - d. 5 rams at 100 yards.
3. Time Limit
 - a. 30 second ready time and 2-minute fire time for each bank of 5 targets.
4. Shooting Position
 - a. Only standing positions may be used, two-hand holds permitted but the hands and arms must be free of the body and may not touch beyond the wrist.

Targets:

NRA B-8

½ Scale Small Bore Pistol Silhouettes



Target Thickness: Chicken 3/8", Pig & Turkey 1/4", Ram 3/16"

Air Rifle General and Range Rules

General Rules

1. **Inspection:** There will not be an inspection/weigh-in station. It is the responsibility of each competitor and their coaches to ensure the rifles they will be using during the competition meet the rules listed in the State Contest Rulebook. There will be a scale and barrel measuring device available all day for contestants to use if they wish to check their rifles prior to the relay. There will be random checks of rifles conducted on the ranges all day during the contest. Any rifles found not meeting the listed specifications will be disqualified and the scores earned during that relay will be forfeited. The random checks will be made by the Superintendent or their designee. The range officer on that relay will assist with the checks. If the rifle fails, this will be noted on the targets so appropriate action can be taken in the scoring process.
2. **Firing Line:** No portion of the competitor's body may rest upon or touch the ground in advance of the firing line or be more than six (6) inches behind the firing line.
3. **Clear Bore Indicators (C.B.I.'s):** All competitors will use C.B.I.'s that are required to extend a minimum of three (3) inches past the muzzle and the action when not firing, they may be any color.
4. **Eye Protection:** All competitors and other personnel in the immediate vicinity of the ranges are to wear eye protection.
5. **Clothing:** Shooting coats, shooting jackets, shooting gloves, shooting pants, and shooting shoes are prohibited in most classes. Any exceptions to this rule will be noted in the specific class rules.
6. **Spotting Scopes:** Spotting scopes or binoculars will be allowed throughout the match. Spotting Scope bases may be ahead of the firing line; however, the eyepiece of the spotting scope must remain behind the firing line.
7. **Sling:** The use of a sling is not allowed in most classes. Any exceptions to this rule will be noted in the specific class rules.
8. **Sight Definitions:** Open: A combination of an open notch (rear) and blade or post (front) sight. A factory installed hood on the front sight will be allowed. No lenses. Aperture: Must have a rear peep and front aperture that may have interchangeable aperture inserts. No lenses.
9. **Kneeling Rolls:** Kneeling rolls will be permitted in all classes. **Kneeling rolls are to be used in the kneeling position only.** They are to be made of a pliable material not to exceed seven (7) inches in diameter by nine and one-half (9-1/2) inches in length.
10. **Artificial Shooting Rests & Supports:** Bi-pods or leaning devices may be used to support the firearm when at rest only and not during the shooting sequence. Rifle rests may be placed ahead of the firing line. **No other type of supports will be allowed.**
11. **Shooting Mats:** Shooting mats are not to exceed one (1) inch in thickness, in addition to ground cover provided. Youth are to provide their own shooting mats.
12. **Coaching:** Coaching is permitted during the **sight-in period only**. The coach may assist the competitor during this time by calling the shots, checking time, checking score, ordering sight changes, etc... **but may not physically assist** the competitor in loading, cocking*, adjusting positions or making sight corrections. The coach must control their voice and actions so as not to disturb other competitors. A competitor may have no more than one (1) coach on the line during the sight-in period. **Coaching will not be allowed from the spectator area.** *A competitor may have assistance with the cocking of the firearm with prior approval of the superintendent.
13. **Magazines:** Extended capacity magazines protruding more than on (1) inch below the firearm are prohibited. Protruding magazines may not be used as a support.
14. **Action Open:** Unless cased, all actions are to remain open.

- a. No competitor will aim toward the targets until the proper command is given.
- b. No firearm will be handled in any manner to violate any safety rule.
- 15. **Cased Firearms:** Firearms are to remain cased until reaching the designated staging area or firing line.
- 16. **Firearms Unloaded:** The firearm may not be loaded until the competitor has taken position at his or her firing point, firearm pointed toward the target and the command has been given. Only one (1) cartridge or pellet may be loaded at any time. A competitor must only load one cartridge or pellet in a clip or magazine at a time. A clip or magazine may only have one cartridge or pellet in it at any time.
- 17. **Cease Fire:** All firearms will be unloaded immediately upon the command “Cease Fire.” Actions will remain open and chambers up.
- 18. Rifles may not be removed from the firing line during the course of fire except with the permission of the range official.
- 19. AR or Modern Sporting type firearms will NOT be allowed. Any rifle, pistol or shotgun that is primarily tactical in design and strongly resembles an AR, modular or modern sporting firearm type platform rifle will be removed from the firing line.
- 20. Muzzle Brakes and suppressors are not permitted.
- 21. **Discipline:** The safety of competitors, range personnel and spectators requires all to give continuous attention to careful handling of firearms and caution while moving about the range.
- 22. **Delaying a Match:** No competitor may delay the start of the match through tardiness in reporting or undue delay in preparing to fire.

Range Commands

- 1. **Firing Line Commands:** The following commands will be used. Adjustments may be made to the time allotment for each shooting period based on the block times used in the competition.
- 2. **Competitors to the line:** Competitors may bring equipment and rifles to the line. Rifles are to have actions open and up. Adjustments will be made during the sight-in period.
- 3. **Your five (5) minute sight-in period begins now:** Competitors may live fire rifles at sight-in target and make any necessary adjustments. Coaches are permitted to instruct how to make sight adjustments **but may NOT physically make such adjustments.** Any and all adjustments must be made by the competitor.
- 4. **Cease Fire:** All shooting stops after the sight-in period. Range personnel will go down range with the permission of the range official to mark errant shots. Coaches will be excused from the firing line.
- 5. **You will now have 30 minutes to record your shots:** Commence Firing. Competitors will have the allotted time to shoot record shots. (See Course of Fire in individual contest rules.) When competitors are finished, rifles are to remain grounded with actions open and up with a CBI in place. Competitors are to remain on the line until the block of time is completed or they are instructed to leave the line.
- 6. **Cease Fire.** After the allotted time, or at any time the range official deems necessary, the cease fire command will be given. All rifles will be grounded with actions open and up. Firing must cease immediately.
- 7. **Competitors may remove equipment from the line.** Upon hearing this command, competitors may remove equipment from the line at this time. Range personnel will collect targets and transport them to the scoring location.
- 8. **Note:** Block time will be used whenever possible. Notice will be given the day of the competition.

Equipment

1. AR or Modern Sporting type firearms will NOT be allowed. Any rifle that is primarily tactical in design and strongly resembles an AR, modular or modern sporting rifle type platform rifle will be removed from the firing line.
2. .177 caliber lead pellet only. Wadcutter-type pellets only (flat head). No domed, sabot or pointed heads on pellets allowed.
3. No set or electric triggers allowed.
4. Thumb holes, thumb rests, heel rests or spirit levels are not allowed. (Any exceptions to this rule will be noted in the specific class rules.)
5. Suppressors or Muzzle Brakes are not permitted.
6. The Sporter Air Rifle is intended to be a low cost, entry-level rifle and have a conventional appearance. Suggested models are as follows: Daisy 599/753/853/953/977, Daisy 888, Crossman 2000 and Daisy XSV40. Any rifle not included in this list but complies with requirements of this class may be added to the list.

Scoring

1. Sight-in: Must be shot at the sighter target only. In the Off-Hand Class the sight-in targets are the two center bulls on the left target. All other classes, the sight-in target is the center target.
2. Targets must be shot in the following order:
 - a. Utility and 4-P Sporter Class: Prone, Standing, Kneeling, Sitting.
 - b. 3-P Class: Prone, Standing, Kneeling.
 - c. Offhand Class: Left to right.
 - d. Targets shot in any other order will be disqualified.
3. The Orion Scoring System will be used to score and tabulate the Orion Air Rifle targets used for this contest utilizing the decimal scoring method. Shoot management reserves the right to utilize non-Orion targets and scoring methods if circumstances necessitate a change.
4. Multiple shots in one bull: The competitor will receive the lowest score on the bull.
5. Excessive shots on a target – i.e. - 6 shots on a 5-bull target: From the back side of the target count total number of holes. If the total number of holes is more than the course of fire dictates, the competitor will lose the highest scoring shot of the target for each excessive shot on the target. Highest scoring shots on the target are removed after excessive shots on a bull are corrected according to Rule #4 above.
6. **Crossfires:** Defined as one competitor's shot to another competitor's target. All crossfires must be reported to the line official immediately, before the allotted relay time expires, or they will be scored as excessive shots. They must be noted on the target.
7. Tie Breaker:
 - a. **Air Rifle**
 - d. Total kneeling target score
 - d. Total sitting target score (4-P)
 - d. Total standing target score
 - d. Total prone target score
 - b. **Air Rifle Off-Hand**
 - i) Last ten (10) shot series
 - ii) First ten (10) shot series
 - iii) Reverse bull by bull comparison (bull #10, series 2 – 1st)
- c. If additional tie breakers are necessary, it will continue with the most 10's on each of the targets in the order given above.

Rifle Positions

Standing



Kneeling



Adapted from NRA Smallbore rifle rules. Note the position of the kneeling roll.

Kneeling: The non-dominant elbow is placed on or over the upright knee. The elbow is defined as 4" from the point of the arm when bent. The Knee is defined as the bent part of the Knee (i.e. kneecap). Arms may not be wrapped around legs but rather supported by contact of elbow to knee.

Prone



Adapted from NRA Smallbore rifle rules.

Sitting



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

Air Rifle 25-Foot Utility Class Rules

Rifle: Any type of conventional appearance (see photo).

1. Sights must be open type. No peep-type sights will be allowed. No Lenses.
2. Factory-installed stock may be altered for length only. Foam cheek pieces added to stock for fit will be allowed.
3. Air rifles with extended magazines (CO2 cartridge) may be used as long as the extension is not used as a support.
4. Adjustable butt plate must be in home or neutral position. No butt plates resembling a hook type plate will be allowed.
5. A palm rest or other support device attached to the stock is not allowed.
6. There are no weight restrictions in this class.

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

Sight-in = middle target

Prone = bottom left target

Standing = top left target

Kneeling = top right target

Sitting = bottom right target

Time:

Sight-in period = 5 minutes

Record Shots Period = 30 minutes

Targets used:

ORION 10m Air Rifle 5 Bull Target or AR 5/5

Air Rifle 10-Meter 4-Position Sporter Class Rules

1. Sights must be peep-type aperture, front and rear. No open-type sights will be allowed. No lenses.
2. No hook butt plates will be allowed.
3. Air rifles with extended magazines (CO2 cartridge) may be used as long as the extension is not used as a support.
4. The length of the stock, height of cheek piece and butt plate location may not be changed after the five-minute sight-in period.
5. The weight of the complete rifle with sights may not exceed 7.5 pounds. Rifles may be reweighed at any time by superintendent or designee. The consequences may result in score disqualification.
6. A palm rest or other support device attached to the stock is not allowed.

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

Sight-in = middle target

Prone = bottom left target

Standing = top left target

Kneeling = top right target

Sitting = bottom right target

Time:

Sight-in period = 5 minutes

Record Shots Period = 30 minutes

Targets Used:

ORION 10m Air Rifle 5 Bull Target or AR 5/5

Exceptions to General Air Rifle Rules

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

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

Rifles in this class may also qualify for the 10-Meter Precision 3-Position class.

Air Rifle 10-Meter Precision 3-Position Class Rules

1. Sights must be peep-type aperture, front and rear. No open-type sights will be allowed.
2. Adjustable butt plates are allowed. Hook-type butt plates are not allowed.
3. The butt plate and cheek piece may be adjusted between positions.
4. Exterior weights other than concentric barrel weights are not allowed. A bipod or rifle rest may not be attached to the rifle while shooting record shots.
5. The weight of the complete rifle, with sights, may not exceed 12.12 pounds.

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

Sight-in = middle target

Prone = bottom left target

Standing = top left target

Kneeling = top right target

Time:

Sight-in period = 5 minutes

Record Shots Period = 30 minutes

Exceptions to General Air Rifle Rules

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

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

Targets Used:

ORION 10m Air Rifle 5 Bull Target or AR 5/5

Air Rifle 10-Meter Olympic Off-Hand Class Rules

1. Sights must be peep-type aperture, front and rear. No open-type sights, scopes or spirit levels will be allowed.
2. Adjustable butt plates are allowed. Hook-type butt plates are not allowed. Hand stops are not allowed.
3. The length of the stock and the cheek piece may not be changed during the course of fire.
4. Exterior weights other than concentric barrel weights are not allowed. A bipod or rifle rest may not be attached to the rifle while shooting record shots. Offhand stands will be allowed during the course of fire, only as a rest between shots.
5. The weight of the complete rifle with sights may not exceed 12.12 pounds.
6. The hand stop, and sling swivel are not allowed in the standing position.

Course of Fire:

Sight-in shots will be allowed in the sighting ring only. (The sight-in targets are the two center bulls on the left target.)

20 shots from the standing position, top left and top right target.

Time:

Sight-in period = 5 minutes

Record Shots Period = 30 minutes

Exceptions to General Air Rifle Rules

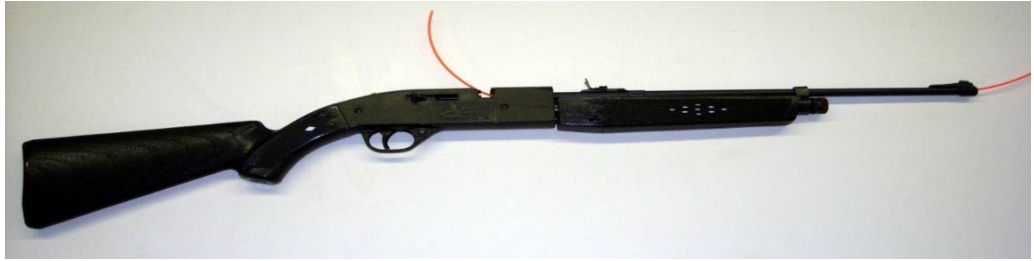
Clothing: Shooting coats, gloves, pants, and shoes will be allowed.

Targets Used:

ORION 10m Air Rifle 12 Bull Target or AR 5/10

Rifle Illustrations Conventional Appearance

**.177 Utility
Air Rifle**



**.177 Sporter
Air Rifle
Rifle Sight
Illustrations**



Sights:

Front Aperture



Hooded Front Sight



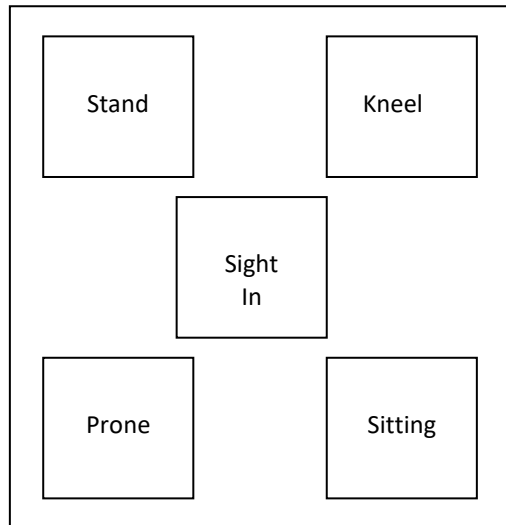
Rear Peep / Aperture



Air Rifle Target Placement & Sight-in Bull Location

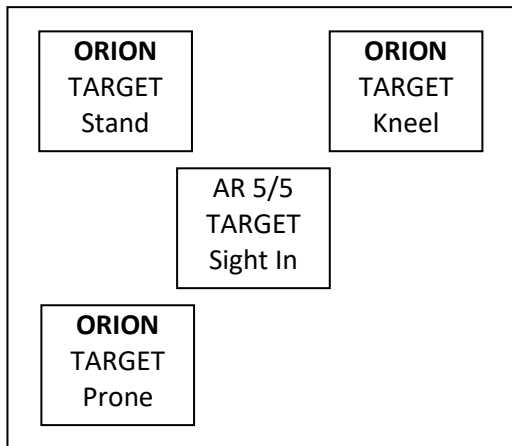
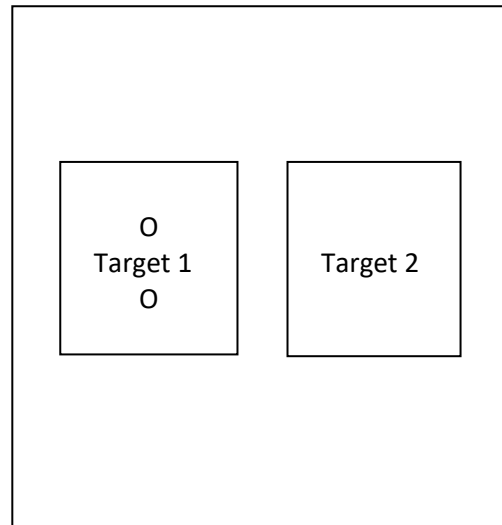
Air Rifle

25-Foot Utility and 10M 4-P
Target Placement



Air Rifle

10M Olympic Off-Hand Class
Left center 2 bulls=sight in bulls

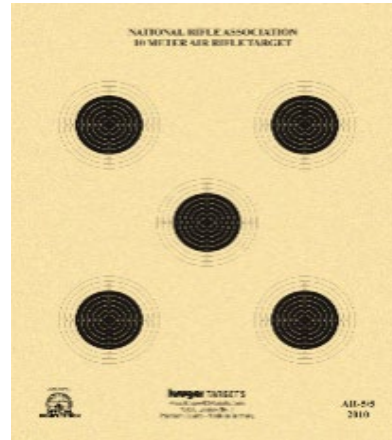


Air Rifle Targets Illustrations

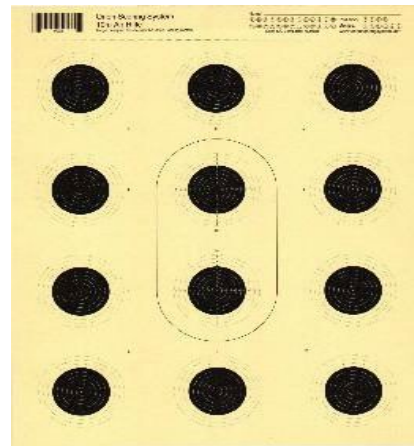
ORION 5 BULL AIR RIFLE TARGET



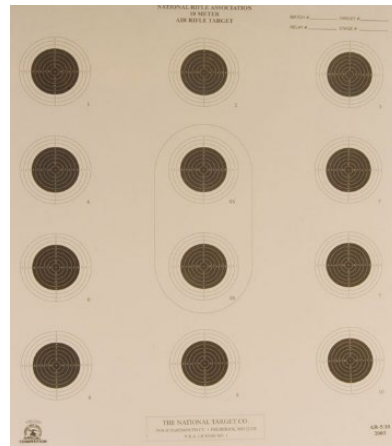
AR 5/5



ORION 12 BULL AIR RIFLE TARGET



AR 5/10



Air Pistol General and Range Rules

1. The air pistol contest is open to those counties with certified 4-H pistol leaders.
2. Clear Bore Indicators (C.B.I.'s): All competitors will use C.B.I.'s that are required to extend a minimum of three (3) inches past the muzzle and the action when not firing.
3. Clothing: Shooting coats, shooting jackets, shooting gloves, shooting pants, and shooting shoes are prohibited.
4. Spotting scopes or binoculars will be allowed throughout the match. Spotting Scope bases may be ahead of the firing line; however, the eyepiece of the spotting scope must remain behind the firing line.
5. Coaching: Coaching is permitted during the sight-in period only. No more than one (1) coach per competitor.
8. Action Open: Unless cased, all actions are to remain open.
9. No competitor will aim toward the targets until the proper command is given.
10. No pistol will be handled in any manner to violate any safety rule.
11. Cease Fire: When the command "cease fire" is given, all pistols are to be benched and unloaded, with actions open. Any competitor with pellets chambered at the time of the cease fire command will alert the line official. Competitors are to await further instruction from the range official.
12. Firearms Unloaded: The firearm may not be loaded until the competitor has taken position at his or her firing point, firearm pointed toward the target and the command has been given. Only one pellet may be loaded at any time. A competitor must only load one pellet in a clip or magazine at a time. A clip or magazine may only have one pellet in it at any time.
13. **Magazines:** Extended capacity magazines protruding more than on (1) inch below the firearm are prohibited. Protruding magazines may not be used as a support.
14. AR or Modern Sporting type firearms will NOT be allowed. Any rifle, pistol or shotgun that is primarily tactical in design and strongly resembles an AR, modular or modern sporting firearm type platform rifle will be removed from the firing line.
15. Suppressors and Muzzle Brakes are not permitted.

Firing Line Commands

1. **Competitors to the line:** Competitors may bring equipment and pistols to the line. Pistols are to be benched with actions open. Adjustments will be made during the sight-in period.
2. **Your five (5) minute sight-in period begins now:** Competitors may live fire pistols at sight-in target and make any necessary adjustments. Coaches are permitted to instruct how to make sight adjustments **but may NOT physically make such adjustments.** Any and all adjustments must be made by the competitor.
3. **Cease Fire:** All shooting stops after the site-in period. Range personnel will go down range with the permission of the range official to mark errant shots. Coaches will be excused from the firing line.
4. **You will now have 30 minutes for your record shots. Commence Firing:** Competitors will have 30 minutes to shoot two (2) ten (10)-shot courses. (See Course of Fire in individual contest rules.) When competitors are finished, pistols are to be benched with CBI's in place and competitors are to remain seated until the block of time is completed, or they are instructed to leave the line.
5. **Cease Fire:** After 30 minutes, or at any time the range official deems necessary, the cease fire command will be given. All pistols will be benched with actions open. Firing must cease immediately.

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

Equipment

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

Scoring Guidelines

1. Sight-in: Must be shot at the sighter target only.
2. Targets must be shot in the order required by course of fire. Targets shot in any other order will be disqualified.
3. The Orion Scoring System will be used to score and tabulate the Orion targets used for this contest utilizing the decimal scoring method. Shoot management reserves the right to utilize non-Orion targets and scoring methods if circumstances necessitate a change.
4. Excessive shots on a target: From the back side of the target count total number of holes. If the total number of holes is more than the course of fire dictates, the competitor will lose the highest scoring shot of the target for each excessive shot on the target.
5. Crossfires: Defined as one competitor's shot to another competitor's target. All crossfires must be reported to the line official immediately, before the allotted relay time expires. The line official must sign off on all crossfires or they will be scored as excessive shots.
6. **Tie Breakers:**
 - a. Juniors:
 - i. Highest 2 Hand Score
 - ii. Highest Bench Score
 - b. Seniors:
 - i. Highest 1 Hand Score
 - ii. Highest 2 Hand Score

Air Pistol 10-Meter Class Rules

1. Firearms may be a single shot or a revolver (single or double action).
2. Semi-automatic firearms will be allowed if properly and safely demonstrated that they can be loaded one pellet at a time.
3. Only open sights will be allowed. (No Lenses)
4. Eye protection is required at all times while on the firing line.

5. Juniors shooting in the bench position may use artificial support for their hands or the butt of the air pistol and may rest their elbows on the bench surface. The rest may only touch the bottom surfaces of the butt of the air pistol and hands without touching any lateral surface and must have prior approval of the superintendent.
6. In the standing position, no supports are permitted, including leaning on or against benches or tables. The standing position is a free hand position. No part of the arm(s) may be braced on any part of the body.
7. Equipment malfunctions shall be reported to the line official.
8. No loaded air pistol shall be raised more than 60° above the horizontal shooting plane.
9. All air pistols must remain in their case until on the firing line.

Course of Fire:

1. Juniors:
10 shots from the bench position. 5 shots per bull – bottom 2 targets
10 shots from the two-hand standing position. 5 shots per bull – top 2 targets
2. Seniors:
10 shots from the two-hand standing position. 5 shots per bull – bottom 2 targets
10 shots from the one-hand standing position. 5 shots per bull – top 2 targets

Time:

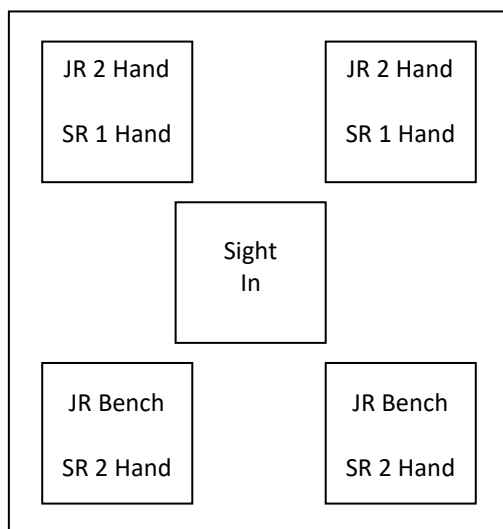
Sight-in period = 5 minutes

Record Shots Period = 30 minutes

Targets Used:

ORION 1 Bull Air Pistol Target or NRA B 40/4.

Air Pistol Target Placement & Sight-in Bull Location



Air Pistol Targets Illustrations

ORION 1 Bull Air Pistol Target



NRA B 40/4



Shotgun General Rules

1. All shotguns must remain unloaded and actions open and empty until the competitor is on the line ready to shoot. Break action shotguns may have the actions closed when they are in the rack. Violation of this rule may subject the competitor to immediate disqualification. Remember: Open or out!
2. **No reloaded ammunition is allowed at any 4-H Event.**
3. Competitors cannot insert a live round (shell) in to the firearm until the person before them discharges their firearm.
4. No portion of the muzzle shall be allowed to come into contact with any portion of the competitor's body. (i.e.: **hands on the muzzle**, toe rests are not allowed.) Over-the-shoulder carries are NOT allowed. A two-handed carry is highly recommended when practical while carrying uncased rifles, shotguns and muzzleloaders on the firing line and between stations or ranges. Muzzles are ALWAYS to be pointed in a safe direction.
5. All Shotgun competitors are required to bring and use eye and ear protection.
6. Ready position will be a free gun mount policy.
7. No release triggers allowed.
8. A contestant cannot use a shotgun that has a chamber larger than 12 gauge. Ammunition maximum shell length is two and three-quarter (2-3/4) inches except for .410 ammunition. Maximum shot charge is one and one-eighth (1-1/8) ounce. Recommended ammunitions are a standard trap load.
9. Targets will be set in the morning, before the shoot starts and will not be reset except by the superintendent.
10. A team shall be made up of no more than 5 competitors. No more than the top 4 individual scores per county team or combined county team will be totaled to arrive at team score.
11. Each team must nominate a team captain who is responsible for the team's conduct on the line. The team captain shall begin shooting on the number 1 station and is responsible for ensuring that the team's score is accurately recorded before the team leaves the line. Competitors are to verify and sign their score card to acknowledge and

- agree upon their recorded scores. All score cards must be signed by the scorer, competitor & team captain. Unsigned scorecards will not be tabulated. Score cards not approved by the team captain will not be accepted.
12. Standard clay targets of consistent coloration will be used in all 4-H shotgun events.
 13. Tied scores for all individual shotgun disciplines will be resolved by following the listed tie breaking rules in descending order.
 - 1) Orion scoring will be used to break ties. In the event that Orion does not automatically break the tie, the following methods will be used.
 - 2) All tie scores of 50 shall be decided by a shoot-off in a manner decided by the superintendent and/or director.
 - 3) For ties of 49 and below.
 - A) Longest forward run or backwards run, whichever is larger. Forward run- the number of "hits" from the first shot up to the first miss. Backwards run- the number of "hits" from the last miss to the last shot.
 - B) If still tied, then the larger run of the opposite direction used above will be used.
 - C) If still tied, then the longest run of "hits" anywhere in the match from first to last shot.
 - D) If still tied, superintendent and/or director described manner of tie breaker. I.E., coin toss, shoot-off, etc.
 - 4) Tie scores will only be broken to a level that ensures correct ribbon placing and a deep enough field to fill national qualifier positions (with some reserves). All other scores below this point may remain as ties.
 - A) The same team members must shoot both rounds.
 14. Team tied scores will be broken using methods detailed in 13.3 above. Long runs for team scores shall be the sum of the individual long runs for each team member (top four team member scores). That is, the individual team member's front long runs will be totaled to determine the team's front long run, and the individual back long runs totaled for the team's back long run.
 - A) If the tie can't be broken with only the top 4 team member scores, the fifth individual score from each team will be incorporated into the tie-breaker.
 15. Each team will supply an adult puller for their round in Trap, Skeet and Sporting Clays.
 16. Each team must supply an adult scorer. Under no circumstance will a county score itself. If they do it is a 5-target penalty per competitor on the squad for each round in question. The puller has no input on scoring and is not allowed to coach. The Orion Scoring System will be used to tabulate the Orion Shotgun scorecards used for the Shotgun contest.
 17. The target shall be thrown immediately upon the call. Only the line official may determine a late pull. (If a competitor shoots, the result of the shot is scored.)
 18. Competitors are allowed two failure to fire alibis per class (50 targets per class).
 19. Subsequent failures to fire will be counted as a lost target(s).
 20. All lost targets will be called immediately by the line official as "Lost or Missed".
 21. Hit / Broken Target: A target is scored as hit or broken when at least one visible piece of the target is broken or separated from the target. A target change of direction is not considered a visible piece.
 22. Lost / Missed Target: A target is scored as lost or missed when it is not hit during its flight. The absence of a visible, separated target piece is considered a lost or missed target. A target is also scored as lost or missed if it is fired upon out of order or in the event of a non-alibied failure to fire (see previous rule # 17 above).
 23. No Target: A target declared "no target" by the line official must be repeated regardless of the actions of the competitor or result of any shot.
 24. A repeat target must be thrown in the following situations, regardless of the competitor's response to the target.
 - a. A broken target was thrown.

- b. The target was thrown from the wrong house.
 - c. A target of distinctly different color is thrown.
 - d. Either target of a true pair or simultaneous pair is irregular.
 - e. A single target is thrown for a double.
 - f. The competitor fires out of turn.
 - g. Another competitor fires at the same target.
 - h. The line officer (State Superintendent) cannot, for some reason, determine whether the target is lost or a "no target."
25. Repeat targets may be thrown under the following conditions, if the competitor does not fire at the target:
- a. The target was thrown before the competitor called for it.
 - b. The target was not thrown within the allowable time limits.
 - c. The target flutters, takes an irregular course or has inadequate velocity.
26. If a competitor thinks that the scorer has miscalled a lost target (miss) the competitor must immediately challenge the call (before the next shot is fired) to the line official. Once the next shot is fired, the ability to challenge a call is lost. The outcome of the challenge of a score will be determined by the line official and the scorer. This decision is final. The challenge must be made by the competitor. Challenges by coaches, parents or leaders are not allowed.
27. All official protests must be immediately made by either the team captain or the individual competitor. Such protests must be made before the team or individual leaves the field. The field is defined as the area from the scorer to the firing line.
28. Teams unable to field a minimum of 4 original team members for a tiebreaker or shoot-off shall forfeit the tie.
29. Individuals unable to shoot in a tiebreaker or shoot-off shall forfeit the tie.
30. If a shot is fired without calling for a target, it will be called a lost target the first time it happens. On the second occurrence, the competitor will be disqualified.
31. If a member qualifies in both team and individual shoot offs, the member will only shoot off once per event (Trap, Skeet, Sporting Clays). Their score from the team shoot off will be used as their individual score.
32. All questions and rulings will be the responsibility of the discipline superintendent.
33. Signing of scorecards is to happen at the end of each round. Competitors are to verify and sign their score card to acknowledge and agree upon their recorded scores. All score cards must be signed by the scorer, competitor & team captain. Unsigned scorecards will not be tabulated.
34. AR or Modern Sporting type firearms will NOT be allowed. Any rifle, pistol or shotgun that is primarily tactical in design and strongly resembles an AR, modular or modern sporting firearm type platform rifle will be removed from the firing line.
35. Muzzle Brakes and Suppressors are not permitted.

Scoring

- 1. Clay targets will be scored either a hit (broken) or lost (missed) target.
- 2. Hit / Broken Target: A target is scored as hit or broken when at least one visible piece of the target is broken or separated from the target. A target change of direction is not considered a visible piece.
- 3. Lost / Missed Target: A target is scored as lost or missed when it is not hit during its flight. The absence of a visible, separated target piece is considered a lost or missed target. A target is also scored as lost or missed if it is fired upon out of order or in the event of a non-alibied failure to fire (see previous rule # 16 above).
- 4. No Target: A target declared "no target" by the line official must be repeated regardless of the actions of the competitor or result of any shot.

Sporting Clays Class Rules

1. Sporting Clays will consist of 1 round of 50 targets for both juniors and seniors.
2. Each Squad will receive 1 view pair per station.
3. Competitors will compete shooting a total of 50 targets. The course will be determined by the shoot management. The pattern of targets will remain the same throughout the competition.
4. **Course of fire for Sporting Clays:**
Seniors: All pairs will be true pairs or simultaneous pairs. A menu will be provided at each station. Stations 6 and 12 will be single/double/double. Seniors only shoot once at a single.
Juniors: All pairs will be report pairs. A menu will be provided at each station. Stations 6 and 12 will be single/single/single/double. Juniors can load two rounds and shoot twice at a single.
Course of fire for Junior Sporting Clays (single, single, report pair). Seniors only shoot once at a single. Juniors can shoot twice at a single.
6. **No reloaded ammunition is allowed at any 4-H Event.**
7. The competitor's feet must be behind the front opening of the competitor's stand.
8. In true pairs, the competitor has the right to shoot either target first. If the competitor misses the first target, they may fire the second shot at the same target. The score would be "Lost / Result"
9. In true pairs, if a competitor breaks both targets with one shot, the score would be "Hit/Hit."
10. In a true pair, if a "no target" is called, nothing can be established. (Nothing established: a proof double is required to establish both targets.)
11. Squad times:
Juniors – 2 hours.
Seniors – 2 hours.
12. Scoring: There will be an "A" Squad and a "B" Squad per Station
"B" will score "A" and "A" will score "B" Under no circumstance will a county score itself. If they do it is a 5-target penalty per competitor on the squad per station scored incorrectly.
13. Competitors are allowed two failures to fire per class. Subsequent failures to fire will be counted as a lost target.

American Skeet Class Rules

1. Skeet will consist of 2 rounds of 25 targets for both juniors and seniors.
2. Competitors will compete in a standard skeet round featuring single high and low house targets and a simultaneous pair from stations 1, 2, 6 and 7, single targets from stations 3, 4, 5 and 8. An optional target will be taken on the first missed, or as a second target on station 8 low house. When shooting doubles, the target from the nearer house (out-goers) must always be taken first.
3. **No reloaded ammunition allowed at any 4-H Event.**
4. **No chokes may be changed or adjusted after the round has begun.**
5. A competitor must stand with part of both feet within the boundaries of the shooting station.
6. The shoot superintendent will advise on the day of the contest if the competitor may load two shells on a single target.
7. Competitors may take a brief practice swing prior to calling for the target.
8. A competitor must shoot one shot per target. If a competitor shoots at the first target and misses, then shoots the second shot at the same target, the score will be "lost/lost" no matter what the result of the second shot is.

9. If two targets are thrown simultaneously in singles, and the competitor breaks or misses the correct target, it will be scored as shot. If the competitor refrains from firing, they will be thrown a new target.
10. Proof doubles will be thrown to establish the scoring on one or both targets under the following conditions:
 - A. Nothing established: Under the following conditions, the proof double will establish the scoring for both targets.
 - i. The first target is thrown broken.
 - ii. The targets collide before the result of the first shot is established.
 - iii. The first target is irregular and the competitor refrains from shooting.
 - iv. The competitor suffered from interference and refrained from firing at either target.
 - B. First shot established as shot: a proof double will be thrown to establish the scoring of the second target under the following conditions. (Both targets must be attempted in the proper order.)
 - i. The second target was thrown broken.
 - ii. The second target collides with fragments of the first target.
 - iii. Both targets are broken with the same shot. (Score will be hit/result.)
 - iv. The second target is irregular and the competitor refrains from shooting.
 - v. The second target fails to emerge on the call.
 - vi. The first shot is lost and the targets collide before a second shot can be taken.
 - vii. The wrong target is attempted with the first shot. (Score will be lost /result.)

Squad times: Juniors – thirty (30) minutes for each round.
 Seniors – thirty (30) minutes for each round.

Time will be recorded on the score sheet by noting beginning and ending times. Mixed squads of individuals from different counties may be allowed an additional 5 minutes per round if it is deemed necessary by the line official.

Scoring:

1. Squad # 1 will score Squad # 2 and Squad # 2 will score Squad # 1.
 Squad # 3 will score Squad # 4 and Squad # 4 will score Squad # 3 etc.
2. Under no circumstance will a county score itself. If they do it is a 5-target penalty per competitors on the squad for the rounds in questions. The Orion Scoring System will be used to tabulate the Orion Shotgun scorecards used for the Shotgun contest.
3. Competitors are allowed two failures to fires per class. Subsequent failure to fires will be counted as a lost target.

Trap Class Rules

1. Teams will report to scheduled trap field no less than one hour before registered time, times are an estimation not an appointment and teams not ready when fields are open within 1 hour of their start time will be skipped with no time guarantee of time the rest of day. There will be two teams per field per time slot. Team A and Team B.
2. Shooting order is as follows; Team A will shoot one round of 25. Immediately following Team B will shoot their round. Immediately following that Team A will finish their second round of 25, and Team B will wrap up after that.
3. There is to be **NO** downtime between rounds

4. Field clean-up happens after Team B shoots their last shot of the second round.
5. Signing of scorecards is to happen at the end of clean-up, Team A's score card will be held until clean-up and signing of cards is complete.
6. **No reloaded ammunition allowed at any 4-H Event.**
7. The competitor's feet must be behind the front line at the 16-yard line.
8. No chokes may be changed or **adjusted** after the round has begun.
9. Squad Time:
 - Juniors – twenty-five (25) minutes for each round.
 - Seniors – twenty (20) minutes for each round.
 - Time will be recorded on the score sheet by noting beginning and ending times.
10. Mixed squads of individuals from different counties may be allowed an additional 5 minutes per round if it is deemed necessary by the line official.
11. Scoring: The Orion Scoring System will be used to tabulate the Orion Shotgun scorecards used for the Shotgun contest.
12. Teams A and B will supply their own puller and a certified 4-H leader to score the other team. (Example: The Squad A certified leader will score Squad B and the Squad B certified leader will score Squad A.)
13. Under no circumstance will a county score itself. If they do it is a 5-target penalty per competitor on the squad for the rounds in question.
14. Competitors are allowed two failures to fires per class (50 Targets). Subsequent failure to fires will be counted as a lost target.

Archery General Rules

1. Only the Superintendent(s) or their Assistant(s) are allowed to remove someone from the line or prevent a competitor from going to the line.
2. **Draw:** No arrow may be drawn past the back of the bow at any time. A minimum of the arrow tip must extend past the back of the bow at full draw. The tip of the arrow is defined as the **visible** portion of the arrow point that is inserted, threaded in, glued, or affixed into or outside the arrow shaft. All bows must be hand-held at full draw. (Any devices used to aid the competitors must allow for the rule that no arrow can be drawn past the back of the bow). **"Sky Draws"** (drawing the with the bow hand above the top of the head when drawing on a horizontal plane, parallel to the ground) will not be allowed. A warning will be given on the first instance, second instance will be cause for removal from the line and disqualification of scores.
3. **Poundage:** Maximum draw weight for any bow is sixty (60) pounds. A portable poundage device will be used to check bows. Recurve or Long Bows marked sixty (60) pounds or less will not be checked. Bow poundage checks will be conducted prior to the participants beginning the contest. Adjustments to bow poundage may not be made after the bow poundage has been verified by range officials. Random bow poundage checks of squadded groups will be conducted after participants start the contest. Competitors with bows found to be over sixty (60) pounds draw weight will be disqualified.
4. **Quivers:** All arrows must be in a quiver or arrow case at all times. This includes all persons attending the State competition – youth, coaches, parents, leaders, or other adults. Quivers must be properly worn, not carried by competitors. No ground or pocket quivers allowed. Quivers attached to bow are also not allowed.
5. **Rangefinders / Binoculars:** Binoculars will be allowed for participant and spectator use on both FITA & 3-D ranges. Binoculars may not be worn around the front of the participants chest. Absolutely **NO** range finders or modified range finding equipment (mechanical or electronic) of any kind are allowed on the FITA & 3-D ranges. This applies to both participants and spectators. Use of monocular optics by participants or

- spectators is not allowed. Random binocular checks of squadded groups will be conducted after participants start the contest. Participants may not glass targets from the firing line after taking their final shot for that stage. In consideration of time limitations per station, participants will move through their courses of fire expeditiously to avoid delays.
6. **Required Equipment:** Quiver, semi-rigid arm guard, finger protection (including finger rolls) or release as class requirements dictate.
 7. **Arrows:** No fiberglass arrows. Wood arrows are discouraged at the state contest but may be used with Recurve / longbows with the approval of the contest superintendent prior to the start of the contest.
 8. **Course of Fire:** This will be a two-match contest. All competitors will shoot both matches. The scores for both matches will be combined for an individual contest score per competitor.
 - a. Modified FITA Match - All junior participants will start and compete at 40, 30, 20 and 10 yard distance. All senior participants will start and compete 50, 40, 30 and 20 yard distance.
 - i. Juniors will shoot three (3) arrows per distance for a total of twelve (12) arrows (120 possible points).
 - ii. Seniors will shoot five (5) arrows per distance for a total of twenty (20) arrows (200 possible points).
 - iii. Competitors will have a maximum of five (5) minutes to shoot each distance in each round.
 - b. 3-D Match - All archers will shoot 3-D foam targets at unknown distances not to exceed 40 yards.
 - i. Juniors will shoot two (2) arrows per target at four (4) targets for a total of eight (8) shots and 80 possible points.
 - ii. Seniors will shoot two (2) arrows per target at ten (10) targets for a total of 200 possible points.
 - iii. Competitors will have a maximum of two (2) minutes to shoot per target.
 9. Arrow Retrieval: Whenever anyone is beyond the target backers an arrow must be placed in the top of the target backer (straight up) or a safety flag displayed vertically signifying that someone is behind the target backer.
 10. Individuals may be entered in only one (1) class as part of a county team.
 11. Bows that fail safety inspection will not be allowed on the range.
 14. The competitor group, which generally consists of a group of three (3) archers, will select a score caller and two score keepers. A scorekeeper will also be the target captain. The target captain shall be the judge of disputed arrows on all targets. When the captain's arrows are in question the majority of the group shall decide the status of the captain's arrows. When a line judge has been appointed by the Superintendent and an appeal is made to the line judge, the line judge's call will be final.
 15. When a line judge has been appointed by the Superintendent and an appeal is made to the line judge, the line judge's call will be final.
 16. Off-ground skids or glances off of or into the target shall not be scored.
 17. Bounce Out & Pass-through Arrows:
Bounce Out Arrow – An arrow that has impacted the scoring area of the target and failed to remain in the target and fallen to the ground in front of the target.
Pass-through Arrow – An arrow that has impacted the scoring area of the target and passed completely through the target.
FITAs – Witnessed and confirmed bounce out and pass through arrows believed to have hit the target in the scoring area must be reported by the competitors to the line official prior to the competitor shooting their next arrow. Witnessed and confirmed bounce out and pass through arrows will be scored by the line official via the identified impact point on the target face left by the bounce out or pass through arrow. 3-D – Witnessed and

confirmed bounce out and pass through arrows believed to have hit the target in the scoring area must be reported to the line official by the competitor prior to the competitor shooting their next arrow. If it is determined by the line official that the pass-through arrow is not a result of the target condition, bounce out or pass through arrows will be scored by the line official as five (5) points. If it is determined by the line official that the bounce out or pass through arrow was a result of target condition, the competitor may re-shoot a single arrow in place of the bounce out or pass through arrow.

19. A dropped arrow is one which falls while being transferred from the quiver in preparation for a shoot or falls from the string during a controlled letdown. (A dropped arrow may be reshot).
20. The assigned target holder must report all crossfires to the line official immediately, before the allotted relay time expires.

Whistle Signals are as follows:

Two whistle blasts: Competitors to the line/Competitors will straddle the line

One whistle blast: Commence firing

Three whistle blasts: Score and retrieve arrows

Four or more whistle blasts: Cease Fire Immediately

Equipment Malfunctions:

Equipment malfunctions must be addressed at the time of the incident. It is the participant's responsibility to notify the range officer of the malfunction. In the event of an equipment malfunction, the participant is to step back from the shooting line and raise their hand. A line official will come to assist. The participant will have a maximum of 15 minutes for repair time. The participant shall be allowed to shoot remaining arrows left in the end that occurred during the 15 minutes of repair time. If the participant is unable to return to the firing line after the 15-minute repair time has expired, they will turn in their scorecard and not complete the remaining course of fire. Participants must return to the firing line at their assigned start time for the second course of fire in order to continue in the contest. One practice end will be allowed if malfunction is deemed necessary. This is a one-time option. All make-up arrows will be shot at the end of the round or at the officials' discretion. There will be no allowance for equipment failure given for arrows shot before or after said malfunction (arrows shot are arrows scored).

Scoring Procedures

Junior and Senior contestants will score each other in their assigned shooting groups. Please be familiar with the scoring procedures for both the Modified FITA Match and the 3-D Match.

The Orion Scoring System will be used to tabulate the Orion scorecards used for this contest. Shoot management reserves the right to utilize non-Orion scorecards and scoring methods if circumstances necessitate a change. Registered participants will score each other during the contest unless otherwise specified by the Superintendent. All shots that score a "10X" will be marked as an "X" score on the Orion scorecards for tie breaking tabulation. This applies to the FITA match only. All shots that are misses should be marked as "M" on the Orion scorecards.

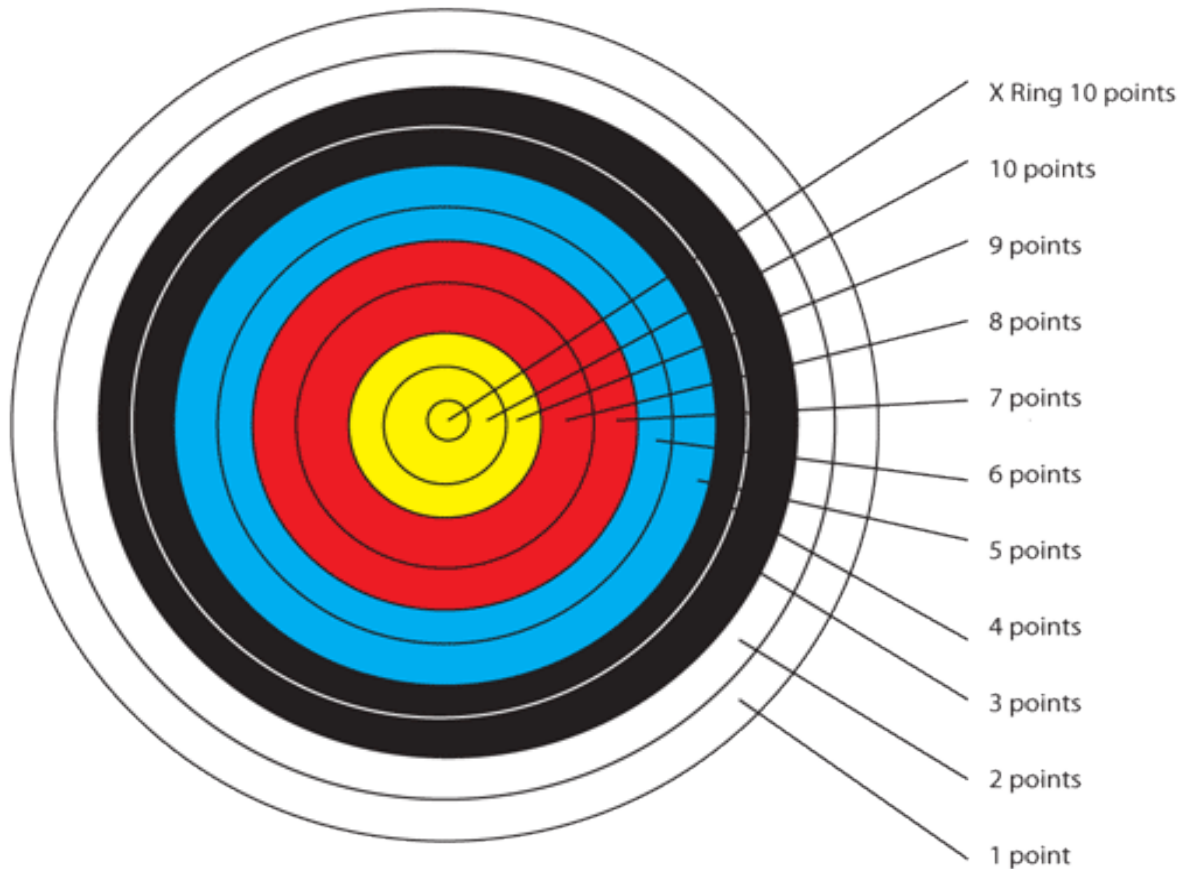
Tie Breakers: Juniors and Seniors

1. 1st Highest total combined score
2. 2nd Highest total combined X's
3. 3rd Highest 3-D score
4. 4th Highest total FITA score

1. The competitor group, which generally consists of a group of three (3) archers, will select a score caller and two score keepers. A scorekeeper will also be the target captain. The target captain shall be the judge of disputed arrows on all targets. When the captain's arrows are in question the majority of the group shall decide the status of the captain's arrows. When a line judge has been appointed by the Superintendent and an appeal is made to the line judge, the line judge's call will be final.
2. All arrows must remain in the target butt or 3-D target until all arrows are scored. An arrow touching the line will be scored at the higher point value. They may then be withdrawn. Arrows touched before they are scored will count as a zero.
4. Off-ground skids or glances into the target shall not be counted.
5. Arrows passing through the face, but still in the butt or 3-D target, may be pushed back and scored as hits in the circles through which they went. This does not mean that they may be withdrawn and then stuck back through the target.
6. Arrows believed to have passed through the target may be re-shot with marked arrows, which will not be scored if the doubtful arrows are found in the butt or 3-D target.
7. Unsuspected pass-through: in any instance where arrows are found to have obviously passed through in such a manner they cannot be properly scored and their location and the condition of the butt convince the target captain that the arrows did indeed pass through a scoring area, the archer may return and re-shoot from the obvious distances or furthest distances involved. (Not Applicable to 3-D)
8. Witnessed bounce outs, believed to have hit the target in the scoring area, will be scored if the target face indicates arrow impact.
9. An arrow embedded in the nock of another arrow (generally known as a Robin Hood) will be scored the same as the arrow it skewered.
10. An archer who shoots arrows at the target in excess of the prescribed number shall lose the arrow or arrows of higher value in all rounds. A penalty of one point will be assessed for each arrow shot over the prescribed numbers.
11. Any arrow(s) shot from other than the pre-designated firing point(s) or not in the designated order shall be scored as "0" (zero).
13. Crossfires: Defined as one competitor's shot to another competitor's target and will not be scored.
14. Scorecards must be verified as correct by the scorekeeper and archer. Once submitted a scorecard cannot be retrieved for purposes of changing totals. Signing of scorecards is to happen at the end of each half of the contest. Competitors are to verify and sign their score card to acknowledge and agree upon their recorded scores. All score cards must be signed by the scorer and the competitor. Unsigned scorecards will not be tabulated.

Target Scoring Examples

1. Scoring 10 – 50 yard the modified FITA targets is as follows (see diagram below):
 - a. Centermost "X-ring" = 10X
 - b. Next larger center "10 ring" = 10 points
 - c. Ring point values decrease by 1 point per ring moving outward from the 10 ring.



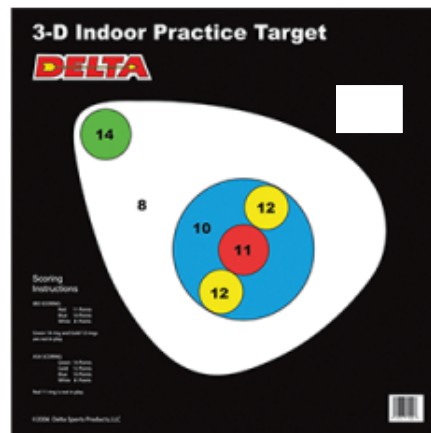
2. FITA TARGET EXAMPLES

122cm 50 & 40 yard target 80cm 30 yard target 60cm 20yard target 40cm 10yard target

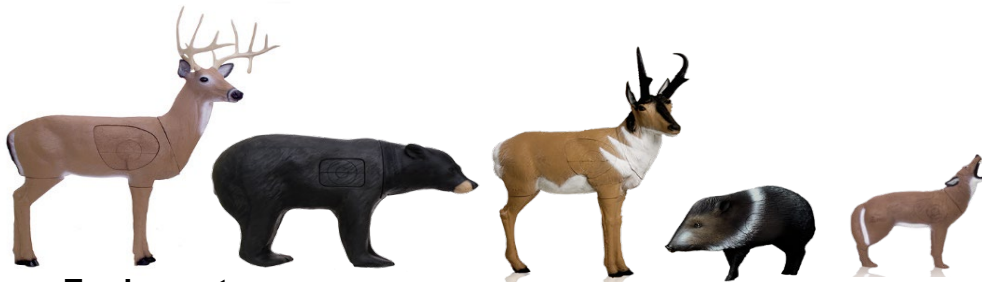


3. 3-D targets will be scored from inner to outer scoring rings. **10 pts, 8 pts, 5 pts, miss.**
 - 11, 12 & 14 point rings (see scoring ring diagram below) **WILL NOT BE USED**
 - Hits to the body outside of the 8 ring will be scored as 5 points.
 - Hits to feet, hooves, horns/antlers, turkey fans will be scored as 0 points.

- Lines that are created by the replacement vital zones on the targets will not be considered a scoring line.

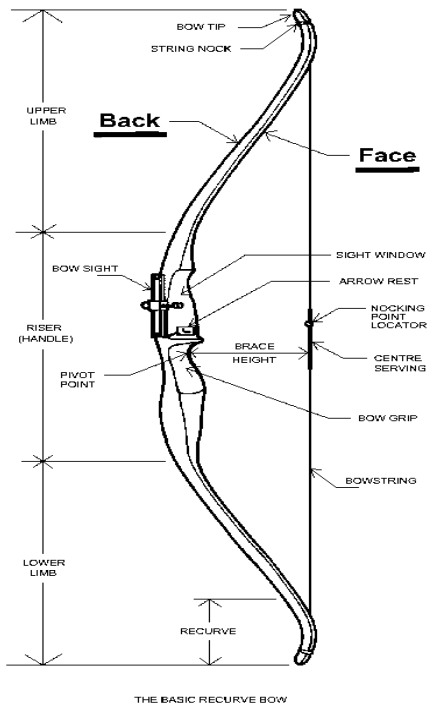


4. 3-D TARGET EXAMPLES (Targets may vary slightly from these examples but will have the appropriate 10, 8, 5 scoring rings)

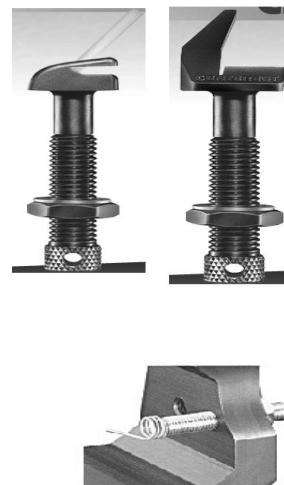


Archery Equipment:

Recurve Bow



Compound Traditional Class Arrow Rests



Archery Classes

Compound Bow Unlimited Class

1. Any compound bow.
2. Any sight including scope.(no laser range finding sights allowed)
3. Any peep sight including clarifier.
4. Arrow rest -- Drop away arrow rest are allowed only at a maximum of 2-inches behind the face of the bow.
5. Stabilizer.
6. Fingers or any release. (Finger Rolls may be used on the bowstring in place of a finger tab / glove).
7. Whisker biscuits are allowed.

Compound Bow Limited Class

1. Any compound bow.
2. Single pin or multiple pin sight only (no laser range finding, magnified or optical sights allowed)
3. Peep sight without magnification.
4. Arrow rest -- Drop away rests are allowed only at a maximum of 2-inches behind the face of the bow.
5. May have stabilizer up to twelve (12) inches in length measured from the back of the bow to the end of the stabilizer including all adapters connectors etc.
6. Fingers or any release. (Finger Rolls may be used on the bowstring in place of a finger tab / glove).
7. Whisker biscuits are allowed.

Compound Bow Traditional Class

1. Any compound bow.
2. No sight.
3. No peep sights.
4. Any stick-on arrow rest or any arrow rest that screws into the burger buttonhole that the arrow sits on a shelf or a spring will be allowed.
5. No stabilizer.
6. Fingers only (Finger Rolls may be used on the bow string in place of a finger tab / glove).

Recurve Bow Limited Class

1. Any recurve or long bow.
2. Any sight allowed.
3. No peep sights.
4. Any arrow rest allowed.
5. Stabilizer.
6. Fingers only (Finger Rolls may be used on the bow string in place of a finger tab / glove).

Recurve Bow Traditional Class

1. Any recurve or long bow.
2. No sights or levels.
3. No peep sights.
4. Stick-on rest or shelf only.
5. No stabilizer.
6. Fingers only (Finger Rolls may be used on the bow string in place of a finger tab / glove).

Muzzleloader General Rules

1. All rifles will be inspected. During inspection we will run a patch down the barrel. If it comes out extremely dirty, the participant has the option to clean the rifle and present it for re-inspection before the relay starts. Or they may choose to have the rifle disqualified.
2. Time: 10 minutes sight in, 40 minutes record shots. [NOTE YOU WILL BE SHOOTING AT THREE TARGETS.] All shots must be discharged before time expires.
3. Shooting Position: All targets will be shot at in the off-hand (Standing) position
4. All hang-fires or dry balls must be reported to the line official immediately, but without leaving the firing line. Rifles must remain pointed in a safe direction. While on the range, the safe direction is down range.
5. Blowing down the barrel of the firearm is PROHIBITED.
6. Swabbing with a damp and dry patch between rounds is highly recommended.
7. Coaching: Coaches may not be on the firing line during the record relay. No coaching will be allowed during the record relay.
8. Designated Firing: All competitors shall address the firing line as capping or fire in the hole.
9. Discipline: The safety of competitors, range personnel and spectators require all to give continuous attention to careful handling of firearms and caution while moving about the range.
10. Delaying a Match: No competitor may delay the start of the match through tardiness in reporting or undue delay in preparing to fire.
11. Safe Trigger: Any safe trigger (single or double set) is allowed. A safe trigger is one which does not allow the hammer to fall except by a deliberate pull of the trigger by the competitor. Electronic ignition systems are not allowed for any muzzleloading class.
12. AR or Modern Sporting type firearms will NOT be allowed. Any rifle, pistol or shotgun that is primarily tactical in design and strongly resembles an AR, modular or modern sporting firearm type platform rifle will be removed from the firing line.
13. Muzzle Breaks or Suppressors are not permitted.

Range Rules and Commands

Cease Firing / Hot loads – clear into bank / Range Closed:

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

Fire in the hole:

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

Firing Line Commands: The following commands will be used. Adjustments may be made to the time allotment for each shooting period based on the block times used in the competition.

Competitors to the line:

Competitors may bring equipment and rifles to the line. Rifles are to be placed in the loading stand with range rods inserted down barrel.

You will now have a total of 10 minutes/40 minutes for your sight-in and record shots.

Commence Firing:

Competitors will have the allotted time to shoot sight-in and record shots. (See Course of Fire in individual contest rules.) Adjustments may be made during the sight-in period. Any and all sight or equipment adjustments must be made by the Competitor.

When competitors are finished, Rifles are to be placed in the loading stand with range rod inserted down barrel. Competitors are to remain on the line until the block of time is completed or they are instructed to leave the line.

Cease Fire.

After the allotted time, or at any time deemed necessary, the cease fire command will be given. Rifles are to be placed in the loading stand with range rods inserted down barrel.

Competitors may remove equipment from the line.

Upon hearing this command, competitors may remove equipment from the line at this time.

Scoring

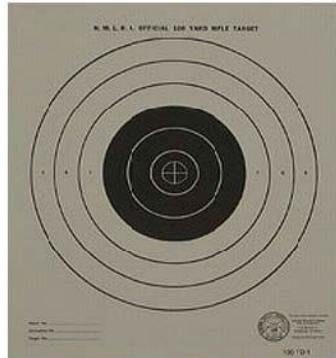
The Orion Scoring System will be used to tabulate the Orion scorecards used for this contest. Shoot management reserves the right to utilize non-Orion targets and scoring methods if circumstances necessitate change. Registered participants will score each other during the contest unless otherwise specified by the Superintendent. Signing of scorecards is to happen at the end of the contest. Competitors are to verify and sign their score card to acknowledge and agree upon their recorded scores. All score cards must be signed by the scorer and the competitor. Unsigned scorecards will not be tabulated.

1. Scoring on paper target (except the bottle target) will be by breaking of the line. Breaking the line will have the shot scored at the higher point value.
2. The caliber of the projectile must be written on the target.
3. Bottle target will be scored a hit or miss per point value printed on Target. (3 pts for Body nick, 5 pts for full Body hit, 7 pts for Neck nick, and 10 pts for full Neck hit).
4. Excessive shots on a single bull target – The competitor will lose the highest scoring shot for each excessive shot on the target.
5. More than 1 shot in bottle: The competitor will receive the lowest score on the bottle.
6. Crossfires: Defined as one competitor's shot to another competitor's target. All crossfires must be reported to the line official immediately, before the allotted relay time expires, or they will be scored as excessive shots.
7. Gongs will be scored as a hit or miss.
8. Hitting the support is a miss.
9. Ricochets shall be scored as a miss.
10. Point value for gong is 10 points.
11. Challenges to gong scoring must be made by the competitor immediately after the round.

Muzzleloading Targets

Targets: Juniors: (RB 100-8), (TG-24-27) & 4 Inch Steel Gongs
Seniors: (RB 100-8), (TG-24-27) & 4 Inch Steel Gongs

Muzzleloading
JUNIOR & SENIOR
RB 100-8



Muzzleloading Jr and Sr
TG-2427



Muzzleloading Jr and Sr
4 Inch Steel Gong



(Gong Targets may vary slightly from these examples)

Muzzleloading Class

1. Rifles: Any rifle designed to be loaded by the muzzle.
2. Sights: Any sight [Peep, Open, Globe, Hooded, Fiber Optic etc.] May be used.
NO SCOPES ALLOWED.
3. Projectile: Patched round balls only. Conical projectiles are NOT allowed.
4. Powder: Black powder, Pyrodex or Black Powder Equivalents only. Smokeless powders or duplex loads are NOT allowed. Powder must be kept in the original closed container at all times and the original container must be at the loading line with the competitor and be available for inspection by line/contest officials. All firearms must be loaded from a separate powder measure. Only LOOSE Black Powder or equivalent designed for a Muzzleloading rifle not to exceed 60 grains will be allowed. No pelleted propellants allowed. Cream of Wheat or corn meal is only allowed as a "filler" between the powder charge and patch if the competitor feels it is necessary. Powder containers must be capped when not in use.

5. Ignition: Any primer designed for the muzzleloader may be used [209 primers, Musket Cap, Percussion cap, etc.] The primer must fit the nipple in the muzzleloader. Electronic ignition systems are not allowed for any muzzleloading class.
6. Clothing: No shooting aids (jackets, gloves, etc.) will be allowed. No padded shooting shirts or pads of any kind are allowed in any age division.
7. Supports: Firearm supports (slings, posts, sticks, etc.) are NOT allowed.

Course of Fire: Competitors will have 10/40 minutes (block time) to shoot their sight in and record shots.

Juniors: All Shots are at 25 yards

1. Sight-in target = Top bottle on bottle target
2. 5 Shots at remaining bottles (TG-24-27)
3. 5 Shots at single bull target (RB-100-8)
4. 5 shots at gongs

Seniors: All Shots are at 50 yards

1. Sight-in target = Top bottle on bottle target
2. 5 Shots at remaining bottles (TG-24-27)
3. 5 Shots at single bull target (RB-100-8)
4. 5 shots at gongs

Challenges: A challenge to gong scoring must be made by the competitor immediately after that round is shot. Competitor and Scorer are to go down range to check the score.

Scoring: The Orion Scoring System will be used to tabulate the Orion Muzzleloading scorecards used for the Muzzleloading contest.

Tiebreaker:

1st: Total 10X

2nd: Total Gong Score

3rd: Total Paper Score

4th: Total number of 10's, 9's, 8's, etc.

Flintlock Competitors: Flintlock competitors must declare such to the range official before shooting begins. Failure to do so will result in disqualification.

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

State Contest General Rules

All devices and equipment are forbidden that may facilitate shooting which are not mentioned in these rules and are contrary to the spirit of these rules and regulations. It is the competitor's responsibility to submit questionable equipment for official inspection and approval prior to the contest. Safe firearm and archery equipment handling is expected at all times. Members carrying firearms should remember **MAT. Muzzles** pointed in a safe direction. **Actions** open and empty. **Fingers** off the **Trigger**.

1. Participants: County participants must:
 - a. Be an enrolled 4-H member in good standing in the county they are representing
 - b. Be enrolled and active in the 4-H Shooting Sports project in which they are competing.
 - c. Complete all County 4-H specified requirements
 - d. Have a valid Hunter Education Card (HEC). As a risk management tool, there is a hunter safety card requirement for youth to participate in the State 4-H Shooting Sports Championships, which is not a required activity for project completion. HEC numbers and an uploaded copy of Hunter Education Certificate must be provided via 4HOnline registration.
 - e. Members participating in the .22 Pistol contest must have in their possession a completed Colorado 4-H Rimfire & Centerfire Pistol / Western Heritage Project Permission Form with them during the state contest. An uploaded copy of the completed .22 pistol / Western Heritage permission form must also be provided on state contest entry forms.
2. Age Divisions: All contest areas are divided by Junior (ages 8-13) and Senior (ages 14-18). Age is determined as of December 31 of the previous year. Any eligible 4-H member enrolled in the project may compete. (See Exceptions Below)
3. Number of Entries: In all events except shotgun, all classes, (junior and senior) counties may enter up to six (6) individuals as a county team or combined county team. For Shotgun contests Counties may enter only 5 individuals as a County team or combined team per class. Team scores will be derived from up to the top four (4) individual scores from the county team or combined county team entries. Entries not included in the team scores will be eligible for individual awards.
4. Teams: Each county team or combined county team is made up of a maximum of six (6) Members with the exception of Shotgun events. Counties are limited to teams or combined teams of no more than five (5) individuals per County per shotgun class. All members will be registered as a county team or combined county team per event or class. All contestants will be scored as individuals and be eligible for individual awards per class.
 - a. Junior Teams: All members must be junior (8-13) 4-H members.
Senior Teams: Two members must be senior (14-18) 4-H members.
 - b. In all classes, no more than the top four (4) individual scores per county team or combined county team will be totaled to arrive at team score.
 - c. If a junior competitor moves up to shoot on a senior team, then that competitor will be scored as a senior individual in that class only.
5. Combining Teams: Combining Teams from More than One County: Combining Contest team members from more than one county to form a Contest shooting team is not allowed at the Colorado 4-H Shooting Sports Contest EXCEPT as stated below:
 - a. 4-H members from a county with no viable 4-H Shooting Sports program may combine with a county with a viable program.
A viable 4-H Shooting Sports program is defined as one with a 4-H certified leader or coach who is an approved, enrolled 4-H Volunteer and willing to instruct and supervise youth participating in County 4-H Shooting Sports.

- b. Counties with viable 4-H Shooting Sports programs with fewer than four participants in a particular team Contest class (fewer than five in shotgun team classes) may combine participants provided that no more than two team (three in shotgun team classes) participants are from one county.
 - c. A "Declaration of Intent to Combine" must be presented to, and be approved by the appropriate Colorado State University 4-H Youth Development Specialist by July 1 of the current year. Counties will not be allowed to combine if declaration is not received by this due date.
 - d. All coaches and 4-H agents of counties involved must approve and sign the "Declaration of Intent to Combine."
 - e. Combined team members' scores will be counted as individual scores for the combined team name.
 - f. Combined team members receiving individual class awards will be recognized by the combined team name.
6. Management: The administration of the State Shoot will be managed by a team of superintendents and the State 4-H Shooting Sports Specialist. Interpretation of rules and violations and will be the responsibility of this group. Disqualification or ejection of any Competitor or Adult must be approved by the Event Superintendent or their designee.
7. Range Management:
- a. Each individual range will be under the direct supervision of the discipline superintendent.
 - b. The same firearm/bow must be used throughout each course of fire except in the case of equipment malfunction. The line official must be notified immediately of any equipment malfunction.
8. Scoring & Scoring Challenges: All contests will be scored utilizing the Orion Scoring system when possible. The Orion system requires targets or score cards made specifically for its scanning equipment. The Orion target and appropriate non-Orion substitute target will be listed per class. Examples of targets and scorecards will be listed in this rulebook. For scoring challenge information please see Orion Scoring System Scoring Challenge Protocol Information listed in this rulebook. State Contest management may utilize non-Orion scoring methods and targets should circumstances necessitate.
9. Safe Trigger: Any safe trigger is allowed. A safe trigger is defined as one which does not allow the hammer or firing pin to fall except by a deliberate pull of the trigger by the competitor.
10. 4-H Code of Conduct: The Colorado 4-H Code of Conduct will be enforced at all Colorado 4-H Shooting Sports events and applies to all members, families and volunteers in attendance. Please refer to page 53 for additional information.
11. 4-H Dress Code: The Colorado 4-H Dress Code will be enforced at all Colorado 4-H Shooting Sports events. The Dress code will be enforced by the Team Coach. Members who are not in compliance will be asked to correct the issue in a timely manner. If the problem is not corrected the entire team may be disqualified at the Superintendent's discretion. To view the 4-H Dress Code in its entirety please visit <https://co4h.colostate.edu/resources/dress-code.pdf>
12. Firearm Handling: All firearms must be unloaded, and the muzzle pointed upward when off the range. Firearm muzzles must be pointed down range when on the firing line. Break action firearms are to be carried open and the muzzle pointed in a safe direction. Over-the-shoulder carries are NOT allowed. No portion of the muzzle shall be allowed to come into contact with any portion of a competitor's body. A two-handed carry is recommended when practical while carrying uncased rifles, shotguns, and muzzleloaders on the firing line and between stations or ranges.
13. Coaching: No coaching will be allowed during the record relay. The competitor will be disqualified if coaching occurs.

14. Electronic Communication Devices: No electronic communication devices (cell phones, palm devices, headphones, iPod/mp3 players, smart watches, etc...) will be allowed on the firing line.
15. Disability or Special Needs: Reasonable accommodations for youth with disabilities or special needs will be made for those identified on the entry form. Please also notify the superintendent of any youth with a disability or special need.
16. Local Range Rules: The Colorado 4-H State Shooting Sports Competition takes place at several public or private shooting ranges or other venues. We are guests at these venues, and therefore must also follow the rules of such venues.
17. Artificial Rests & Supports: Anytime a firearm is grounded while on the line, it will have the action open and up. Bipods or leaning devices may be used to support the firearm only when at rest. Any such device may NOT be used during the shooting sequence.
18. Eye protection: Eye protection is required for all shooting activities with the exception of Archery.
19. Ear Protection: Ear protection is required for all shooting activities with the exception of Archery and Air Rifle/Air Pistol.
20. Footwear: Closed toe shoes are required and must be worn during the course of fire in all shooting disciplines and events.
21. Competitor and Coach Responsibility: In all circumstances, competitors, coaches and parents are responsible for understanding the applicable course(s) of fire, all 4-H rules & procedures outlined in this rule book for the Colorado State 4-H Shooting Sports Championships.
22. Superintendents have final say on questionable equipment and all safety matters. It is the responsibility of the competitor to have all equipment approved prior to the competition.
23. AR or Modern Sporting type firearms will NOT be allowed. Any rifle, pistol or shotgun that is primarily tactical in design and strongly resembles an AR, modular or modern sporting firearm type platform rifle will be removed from the firing line.

Listed below are references that include but are not limited to visual examples of firearms that resemble those **NOT allowed** for use in the Colorado 4-H Shooting Sports Program including the State 4-H Shooting Sports Championships.



23. Suppressors or Muzzle Brakes are not permitted.

4-H Shooting Sports National Championships

Participant Selection Procedures

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

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

Team: A team will be selected in the disciplines listed below. Each team will be comprised of four members. Ten selection notifications (4 primary / 6 alternate) will be distributed electronically after the Colorado 4-H Shooting Sports Contest. The recipient of the notification will acknowledge receipt of the letter and choose to either accept or decline the selection notification for potential participation at the 4-H Shooting Sports National Championships. They will also provide contact information when responding of their intent to accept or decline the selection notification. The national team selection recipients will be determined in the following manner for each discipline.

Air Pistol: Top 10 scores.

Air Rifle: Top 10 scores aggregate from Olympic Off Hand and 4-P scores.
In the case of a tie, the Olympic Off Hand score is used to break the tie.

Archery Compound: Top 10 scores, no matter which class.
In the case of a tie, the lower-class score is used to break the tie.

Archery Recurve: Top 10 scores, no matter which class.
In the case of a tie, the lower-class score is used to break the tie.

Muzzleloader: Top 10 scores

.22 Pistol: Top 10 scores

.22 Rifle: Top 10 scores aggregate from Open Sight Hunt and 4-P Class.
In the case of a tie, the Hunt score is used to break the tie.

Shotgun: Top 10 scores aggregate from Trap, Skeet and Sporting Clays.
In the case of a tie, the Sporting Clays score is used to break the tie.

Ties: In the case of overall ties beyond the above listed tie breakers, the discipline superintendent and the 4-H Shooting Sports National Championships Coordinator will break ties as they see fit.

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

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

Contest Conduct and Responsibility

Competitor and Coach Responsibility: In all circumstances, competitors, coaches and parents are responsible for their actions and upholding the standards of the 4-H Shooting Sports program. All of us are expected to behave in a manner suitable for the promotion of a 4-H youth development program, high ideals and the promotion of shooting sports in the United States. Cooperation, self-control, self-discipline, and high standards of sportsmanship are expected at all times. The Colorado 4-H Shooting Sports State Leadership Team strives to ensure that all activities are conducted in a safe, appropriate, and fun environment. To assist in achieving that goal, members, leaders and parents participating in shooting sports events are expected to honor and abide by the Colorado 4-H Code of Conduct.

COLORADO 4-H CODE OF CONDUCT

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

1. Adhere to program rules, curfews, dress codes, policies, and rules of the facility.
2. Conduct themselves in a courteous, respectful manner, use appropriate language, exhibit good sportsmanship, and act as positive role models.
3. Abstain from illegal behaviors, use of alcohol, marijuana, illegal or illicit drugs, and tobacco including e-cigarettes and vaping device during 4-H events and activities.
4. Fully participate in scheduled activities.
5. Respect others property and privacy rights.
6. Respect the rights and authority of parents, leaders, and Extension Specialists.
7. Abstain from abuse (physical and/or verbal) and harassment.
8. Accept personal responsibility for behavior including any financial damage.
9. Be responsible for any financial damage caused by inappropriate behavior.
10. Adhere to principles and rules of safety.

Consequences for violating any part of this code of conduct may include, but are not limited to: removal from participation in the event in which the code of conduct has been violated (at the individual's expense); sanctions on participating in future 4-H events; forfeiture of financial support for the event; removal from offices held, etc.

Behavior outside of 4-H activities can affect "member in good standing" or "volunteer in good standing" status. It is the responsibility of all program participants to reinforce the code of conduct and intervene when necessary to enforce the rules.

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

Conduct not in keeping with 4-H Youth Development standards will not be tolerated.

Consequences resulting in violation of the code of conduct may include removal, at the individual's expense and without refund, from participation in the event; restitution or repayment of damages; sanctions on participation in future local, county, district, state, regional or national 4-H events; and forfeiture of financial support for this event. Law enforcement may be called, and illegal behaviors may result in citations or arrest.

4-H Leaders and volunteers serve at the request of Colorado State University Extension.

That request can be withdrawn for violations of this code, other reasons or no reason at any time.

4-H Shooting Sports Scoring Guidelines

Scoring: All contests will be scored utilizing the Orion Scoring system when possible. The Orion system requires targets or score cards made specifically for its scanning equipment. The Orion target and appropriate non-Orion substitute target will be listed per class. For scoring challenge information please see Orion Scoring System Scoring Challenge Protocol Information listed in this rulebook. State Contest management may utilize non-Orion scoring methods and targets should circumstances necessitate.

ORION Scoring System Challenge Protocol

There should be NO plugging of Orion targets to challenge, all challenges will be evaluated with Orion. You cannot hand score/Orion score the same targets, this would destroy the consistency of the Orion scoring system. Manually rescoring a shot (using a plug or other means) on an Orion target will invalidate the competition results. Orion is an electronic scoring system and evaluates competitors on a uniform quantitative standard. Attempting to re-score a target using a plug and human interpretations means competitors are no longer treated equally. Precedence for uniform electronic scoring of paper targets was established in 1986 by the International Shooting Sports Federation (ISSF). 1986 was the year the ISSF first approved a target reading machines for Olympic scoring. The ISSF recognized that mixing electronic and manual scoring standards would create a patchwork of result quality, giving some competitors an unfair advantage over other competitors. To prevent this from occurring the ISSF mandated that if electronic scoring systems were used in a competition, then all competitor's targets must be scored with that system. Since then ISSF recognized national federations have adopted the same principal, including USA Shooting and the German Shooting Federation. Orion's scoring methodology is fundamentally different from that of manual scoring. Orion scores by electronically comparing the calculated center of the aiming bull and the calculated center of each shot. Manual scoring involves a human comparing the outside edge of a scoring ring with the inside edge of a shot hole. In making its scoring calculations, Orion takes into consideration the entire circumferences of the aiming bull and shot hole. Manual scoring, on the other hand, compares a single point on the outer edge of a scoring ring with a single point on the inner or outer edge of a shot hole or scoring gauge. As electronic and manual scoring are two different methods of scoring it is not valid to use one method to recheck the scores produced by the other method. Furthermore, manual scoring is less accurate than Orion; it is illogical to use a less accurate method to check the accuracy of a more accurate method. A primary advantage that Orion has is that it evaluates all shots fired by all competitors by using the same standard. No competitor is given a scoring advantage or disadvantage due to human interpretations. In order to have consistent manual scoring for all competitors in a competition, it would require absolutely identical printed targets, absolutely identical scoring plugs, and absolutely unbiased and correct judgments by scoring officials. All scoring systems introduce some degree of error into the scoring process. It is simply impossible to create a "perfect target" scored with absolute precision. However, a scoring system like Orion comes exceptionally close to this standard by measuring all competitors' shots equally with an evaluation system whose tested and theoretical accuracy is better than that of nearly all electronic targets or manually scored paper targets.

6.7 Protest Procedures In Orion a "score protest" or sometimes referred to as a "challenge" is done using a more accurate and time intensive algorithm on the digital shot hole in question. Protests only occur on a correctly scored shot. Before protesting the shot the stat officer (Orion user) should determine if an obvious error was made. If so, and in all circumstances, obvious errors should be corrected by the stat officer. It is widely regarded as unsportsmanlike for a competitor to protest a correctly scored shot. The only reason a competitor would do so is if he or she is trying to game the system by having a slightly different algorithm rescore the shot in hopes that the shot value goes up. For more information on this subject visit www.orionscoringsystem.com to properly conduct a protest, after the regular scoring is complete, follow the procedure below.

1. The statistical officer posts the results and provides the competitors with their targets and individual score sheets. Individual score sheets may also be made available online. These results are considered final unless protested by the competitor.
2. During the challenge period a competitor may ask the statistical officer to view questionable shots within Orion. If the statistical officer concludes there was an obvious error he or she may make a manual correction without a formal protest. If the statistical officer concludes the shot hole was found with a reasonable interpretation, in other words a correctly scored shot, the competitor may then protest the value of the shot.

Source: ORION Scoring System Manual



COLORADO STATE UNIVERSITY
EXTENSION

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