

Colorado State 4-H Shooting Sports Championships



2017 State Contest Rule Book



Colorado State University

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3-6-2017

Dear 4-H Shooting Sports Supporter,

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

I am pleased to introduce the 2017 Colorado State Contest 4-H Shooting Sports Rule Book. This year's rule book will help you as leaders, coaches and parents to better prepare your 4-H members for the state level competition. Please note that the 4-H Code of Conduct for both members and adults is located at the back of the booklet, along with the dress code. Together, we can work to promote the development of our youth involved in this program.

Our Colorado State 4-H Shooting Contest is designed to promote positive youth development and an opportunity for 4-H members who have worked all year long to showcase their skills. The 2016 state shoot drew over 1,100 contestants with over 4,000 entries in the different shooting disciplines. I am sure that the 2017 State shoots will be just as successful.

4-H Shooting Sports competitions serve 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,



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

STATE SHOOT REGISTRATIONS DUE AUGUST 1, 2017

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

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Colorado 4-H Shooting Sports Leadership Team Members

Scott Butterworth, Weld County

Holli Campbell, Broomfield County

Gerry Ekberg, Kit Carson County

Nathaniel Ekberg, Kit Carson County

Steve Ford, Pueblo County

TJ Goss, Adams County

Jim Hamilton, Las Animas County

Ryan Hudson, Mesa County

Kurt Jones, Chaffee County

Dan Junk, Boulder County

Tim Karp, La Plata County

Freddie Kiefer, Larimer County

Brenda Kwang, Boulder County

Jeff Lambeth, Las Animas County

Toni Lambeth, Las Animas County

Thomas Lasich, Larimer County

Jody Wayne Lee, Moffat County

Sam Lowry, State 4-H Office

Mick Livingston, Kit Carson County

Michelle Marriott, Fremont County

Eric McPhail, Gunnison County

Ed Mizicko, Pueblo County

Dale O'Donnell, Montrose County

Todd Oppenheimer, Eagle County

Susan Rivale, Chaffee County

Donald Simmons, Boulder County

Sharon Stodghill, Las Animas County

Martin Telck, Fremont County

Troy Taylor, Douglas County

Brittany Van Riper, Adams County

Tom Vetter, Boulder County

Katy Vincent, Arapahoe County

Travis White, Mesa County

Roland Young, Morgan County

State Contest General Rules

All devices and equipment are forbidden that may facilitate shooting which are not mentioned in these rules and are contrary to the spirit of these rules and regulations. It is the competitor's responsibility to submit questionable equipment for official inspection and approval prior to the contest. Safe firearm 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. **Delegates:** County delegates 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)
HEC numbers and uploaded copy of Hunter Education Certificate must be provided on state contest entry forms.
 - 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**)

.22 Pistol Membership Eligibility

4-H Members must be 9 years old as of the start of the current 4-H year.

Members must have completed at least one project year of 4-H Shooting Sports that includes firearm and range experience. Members must have written permission from 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.

Western Heritage Member Eligibility

In order to participate in any live fire portion of the Western Heritage Project, 4-H Members must be 9 years old as of the start of the current 4-H year. Members must have completed at least one project year of 4-H Shooting Sports that includes firearm and range experience. No Handgun use will be permitted for 4-H members enrolled in the Western Heritage project who are not 12 years old as of the start of the current 4-H year. Members must be 12 years old as of the start of the current 4-H year to participate in the handgun portion of the Western Heritage project. Members must have written permission from 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. **Number of Entries:** In all events, all classes, (junior and senior) counties may enter up to six (6) individuals as a county team or combined county team. 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.

State Contest General Rules Continued

4. **Teams:** Each county team or combined county team is made up of a maximum of six (6) members. 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 except Shotgun, no more than the top four (4) individual scores per county team or combined county team will be totaled to arrive at team score. Shotgun: No more than the top five (5) 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:
 2. 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.
 3. 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."
 - a. Combined team members scores will be counted as individual scores for the combined team name.
 - b. 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 the match except in the case of equipment malfunction. The line official **must** be notified immediately of any equipment malfunction.

State Contest General Rules Continued

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 the back of 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.
11. **4-H Dress Code:** The Colorado 4-H Dress Code will be enforced at all Colorado 4-H Shooting Sports events. 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.
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, iPod/mp3 players, etc...) will be allowed on the firing line.
15. **Disability or Special Needs:** Reasonable accommodations for youth with disabilities or special needs will be made for those identified on the entry form. Please also notify the superintendent of any youth with a disability or special need.
16. **Local Range Rules:** The Colorado 4-H State Shooting Sports Competition takes place at several public or private shooting ranges or other venues. We are guests at these venues, and therefore must also follow the rules of such venues.
17. **Artificial Rests & Supports:** Anytime a firearm is grounded while on the line, it will have the action open and up. Bi-pods or leaning devices may be used to support the firearm only when at rest. Any such device may NOT be used during the shooting sequence.

State Contest General Rules Continued

18. **Eye protection:** Eye protection is required for all shooting activities with the exception of Archery.
19. **Ear Protection:** Ear protection is required for all shooting activities with the exception of Archery and Air Rifle/Air Pistol.
20. **Footwear:** Closed toe shoes are required and must be worn during the course of fire in all shooting disciplines and events.
21. **Competitor and Coach Responsibility:** In all circumstances, competitors, coaches and parents are responsible for their actions, adhering to the 4-H Code of Conduct and upholding the standards of the 4-H Shooting Sports program. All are expected to behave in a manner suitable for the promotion of a 4-H youth development program, high ideals and the promotion of 4-H Shooting Sports. Cooperation, self-control, self-discipline and high standards of sportsmanship are expected at all times.

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

Air Pistol General and Range Rules

General Rules

1. The air pistol contest is open to those counties with certified 4-H pistol leaders.
2. **Clear Bore Indicators (C.B.I.'s):** All competitors will use C.B.I.'s that are required to extend a minimum of three (3) inches past the muzzle and the action when not firing.
3. **Clothing:** Shooting coats, shooting jackets, shooting gloves, shooting pants, and shooting shoes are prohibited.
4. **Spotting Scopes:** Spotting scopes or binoculars may be used throughout the match.
5. **Target Type:** Orion 10 Meter (1 Bull) Air Pistol Target.
2 Targets per position (**WILL BE USED**)

B40/4 1-1/2 targets = 6 bulls/per position.
(Can be used if ORION is unavailable)
6. **Coaching:** Coaching is permitted during the sight-in period only. (No more than one (1) coach per competitor.)
7. **Cross Fires:** Defined as one competitor's shot to another competitor's target. All cross fires must be reported to the line official immediately, before the allotted relay time expires. The line official must sign off on all cross fires, or they will be scored as excessive shots.
8. **Internal hits on wrong target:** The Shooter shall call excessive shot on target and it must be noted on the target by the line official, The Shooter should not shoot another shot at the correct target. The shooter will only lose the points for multiple shots on bull. If the shooter chooses to reshoot the bull they will be assessed the penalty for excessive shots on target.
9. **Course of Fire:**

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
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
10. **Time:** A total of 35 minutes will be allotted to shoot the course of fire for both junior and senior divisions. The time will be divided as follows:

Sight-in Period:	5 minutes
Fire for Score Period:	30 minutes to shoot two (2) ten (10) shot courses
11. **Tie Breakers:**

Juniors:	1 st : Tie Breaker: Total (2 Hand Score)
	2 nd : Tie Breaker: Total (Bench Score)
Seniors:	1 st : Tie Breaker: Total (1 Hand Score)
	2 nd : Tie Breaker: Total (2 Hand Score)

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

Air Pistol General and Range Rules Continued

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

Competitors to the line.

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

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

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

Cease Fire.

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

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

Competitors will have 30 minutes to shoot two (2) ten (10)-shot courses. (See Course of Fire in individual contest rules.) When competitors are finished, pistols are to be benched and competitors are to remain seated until the block of time is completed or they are instructed to leave the line.

Cease Fire.

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

Competitors may remove equipment from the line.

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

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

Air Pistol 10-Meter Class Rules

Class: 208 – Jr. / 209 – Sr.

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

1. Firearms shall be .177 caliber. Lead pellets only. Wad cutter-type pellets only (flat head). No 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 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. (No Lenses)
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 their case until on the firing line.

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

.22 Pistol General and Range Rules

Class: 108 – Jr. / 109 – Sr.

General Rules

1. The .22 pistol contest is open to Colorado 4-H Youth who are enrolled in the .22 Pistol Project under the supervision of 4-H Volunteers who have completed a 4-H pistol certification.

.22 Pistol Membership Eligibility

4-H Members must be 9 years old as of the start of the current 4-H year. Members must have completed at least one project year of 4-H Shooting Sports that includes firearm & range experience. Members must have written permission from 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.

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 <http://www.colorado4h.org/ss/forms/CO4HYouth-Handgun-release-form-fillable.pdf> **This document must be available upon request at check-in.**

All small bore .22 pistols are required to use a CBI (Clear Barrel Indicator) when the handgun is uncased and not being fired. Cased pistols will be the last equipment to be brought to the range and the first to be removed from it.

All 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 shooter is allowed on the line. Pistols may be replaced only if they are disabled or malfunctioning.

.22 Pistol Events: There will not be an inspection/weigh-in station. It is the responsibility of each shooter and their coaches to insure 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. There will be random checks of pistols conducted on the ranges all day during the contest. **Any pistols 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.**

Each shooter 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).**

Scoring: 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.

All questions and rulings will be the responsibility of the discipline superintendent.
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.22 Pistol - Match 1. CAMP PERRY ROUND (modified)

TARGET	NRA B-8
DISTANCE	25 yards
COURSE OF FIRE	10 shots slow fire, 15-timed fire and 15-rapid fire; (40 record shots)
TIME LIMIT	Slow fire: 5 minutes (10 shot string) Timed fire: 20 seconds per 5 shot string Rapid fire: 10 seconds per 5 shot string

EQUIPMENT	<p>3.1.3 Standard Smallbore Pistol .22 caliber rim fire – The pistol may be any .22 rimfire pistol, either semi-automatic or revolver. The pistol shall most closely match the description of a pistol of the NRA Production Division – except as noted in Rule 3.1 3 or a rule specified in this synopsis. A Production Firearm is one which is or has been a catalog item readily available to the general public equipped with factory notch and post sights. All standard safety features of firearms must operate properly. The firearm shall have no visible internal or external modifications except as noted in the NGB rules.</p> <ul style="list-style-type: none"> • For semi autos, a barrel length of no more than 10 inches measured from breech face to muzzle is allowed. • For revolvers, a barrel length of no more than 10 inches including the cylinder is allowed. • Trigger- Any safe trigger will be allowed. Triggers may be weighed and inspected if the range officer deems it necessary. Pistols with triggers deemed unsafe will be disqualified. • .22 caliber rimfire – long rifle • Open sights only (4-H National Championship match rule). Rear sight may be adjustable, but sight radius no more than 10 inches.
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SHOOTING POSITION	One-hand standing for seniors Two-hand standing for juniors
SCORING	Scoring will follow NGB guidelines. Points will be awarded to shots that meet the requirement for receiving the higher point value ranging from 10-0 starting with the center bullseye (10 points) outward to Zero (0) points.
NGB RULES	<i>NRA Conventional Pistol Rules CP16650</i> (January 2014 Edition) http://compete.nra.org/documents/pdf/compete/RuleBooks/Pistol/pistol-book.pdf

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

22 Pistol – Match 2. Smallbore Pistol Hunter Silhouette

TARGET	½ scale small bore metallic silhouettes
DISTANCE AND COURSE OF FIRE	All shooting in banks of 5 targets, shooting from left to right; 5 chickens at 40 yards, 5 pigs at 60 yards, 5 turkeys at 77 yards, 5 rams at 100 yards. 20 record shots.
FIRING ORDER	Each shooter will be assigned to starting position and on command they will fire at the five targets in that bank in order from left to right. Upon completion of both banks in that category shooter will move to the right on command. Shooters firing at rams will rotate to chickens.
TIME LIMIT	30 second ready time and 2 minute firing time for each bank of 5 targets
EQUIPMENT	<p>Any factory available smallbore pistol weighing no more than 5.0 pounds, chambered for the .22 rimfire long rifle cartridge and having a factory standard barrel length of no more than 12 inches measured from breech face to muzzle equipped with any sights that do not project an image on the target. (NRA Pistol Silhouette Rule 3.1 and 3.2) Trigger- Any safe trigger will be allowed. Triggers may be weighed and inspected if the range officer deems it necessary. Pistols with triggers deemed unsafe will be disqualified.</p> <p><i>No bolt action pistols, including cannon bolt, turn bolt or straight bolt will be permitted.</i></p>
SHOOTING POSITION	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. (NRA Rule 5.8)
SCORING	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 shooter 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 shooters rotate to the next type of target.
SPOTTER	Each shooter may have one spotter with them on the firing line who may have scopes and binoculars to advise the shooter where shots are hitting. The spotter will also keep time and advise the shooter in a quiet voice. The spotter must be from the same team. The spotter may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line.
NGB RULES	NRA Pistol Silhouette Rules CS16830 (January 2011 Edition) http://compete.nra.org/documents/pdf/compete/RuleBooks/Sil-p/sil-p-book.pdf

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

Air Rifle and .22-Caliber Rifle General and Range Rules

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

General Rules

1. **Inspection:**

Air Rifle Events: Bring all Rifles to the inspection table in a case with CBI installed. All rifles will be safety inspected and/or weighed prior to the shoot. **(This procedure will be conducted all day long)** Each rifle will receive a sticker to indicate the firearm has passed inspection. Firearms without such indication will not be allowed on the firing line. Shoot officials have the right to re-inspect a rifle at any point in the competition.

.22 Rifle Events: There will not be an inspection/weigh-in station. It is the responsibility of each shooter and their coaches to insure the rifles 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 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 his 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. (Air rifle competition excluded.)
6. **Clothing:** Shooting coats, shooting jackets, shooting gloves, shooting pants, and shooting shoes are prohibited in most classes. Any exceptions to this rule will be noted in the specific class rules.
7. **Spotting Scopes:** Spotting scopes or binoculars will be allowed throughout the match. Spotting Scope bases may be ahead of the firing line, however, the eye piece of the spotting scope must remain behind the firing line.
8. **Sling:** The use of a sling is not allowed in most classes. Any exceptions to this rule will be noted in the specific class rules.
9. **Sight Definitions:** Open: A combination of an open notch (rear) and blade or post (front) sight. A factory installed hood on the front sight will be allowed. No Lenses. Aperture: Must have a rear peep and front globe that may have interchangeable peep aperture inserts. No Lenses (Please see Appendix VI for photos).

Air Rifle and .22-Caliber Rifle General and Range Rules Continued

10. **Shooting Positions: (Prone, Standing, Kneeling, Sitting):** The positions are displayed in Appendix VII on page 51 of this Rule Book and taught by the county certified leaders. They will be limited to those described in the “Colorado 4-H Shooting Sports Rifle” curriculum—lessons six, seven, eight, and nine. Only the position variations described in those lessons will be allowed with the exception that external supports (cross sticks, chair backs, etc.) are not allowed.
11. **Kneeling Rolls:** Kneeling rolls will be permitted in all classes. **Kneeling rolls are to be used in the kneeling position only,** See kneeling position, in Appendix VII on page 51 for appropriate application as illustrated. 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.
12. **Artificial Shooting Rests & Supports:** Bi-pods or leaning devices may be used to support the firearm when at rest only and not during the shooting sequence. Rifle rests may be placed ahead of the firing line. **No other type of supports will be allowed.**
13. **Shooting Mats:** Shooting mats are not to exceed one (1) inch in thickness, in addition to ground cover provided. Youth are to provide their own shooting mats.
14. **Cross Fires:** Defined as one competitor’s shot to another competitor’s target. All cross fires must be reported to the line official immediately, before the allotted relay time expires. The line official must sign off on all cross fires, or they will be scored as excessive shots.
15. **Internal hits on wrong target:** The Shooter shall call excessive shot on target and it must be noted on the target by the line official, The Shooter should not shoot another shot at the correct target. The shooter will only lose the points for multiple shots on bull. If the shooter chooses to reshoot the bull they will be assessed the penalty for excessive shots on target.
16. **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.
17. **Magazines:** Extended capacity magazines protruding more than on (1) inch below the firearm are prohibited. Protruding magazines may not be used as a support.
18. **AR or Modern Sporting type firearms will NOT be allowed. Any rifle that is primarily tactical in design and strongly resembles an AR or modern sporting rifle type platform rifle will be removed from the firing line.**

Air Rifle and .22-Caliber Rifle General and Range Rules Continued

19. Tie Breakers:

Air Rifle

- 1st: Total kneeling target score
- 2nd: Total sitting target score (4-P)
- 3rd: Total standing target score
- 4th: Total prone target score

Air Rifle Off-Hand

- 1st: Last ten (10) shot series
- 2nd: First ten (10) shot series
- 3rd: Reverse bull by bull comparison (bull #10, series 2-1st)

.22 Rifle

- 1st: Total standing target score
- 2nd: Total kneeling target score
- 3rd: Total prone target score
- 4th: Total sitting target score

If additional tie breakers are necessary, it will continue with the most 10's on each of the targets in the order given above.

- 20. The Range Official has the authority to make changes in squadding for safety reasons.
*See Appendix III on page 45 for target placement on backer.

Range Rules (Air Rifle & .22)

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

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

Air Rifle and .22-Caliber Rifle General and Range Rules Continued

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

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

Cease Fire.

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

You will now have (30 Air Rifle / 40 .22) minutes for your record shots. Commence Firing.

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

Cease Fire.

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

Competitors may remove equipment from the line.

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

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

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

Class 200 – Jr. / 201 – Sr.

All State Contest General Rules and Air Rifle General and Range Rules apply to this class.

Rifle: Any type of conventional appearance (see item #9). The following restrictions will apply:

1. .177 caliber lead pellet only. Wad cutter-type pellets only (flat head). No domed, sabot or pointed heads on pellets allowed.
2. No set or electric triggers allowed.
3. Sights must be open-type. No peep-type sights will be allowed. No lenses.
4. Factory-installed stock may be altered for length only. Foam cheek pieces added to stock for fit will be allowed.
5. Air rifles with extended magazines (CO₂ cartridge) may be used as long as the extension is not used as a support.
6. Thumb holes, palm rests, thumb rests, heel rests or spirit levels are not allowed.
7. Adjustable butt plate must be in home or neutral position. No butt plates resembling a hook type plate will be allowed.
8. There are no weight restrictions in this class.
9. AR or Modern Sporting type firearms will **NOT** be allowed. Any rifle that is primarily tactical in design and strongly resembles an AR or modern sporting rifle type platform rifle will be removed from the firing line.

Target Type: Orion 12 Bull BB Gun Competition Target. (WILL BE USED)

TQ 5/5 (Can be used if ORION is unavailable)

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

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

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

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

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

Air Rifle 10-Meter 4-Position Sporter Class Rules

Class 202 – Jr. / 203 – Sr.

All State Contest General Rules and Air Rifle General and Range Rules apply to this class.

Rifle: The Sporter Air Rifle is intended to be a low cost, entry-level rifle and have a conventional appearance. Suggested models are as follows: Daisy 753/853/953/977, Daisy 888, Crossman 2000 and Daisy XSV40. Any rifle not included in this list, but complies with requirements of this class may be added to the list. The Range Official will have final approval. (see item #9)

The following rules apply to this class:

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

Target Type: Orion 5 Bull Air Rifle Target. (WILL BE USED)

AR 5/5 (Can be used if ORION is unavailable)

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

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

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

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

Exceptions to General Air Rifle Rules

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

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

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

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

Air Rifle 10-Meter Precision 3-Position Class Rules

Class 204 – Jr. / 205 – Sr.

All State Contest General Rules and Air Rifle General and Range Rules apply to this class.

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

1. .177 caliber lead pellet only. Wad cutter-type pellets only (flat head). No domed, sabot or pointed heads on pellets allowed.
2. No set or electric triggers allowed.
3. Sights must be peep-type aperture, front and rear. No open-type sights will be allowed.
4. Adjustable butt plates are allowed. Hook-type butt plates are not allowed.
5. The butt plate and cheek piece may be adjusted between positions.
6. Thumb holes, palm rests, thumb rests, heel rests or spirit levels are not allowed.
7. Exterior weights other than concentric barrel weights are not allowed. A bipod or rifle rest may not be attached to the rifle during competition.
8. The weight of the complete rifle, with sights may not exceed 12.12 pounds.
9. AR or Modern Sporting type firearms will **NOT** be allowed. Any rifle that is primarily tactical in design and strongly resembles an AR or modern sporting rifle type platform rifle will be removed from the firing line.

Target Type: Orion 5 Bull Air Rifle Target. (WILL BE USED)

AR 5/5 (Can be used if ORION is unavailable)

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

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

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

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

Exceptions to General Air Rifle Rules

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

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

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

Class 206 – Jr. / 207– Sr.

**All State Contest General Rules (pgs. 1-3)
and Air Rifle General and Range Rules (pgs. 11-14) apply to this class.**

Rifle: Any type of air rifle. The following additional restrictions will apply. (see item #11)

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

Target Type: Orion 12 Bull Air Rifle Target **(WILL BE USED)**

AR 5/10 (Can be used if ORION is unavailable)

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

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

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

Exceptions to General Air Rifle Rules

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

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

.22-Caliber 50-Foot Hunt Class Rules

Class 100 – Jr. / 101 – Sr.

**All State Contest General Rules (pgs. 1-3)
and .22-Caliber General and Range Rules (pgs. 11-14) apply to this class.**

Rifle: Any type .22-caliber rifle capable of loading one (1) round at a time is allowed. Single-shot bolt action or lever action rifles are preferred, however, any action type may be used if it can be demonstrated that it can be loaded one (1) round at a time in a safe manner. It is up to the competitor to have the rifle approved before competing. The range official will have the final approval. (see item #9)

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

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

Target Type: **Orion 12 Bull Gallery League Target (WILL BE USED)**

A-17 (Can be used if ORION is unavailable)

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

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

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

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

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

.22-Caliber 50-Foot Hunt Scope Class Rules

Class 102 – Jr. / 103 – Sr.

All State Contest General Rules

and .22-Caliber General and Range Rules apply to this class.

Rifle: Any type of .22-caliber rifle capable of loading one (1) round at a time is allowed. Single-shot, bolt action or lever action rifles are preferred, however, any action type can be used if it can be demonstrated that they can be loaded one (1) round at a time in a safe manner. It is up to the competitor to have the rifle approved before competing. The range official will have final approval. (see item #9) The following additional restrictions will apply:

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

Target Type: Orion 12 Bull Gallery League Target **(WILL BE USED)**
A-17 (Can be used if ORION is unavailable)

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

Sight-in = middle bull on prone target

Prone = bottom left

Standing = top left

Kneeling = top right

Sitting = bottom right

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

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

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

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

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

Class 104 – Jr. / 105 – Sr.

All State Contest General Rules and .22-Caliber General and Range Rules apply to this class.

Rifle: Any type of .22-caliber rifle capable of loading one (1) round at a time is allowed. The rifle must be of conventional appearance. Single-shot, bolt action or lever action rifles are preferred, however, any action type tube-feed, clip feed and semi-automatic rifles can be used if it can be demonstrated that they can be loaded one (1) round at a time in a safe manner. It is up to the competitor to have the rifle approved before competing. The range official will have final approval. (see item #8)

The following additional restrictions will apply:

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

Target Type: **Orion 12 Bull Gallery League Target (WILL BE USED)**

A-17 (Can be used if ORION is unavailable)

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

Sight-in = middle bull(s) on prone target

Prone = bottom left

Standing = top left

Kneeling = top right

Sitting = bottom right

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

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

Exceptions to General .22-Caliber Rules

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

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

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

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

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

Class 106 – Jr. / 107 – Sr.

All State Contest General Rules and .22-Caliber General and Range Rules apply to this class.

Rifle: Any .22-caliber rifle capable of safely loading one (1) round at a time. It is up to the competitor to have the rifle approved before competing. The range official will have the final approval. (see item #7)

The following additional restrictions will apply:

1. .22-caliber long rifle, long or short, standard velocity .22 ammunition is recommended. (no .22 magnum caliber is allowed)
2. No set or electric triggers allowed.
3. Any safe trigger is allowed. A safe trigger is one which does not allow the hammer or firing pin release to fall except by a deliberate pull of the trigger by the competitor.
4. Peep-type aperture sights front and rear. No open sights or scopes allowed.
5. Hook butt plates are allowed. Wrap-around body hooks are not allowed.
6. No weight limit.
7. **AR or Modern Sporting type firearms will NOT be allowed. Any rifle that is primarily tactical in design and strongly resembles an AR or modern sporting rifle type platform rifle will be removed from the firing line.**

Target Type: **Orion 12 Bull 50 Foot Rifle Target (WILL BE USED)**

A-36 (Can be used if ORION is unavailable)

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

Sight-in = middle bull(s) on prone target

Prone = bottom left

Standing = top left

Kneeling = top right

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

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

Exceptions to General .22-Caliber Rules

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

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

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

Archery Rules – All Classes

State 4-H Archery Contest General Rules

Control of the range will be under the supervision of the Archery Superintendent(s).

General Rules

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.

1. **Draw:** No arrow may be drawn past the back of the bow at any time. A minimum of the arrow tip must extend past the back of the bow at full draw. The tip of the arrow is defined as the entire 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 shooter must allow for the rule that no arrow can be drawn past the back of the bow).
2. **Hand-held Bow:** A hand-held bow is defined as a long bow, recurve bow or compound bow on which the string is not drawn mechanically or held mechanically under tension. String releases or mechanical releases which are hand-drawn and hand-held with no other attachment or connection to the bow other than to the bowstring are acceptable.
3. **Poundage:** Maximum draw weight for any bow is sixty (60) pounds. A portable poundage device will be used to check bows. Recurve or Long Bows marked sixty (60) pounds or less will not be checked. Compound Bows will be randomly checked **at** the Superintendent's Discretion. 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.**
5. **Range Finders / Binoculars:** Range finders and binoculars are prohibited on the archery range.
6. **Required Equipment:** Quiver, semi-rigid arm guard (to be worn on appropriate arm), 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 / long bows 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.**

Modified FITA Match - All archers will start and compete at 40, 30, 20 and 10 yard distance. Juniors will shoot **three (3)** arrows per distance for a total of **twelve (12) arrows (120 possible points)**. Seniors will shoot five (5) arrows per distance for a total of **twenty (20) arrows (200 possible points)**. Competitors will have a maximum of five (5) minutes to shoot each distance in each round.

State 4-H Archery Contest General Rules Continued

3-D Match - All archers will shoot 3-D foam targets at unknown distances not to exceed 40 yards. Juniors will shoot one (1) arrows per target at eight (8) targets for a total of 80 possible points. Seniors will shoot two (2) arrows per target at ten (10) targets for a total of 200 possible points. Competitors will have a maximum of five (2) minutes to shoot per target.

9. **Cross Fires:** Defined as one competitor's shot to another competitor's target. All cross fires must be reported to the line official immediately, before the allotted relay time expires.

10. **Target Size:**

Modified FITA Match 40 yards: 122 centimeter FITA – 48 inch target face.

30 yards: 87 centimeter FITA – 30 inch target face.

20 yards: 60 centimeter FITA – 24 inch target face.

10 yards: NFAA 5-spot target – 6 ¼ inch diameter.

FITA Targets with 10,9,8,7,6,5,4,3,2,1,0, inner to outer scoring rings will be used.

3-D Match 3-D foam animal targets of various sizes with 10,8,5 inner to outer scoring rings will be used.

***See Appendix II on page 46 for target illustrations.**

11. **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.

Scoring: 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 archery scorecards used for the Archery Contest.

Tie Breakers: Juniors and Seniors

1st Highest total combined score

2nd Highest total combined X's

3rd Highest 3-D combined score

4th Highest total FITA score

Range Rules and Whistle Signals

1. Competitors will straddle the firing line.
2. Bows to be drawn in a safe and controlled manner. The arrow must be drawn in line with the designated target.
3. Bows that fail safety inspection will not be allowed on the range.
4. Whistle Signals are as follows:

Two whistle blasts:	Competitors to the line
One whistle blast:	Commence firing
Three whistle blasts:	Score and retrieve arrows
Four or more whistle blasts:	Cease Fire Immediately

***See Appendix I on page 44 for Archery illustrations.**

Archery Class Regulations

Individuals may be entered in only one (1) of the following classes as part of a County Team:

Compound Bow Unlimited Class

Class: 400 – Jr. / 401 – Sr.

1. Any compound bow.
2. Any sight including scope.
3. Any peep sight including clarifier.
4. Arrow rest -- drop away arrow rest are allowed only at a maximum of 2-inches behind the face of the bow.
5. Stabilizer.
6. Fingers or any release. (Finger Rolls may be used on the bow string in place of a finger tab / glove).
7. Whisker biscuits are allowed.

Compound Bow Limited Class

Class: 402 – Jr. / 403 – Sr.

1. Any compound bow.
2. Fixed pin sight only
3. Peep sight without magnification.
4. Arrow rest -- **Drop away arrow rests are NOT allowed.**
5. May have stabilizer of eight (8) inches in length or less.
6. Fingers or any release. (Finger Rolls may be used on the bow string in place of a finger tab / glove).
7. Whisker biscuits are allowed.

Compound Bow Traditional Class

Class: 404 – Jr. / 405 – Sr.

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

Recurve Bow Limited Class

Class: 406 – Jr. / 407 – Sr.

1. Any recurve or long bow.
2. Any sight allowed.
3. No peep sight.
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

Class: 408 – Jr. / 409 – Sr.

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

All questions and rulings will be the responsibility of the discipline superintendent.
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Muzzleloader General and Range Rules

All State Contest General Rules Apply

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

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:** Sight in period will be 5 minutes at top bottle.
Record shots will be 40 minutes. [NOTE YOU WILL BE SHOTING 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 patch between rounds is permitted.
7. **Cross Fires:** Defined as one competitor's shot to another competitor's target.
All cross fires must be reported to the line official immediately, before the allotted relay time expires. The line official must sign off on all cross fires, or they will be scored as excessive shots. Any cross fires on gong targets are scored as a **zero**.
8. **Coaching:** Coaches may not be on the firing line during the record relay.
No coaching will be allowed during the record relay.
9. **Designated Firing:** All competitors shall address the firing line as instructed by the range official.
10. **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.
11. **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 shooter 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.

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

Muzzleloader General and Range Rules Continued

Range 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.

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.

Delaying a Match: No competitor may delay the start of the match through tardiness in reporting or undue delay in preparing 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 rod inserted down barrel.

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.

You will now have a total of (45) 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 of the 45 total minuets allotted. Any and all sight / 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 the range official deems necessary, the cease fire command will be given. Rifles are to be placed in the loading stand with range rod inserted down barrel.

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.

Muzzleloader – Class Rules

Class: 500 – Jr. / 501 – Sr.

All State Contest General Rules & Muzzleloading General and Range Rules Apply

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. Ignition:** Ignition: Any primer designed for the muzzle loader may be used [209 primers, Musket Cap, Percussion cap, etc.] The primer must fit the nipple in the muzzle loader.
- 5. Powder:** Only **LOOSE** Black Powder or equivalent powder designed for a Muzzleloading rifle not to exceed 60 grains will be allowed. No pelleted propellants allowed.

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.

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

Course of Fire: You will have 45 minutes (block time) to shoot your 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 five (5) bulls (RB-50-68)
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

Targets: Juniors: (RB 50-6-8), (TG-24-27) & 4 Inch Steel Gongs
Seniors: (RB 100-8), (TG-24-27) & 4 Inch Steel Gongs

Muzzleloader – Class Rules Continued

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.
- 5th: From center of ball, the closest high score to X in the center of target.

Flintlock Shooters: Flintlock shooters 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.

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

Shotgun Contest General & Range Rules

All State Contest General Rules Apply

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

1. All shotguns must remain unloaded and actions open and empty until the competitor is on the line ready to shoot. Break action shotguns may have the actions closed when they are in the rack. Violation of this rule may subject the competitor to immediate disqualification. Remember: ***Open or out!***
2. **No reloaded ammunition allowed at any 4-H Competitive 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.: 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 the morning, before the shoot starts and will not be reset except by the superintendent.
10. No more than the top four (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.
12. Standard clay targets of consistent coloration will be used in all 4-H shotgun events.
13. The same team members must shoot both rounds and any tie-breakers. Substitutions for team tie breakers may only be made from team members registered for the event.
14. Each team will supply an adult puller for their round in Trap, Skeet and Sporting Clays. Each team must supply an adult scorer. Under no circumstance will a County score itself. If they do it is a Five (5) target penalty per shooter on the squad. 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.**

15. 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.)
16. Competitors are allowed two failure to fire alibies per class (50 targets per class). Subsequent failures to fire will be counted as a lost target(s).
17. All lost targets will be called immediately by the line official as "Lost or Missed".
18. **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.
19. **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).
20. **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.
21. A repeat target must be thrown in the following situations, regardless of the competitor's response to the target.
 - A. A broken target was thrown.
 - B. The target was thrown from the wrong house.
 - C. A target of distinctly different color is thrown.
 - D. Either target of a true pair or simultaneous pair is irregular.
 - E. A single target is thrown for a double.
 - F. The competitor fires out of turn.
 - G. Another competitor fires at the same target.
 - H. The line officer cannot, for some reason, determine whether the target is lost or a "no target."
22. 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.
23. 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.
24. 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.
25. Teams unable to field a minimum of 4 original team members for a tie-breaker or shoot-off shall forfeit the tie.
26. Individuals unable to shoot in a tie-breaker or shoot-off shall forfeit the tie.
27. 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.
28. 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.

Shotgun – Sporting Clays Class Rules

Class: 300 – Jr. / 301 – Sr.

All State Contest General Rules (pgs. 1-3) and Shotgun General and Range Rules (pg. 30-31) apply to this class.

1. Sporting Clays will consist of one (1) round of Fifty (50) targets for both juniors and seniors
2. Each Squad will receive one (1) view pair per station.
3. Competitors will compete shooting a total of fifty (50) targets. The course will be determined by the shoot management. The pattern of targets will remain the same throughout the competition.
4. All pairs will be true pairs or simultaneous pairs. A menu will be provided at each station.
5. **No reloaded ammunition allowed at any 4-H Competitive Event.**
6. The competitor's feet must be behind the front opening of the Competitor's Stand.
7. In true pairs, the competitor has the right to shoot either target first. If the competitor misses the first target, they may fire the second shot at the same target. The score would be "Lost / Result"
8. In true pairs, if a competitor breaks both targets with one shot, the score would be "Hit/Hit."
9. 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.)
10. Squad times: Juniors – 2 hours.
Seniors – 2 hours.
11. 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 Five (5) target penalty per shooter on the squad.
12. Competitors are allowed two failures to fires per class. Subsequent failure to fires will be counted as a lost target.
13. Ties: Both team and individuals will be broken by the discipline superintendent or his/her designee. The preferred method to break a tie is by a ten (10) target shoot-off with the shot selection being left up to the shoot management, but other methods may be employed if necessary.
14. **Course of Fire:**
Juniors: Station (6) 2 single targets and 2 true pairs then 2 single targets and a true pair on the remainder of Course.
Seniors: Station (6) 2 single targets and 2 true pairs then 2 true pairs per station on the remainder of Course

All questions and rulings will be the responsibility of the discipline superintendent.
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Shotgun – American Skeet Class Rules

Class: 302 – Jr. / 303 – Sr.

All State Contest General Rules (pgs. 1-3) and Shotgun General and Range Rules (pg. 30-31) apply to this class.

1. Skeet will consist of two rounds of 25 targets for both juniors and seniors.
2. Competitors will compete in a standard skeet round featuring single high and low house targets and a simultaneous pair from stations 1, 2, 6 and 7, single targets from stations 3, 4, 5 and 8. An optional target will be taken on the first missed, or as a second target on station 8 low house. When shooting doubles the target from the nearer house (out-goers) must always be taken first.
3. **No reloaded ammunition allowed at any 4-H Competitive Event.**
4. A competitor must stand with part of both feet within the boundaries of the shooting station.
5. The shoot superintendent will advise on the day of the contest if the competitor may load two shells on a single target.
6. Competitors may take a brief practice swing prior to calling for the target.
7. 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.
8. 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.
9. Proof doubles will be thrown to establish the scoring on one or both targets under the following conditions:
 - A. Nothing established: Under the following conditions, the proof double will establish the scoring for both targets.
 1. The first target is thrown broken.
 2. The targets collide before the result of the first shot is established.
 3. The first target is irregular and the competitor refrains from shooting.
 4. The competitor suffered from interference and refrained from firing 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.)
 1. The second target was thrown broken.
 2. The second target collides with fragments of the first target.
 3. Both targets are broken with the same shot. (Score will be hit/result.)
 4. The second target is irregular and the competitor refrains from shooting.
 5. The second target fails to emerge on the call.
 6. The first shot is lost and the targets collide before a second shot can be taken.
 7. The wrong target is attempted with the first shot. (Score will be lost/result.)

Shotgun – American Skeet Class Rules Continued

10. 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.

11. Scoring: 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. Under no circumstance will a County score itself. If they do it is a Five (5) target penalty per shooter on the squad. **The Orion Scoring System will be used to tabulate the Orion Shotgun scorecards used for the Shotgun contest.**
12. Competitors are allowed two failures to fires per class. Subsequent failure to fires will be counted as a lost target.
13. Ties: Both team and individual will be broken by the discipline superintendent or his/her designee. The preferred method is by shooting ten targets composed of doubles from stations 3, 4, 5, 4 and 3, with the high house target taken first on station 3 and alternating on station 4, high house first on the first attempt and the low house first on the return trip from station 5. On station 5, the low house is target taken first. Other methods may be employed.

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

Shotgun – Trap Class Rules

Class: 304 – Jr. / 305 – Sr.

All State Contest General Rules (pgs. 1-3) and Shotgun General and Range Rules (pg. 30-31) apply to this class.

1. Trap will consist of two rounds of 25 targets for juniors and seniors.
2. The rounds will be shot back-to-back with a maximum of five minutes between rounds to get a drink of water and replenish ammunition.
3. **No reloaded ammunition allowed at any 4-H Competitive Event.**
4. The competitor's feet must be behind the front line at the 16-yard line.
5. No chokes may be changed after the round has begun.
6. Squad Time: Juniors – twenty-five (25) minutes for each round.
Seniors – twenty (20) minutes for each round.
Time will be recorded on the score sheet by noting beginning and ending times.
Mixed squads of individuals from different counties may be allowed an additional 5 minutes per round if it is deemed necessary by the line official.
7. Scoring: 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.
Under no circumstance will a County score itself. If they do it is a Five (5) target penalty per shooter on the squad. The Orion Scoring System will be used to tabulate the Orion Shotgun scorecards used for the Shotgun contest.
8. Competitors are allowed two failures to fires per class. Subsequent failure to fires will be counted as a lost target.
9. Ties: Both team and individual ties shall be broken by the discipline superintendent or his/her designee. The preferred method is by shooting a full 25-shot round from the 20 yard line, but other methods may be employed. The team or individual with the highest score after the tie-breaker shall be given the tie. If still tied, the shoot-off will continued with a 10 target round from the 27 yard line. If still tied, the shoot off will continue in a "miss and out" manner. The shot selection will be up to the shoot management.

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

4-H Shooting Sports Scoring Guidelines

General Rules

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 shooters on a uniform quantitative standard. Attempting to rescore a target using a plug and human interpretations means shooters 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 shooters an unfair advantage over other shooters. To prevent this from occurring the ISSF mandated that if electronic scoring systems were used in a competition, then all shooter'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 shooters by using the same standard. No shooter is given a scoring advantage or disadvantage due to human interpretations. In order to have consistent manual scoring for all shooters 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 shooters' 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 (section ??) 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 shooter to protest a correctly scored shot. The only reason a shooter 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 shooters 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 shooter may then protest the value of the shot.

Source: ORION Scoring System Manual

Scoring Guidelines (continued)

Air Pistol

1. .177 caliber
 2. Sight-in: Must be shot at the sighter target only.
 3. Targets must be shot in the following order:
 1. Sight-in
 2. Bench Rest – 10 shots, 5 per bull
 3. Two handed standing – 10 shots, 5 per bull
 - Seniors:
 1. Sight-in
 2. Two handed standing – 10 shots, 5 per bull
 3. One hand standing – 10 shots, 5 per bull.
- Targets shot in any other order will be disqualified.
5. 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.
 6. More than 2 shots in one bull: The competitor will receive the lowest two (2) scores in that bull. This has no affect on excessive hits on target. (*Rule # 7 below*)
 7. 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.
 8. **Cross Fires:** Defined as one competitor's shot to another competitor's target. All cross fires must be reported to the line official immediately, before the allotted relay time expires, or they will be scored as excessive shots. They must be noted on the target.
 9. **Internal hits on wrong target:** The Shooter shall call excessive shot on target and it must be noted on the target by the line official, The Shooter should not shoot another shot at the correct target. The shooter will only lose the points for multiple shots on bull. If the shooter chooses to reshoot the bull they will be assessed the penalty for excessive shots on target. (*Rule # 7*)

Scoring Guidelines (continued)

.22 Pistol

1. .22 caliber
2. Shot must touch the line to count.
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. **Cross Fires:** Defined as one competitor's shot to another competitor's target. All cross fires must be reported to the line official immediately, before the allotted relay time expires, or they will be scored as excessive shots. They must be noted on the target.

Air Rifle

1. .177 caliber
2. Sight-in: Must be shot at the sighter target only. Ten bull target sighter is the center bull on the first target shot, prone position. (offhand class – left target).
3. Targets must be shot in the following order:
 - Utility and 4-P Sporter Class: Prone, Standing, Kneeling, Sitting.
 - 3-P Class: Prone, Standing, Kneeling.
 - Offhand Class: Left to right.Targets shot in any other order will be disqualified.
4. 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.
5. Multiple shots in one bull: The competitor will receive the lowest score on the bull. This has no affect on excessive hits on target. (*Rule # 7 below*)
6. 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.
7. **Cross Fires:** Defined as one competitor's shot to another competitor's target. All cross fires must be reported to the line official immediately, before the allotted relay time expires, or they will be scored as excessive shots. They must be noted on the target.
8. **Internal hits on wrong target:** The Shooter shall call excessive shot on target and it target by the line official, The Shooter should not shoot another shot at the correct target. The shooter will only lose the points for multiple shots on bull. If the shooter chooses to reshoot the bull they will be assessed the penalty for excessive shots on target. (*Rule # 7*)

Scoring Guidelines (continued)

.22 Rifle

1. .22 caliber
2. Sight-in: Must be shot at the sighter target only. Sighter is the center bull on 1st target shot, prone position.
3. Targets must be shot in the following order:
 Hunt and 4-P Sporter Classes: Prone, Standing, Kneeling, Sitting
 3-P Class: Prone, Standing, Kneeling
4. The Orion Scoring System will be used to tabulate the Orion scorecards 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.
5. Multiple shots in one bull: The competitor will receive the lowest score on the bull. This has no affect on excessive hits on target. (Rule # 7 below)
6. 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.
7. **Cross Fires:** Defined as one competitor's shot to another competitor's target. All cross fires must be reported to the line official immediately, before the allotted relay time expires, or they will be scored as excessive shots. They must be noted on the target.
8. **Internal hits on wrong target:** The Shooter shall call excessive shot on target and it must be noted on the target by the line official, The Shooter should not shoot another shot at the correct target. The shooter will only lose the points for multiple shots on bull. If the shooter chooses to reshoot the bull they will be assessed the penalty for excessive shots on target. (Rule # 7)

Archery

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 a "10" will be marked as an "X" score on the Orion scorecards for tie breaking tabulation. This applies to FITA and 3-D matches. All shots that are misses should be marked as "M" on the Orion scorecards.

FITA Match

1. Competitors will start at the 40-yard distance.
2. Jr - three (3) arrows per bull at 40, 30, 20 yards. One (1) arrow per bull (3 arrows total) at 10 yard
Sr. - five (5) arrows per bull at 40, 30, 20 yards. One (1) arrow per bull (5 arrows total) at 10 yard
3. All arrows must remain in the Target Butt until all arrows are scored. An arrow touching the line will be scored at the higher point value. They may then be withdrawn.
4. Arrows touched before they are scored will count as a zero.
5. The Target Group, **Juniors & Seniors** which generally consist of four (4) archers, will select a score caller, two scorekeepers, and a target Captain. The target Captain shall be the judge of disputed arrows on all targets. In case of a group of three (3) archers, a scorekeeper will also be the target Captain. When the Captains arrows are in question the majority of the group shall decide the status of the Captains arrows.
6. 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.
7. Off-ground skids or glances into the target shall not be scored.
8. Witnessed bounce outs, believed to have hit the target in the scoring area, will be scored.
9. An arrow embedded in the nock of another arrow (generally known as a robinhood) will be scored the same as the arrow skewered.
10. A dropped arrow is one which falls while being transferred from the quiver to be nocked on a string, or in preparation for a shoot, or falls from the string, during a controlled letdown. (A dropped arrow may be reshot).
11. All cross fires must be reported to the line official immediately, before the allotted relay time expires; Any cross-fired arrow will be scored a zero.

Scoring Guidelines (continued)

12. On the 10-yard target, multiple arrows in the bull are scored with the lowest scoring arrow. All other arrows are scored a zero.
13. Scorecards must be signed as correct by the score keeper and archer. Once submitted a scorecard cannot be retrieved for the purpose of changing totals. An archer who has signed and submitted a scorecard as correct which has incorrect total(s) may be disqualified.
14. **Each county will supply the same number of scorers as participants.**

3-D Match

1. All archers will shoot 3-D foam targets at unknown distances not to exceed 40 yards. Juniors will shoot one (1) arrows per target at eight (8) targets for a total of 80 possible points. Seniors will shoot two (2) arrows per target at ten (10) targets for a total of 200 possible points. Competitors will have a maximum of five (2) minutes to shoot per target.

Muzzleloader

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.

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

Shotgun

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.

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 Utility and 4-P scores.
In the case of a tie, the Utility 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.

4-H Dress Code: The Colorado 4-H Dress Code will be enforced at all shooting events. 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.

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

The Colorado 4-H Code of Conduct

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

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

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

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

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

4-H Dress Code: The Colorado 4-H Dress Code will be enforced at all shooting events. 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.

Colorado 4-H Adult Code of Conduct

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

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

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

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

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

4-H Dress Code: The Colorado 4-H Dress Code will be enforced at all shooting events. 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.

Colorado 4-H Dress Code

The following dress has been developed to prevent participants from becoming offended or uncomfortable during any 4-H events or activities. If you choose to dress inappropriately, you will be asked to change. Planning ahead and packing appropriately, will save yourself the inconvenience of changing your attire during the 4-H event or activity and ensure that you contribute to a pleasant 4-H atmosphere. Please be advised that the following dress code will be enforced for all individuals attending 4-H events and activities, including chaperones.

1. Clothing: All clothing shall be neat, clean, acceptable in repair and appearance, and shall be worn within the bounds of decency and good taste as appropriate for 4-H events and activities.
2. Articles of clothing which display profanity, products, or slogans which promote tobacco, alcohol, drugs, sex or are in any other way distracting, are prohibited.
3. Excessively baggy or tight clothing which advertises gang symbols or affiliation is prohibited.
4. Items of clothing which expose bare midriffs, bare chests, undergarments, or that are transparent (see-through) are prohibited. **Tank tops with straps wider than one inch are permitted. Please be advised that spaghetti straps, shirts which expose a bare back, halter tops, and tube tops are prohibited.**
5. Shorts must be mid-thigh length. No cut-off shorts or shorts-shorts allowed.
6. Swimming (For all water recreation): Swimsuits for men: swim trunks only (no shorts, cut-off pants or Speedos). Swimsuits for women: One-piece suits recommended, however, two-piece suits are allowed as long as they are modestly cut. No string, thong or crochet suits will be allowed. Swimsuits may only be worn while in the swimming pool area.
7. Hats need to be removed for meetings, workshops, meals, and other times when asked to remove them.
8. Shoes must be worn at all times deemed appropriate.

Note: The dress code will be relaxed slightly for female delegates opting to wear formal dresses. Dresses must still be within the bounds of decency appropriate for a 4-H event (covering cleavage, midriffs, no back expose lower than the shoulder blades, and no made of non-opaque fabric). **All chaperones are asked to make sure that their county delegation is meeting the dress code.**

	Casual	Professional Casual	Semi-Formal
Guys	Jeans, khakis, t-shirts, tennis shoes, not include cut-offs or worn jeans with holes or ragged edges.	Slacks (creased jeans and khakis are appropriate), shirt without ties, dress shoes, boots, no athletic/tennis shoes	Slacks with a jacket, shirt, tie, leather shoes or dress boots.
Girls	Same as for guys. Shorts must be mid-thigh length. No cut-off shorts or short-shorts allowed.	Skirts or slacks with an appropriate blouse or shirt. Dress denim (denim skirts and pressed creased jeans) and khakis are appropriate. No athletic /tennis shoes	Dresses**from knee to floor length or pant suits appropriate for a prom or similar dress up activity. This could include a dressy outfit worn to an event at your church, synagogue or mosque

Dress Code Violations



Diagram above created by California 4-H Alum, Cindy Sperry

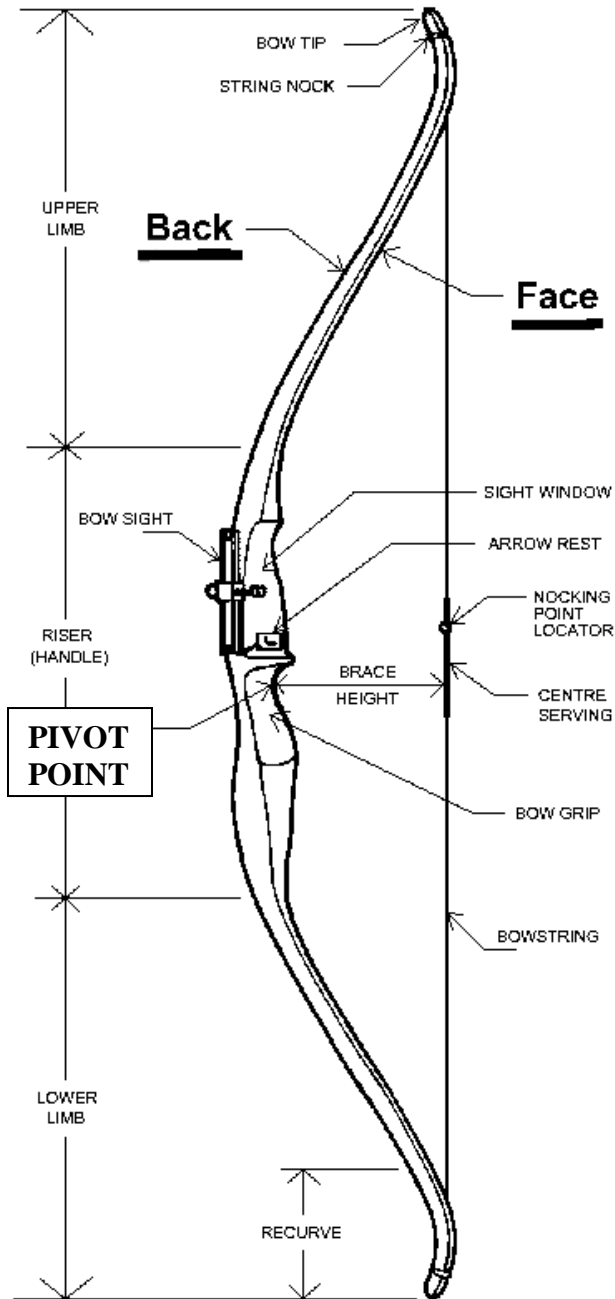
****Special Note –Party and prom dresses may be strapless, but must be appropriate. However, backless, low-cut (front or back) outfits, outfits that expose midriff or navel, or dresses/skirts short in length (above the knees) are not appropriate.**

Revised 2012

Appendix I

Archery Illustrations

Recurve Bow



THE BASIC RECURVE BOW

Compound Traditional Class Arrow Rests



Compound Traditional Class Arrow Rests



Appendix II

Archery Targets Illustrations

Scoring on the colored targets is as follows

The center 2 rings = 10 points

The point value decreases by 1 point per ring moving outward

Scoring on the 5 spot target is as follows

The center ring = 10 points

The point value decreases by 1 point per ring moving outward

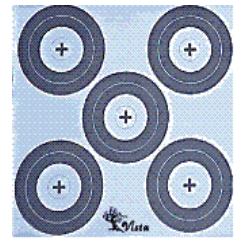
FITA TARGET EXAMPLES

122cm 40 yard target

80cm 30 yard target

60cm 20yard target

10 yrd target



3-D TARGET EXAMPLES

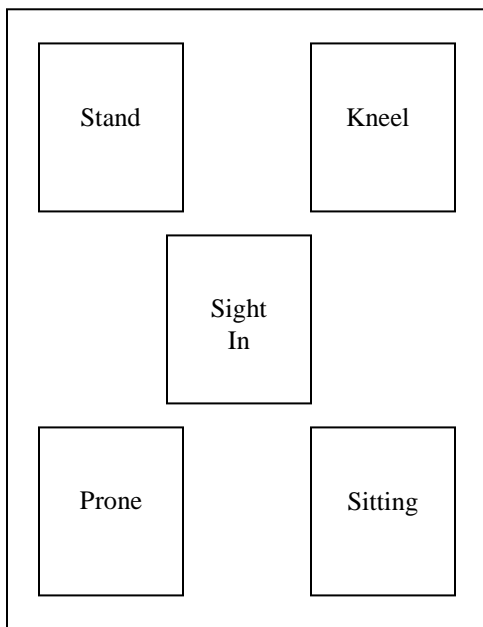
(Targets may vary slightly from these examples but will have the appropriate 10,8,5 scoring rings)



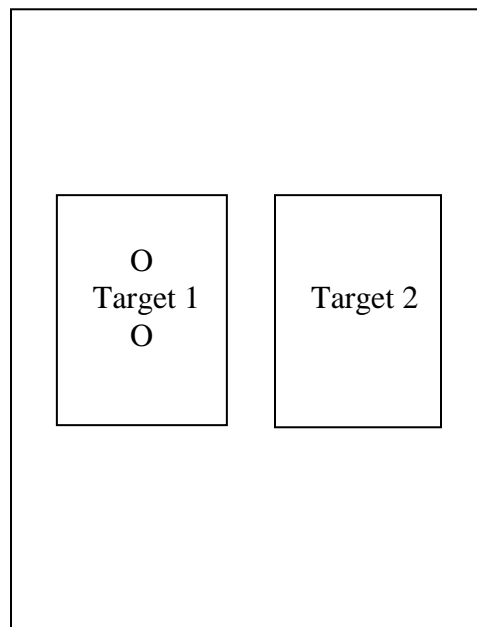
Appendix III

Target Placement & Sight-in Bull Location

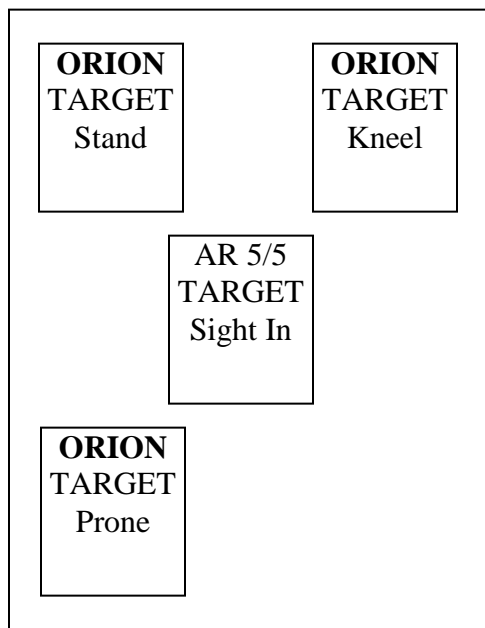
Air Rifle
25-Foot Utility
Target Placement



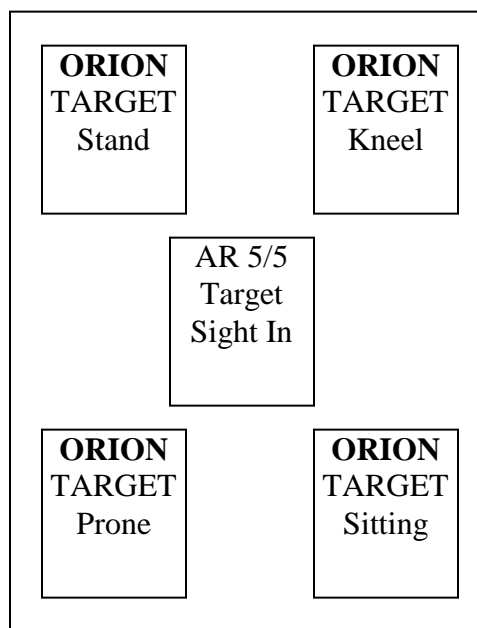
Air Rifle
10-Meter Olympic Off-Hand Class
Left Target (of 2)
Center two bulls = Sight-in Bulls



Air Rifle ORION 3-P



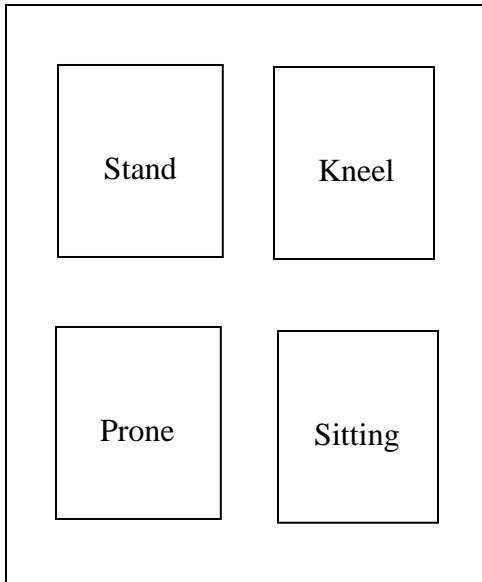
Air Rifle ORION 4-P



Appendix III Target Placement & Sight-In Bull Location Contd.

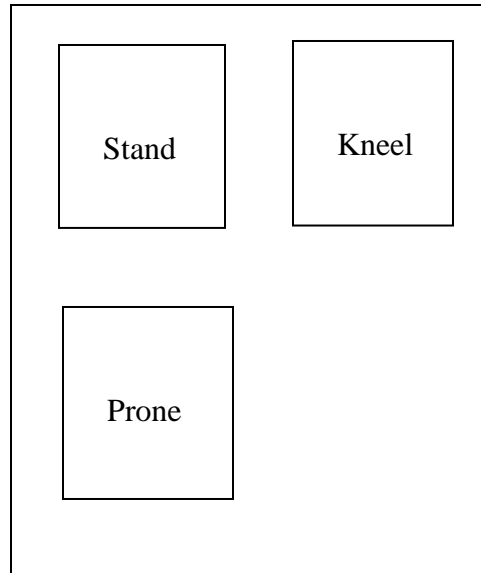
.22 Rifle

Target placement is the same for all .22 rifle classes except International 3 Position.

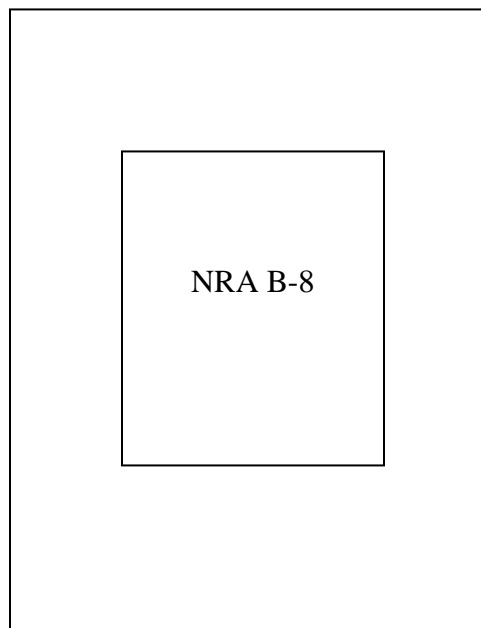


.22 Rifle

Target placement for International 3 position Class



**.22 Pistol (Modified Camp) Perry Round
NRA B-8 Target Placement
(10 Shot Slow Fire, 15 Shot Timed Fire, 15 Shot Rapid Fire)**

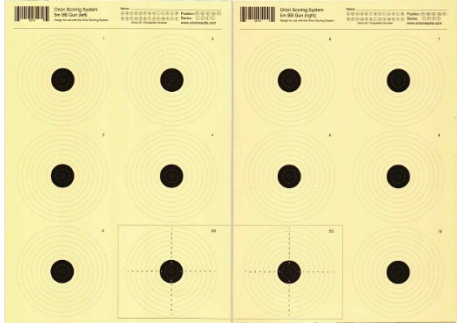


Appendix IV

Target Illustrations

Air Rifle 25-Foot Utility Classes
Class #'s 200 & 201

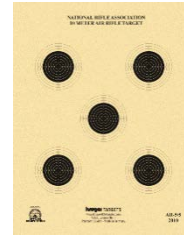
ORION ~ 12 Bull BB Gun Competition Target



(TQ 5/5 May be used if Orion System is unavailable)

Air Rifle 10 Meter 3&4 Position Classes
Class #'s 202, 203, 204 & 205

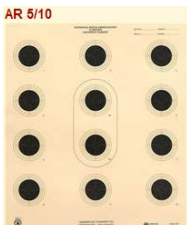
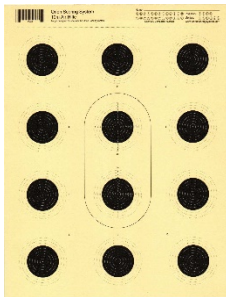
ORION ~ 5 Bull Air Rifle Target



(AR 5/5 May be used if Orion System is unavailable)

Air Rifle 10-Meter Olympic Off-Hand Classes
Class #'s 206 & 207

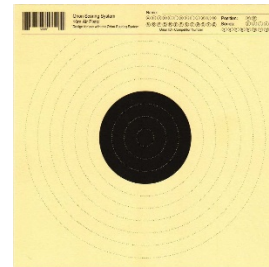
ORION ~ 12 Bull Air Rifle Target



(AR 5/10 May be used if Orion System is unavailable)

Air Pistol 10-Meter Classes
Class #'s 208 & 209

ORION ~ 1 Bull Air Pistol Target



(B -40/4 May be used if Orion System is unavailable)

Appendix IV

Target Illustrations (cont.)

.22 Caliber Rifle 50-Foot Hunt Classes

Class #'s 100 & 101

.22 Caliber Rifle 50-Foot Hunt Scope Classes

Class #'s 102 & 103

.22 Caliber Rifle 50-Foot 4-P Sporter Classes

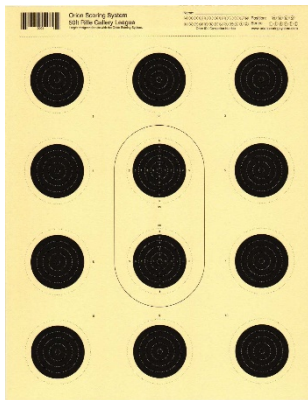
Class #'s 104 & 105

.22 Caliber Rifle 50-Foot

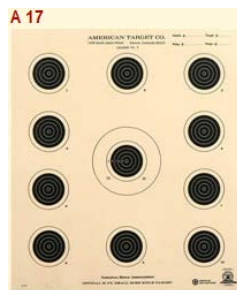
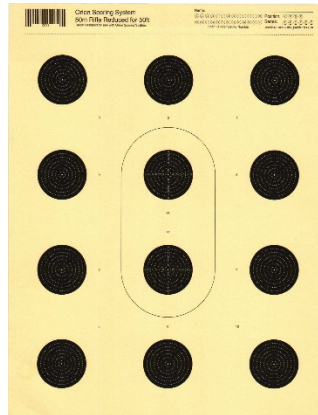
International 3-P Classes

Class #'s 106 & 107

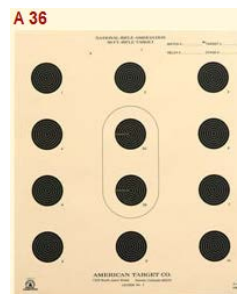
ORION ~ 12 Bull Gallery League Target



ORION ~ 12 Bull 50ft Rifle Target



(A-17 May be used if Orion System is unavailable)



(A-36 May be used if Orion System is unavailable)

Appendix IV Target Illustrations (cont.)

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



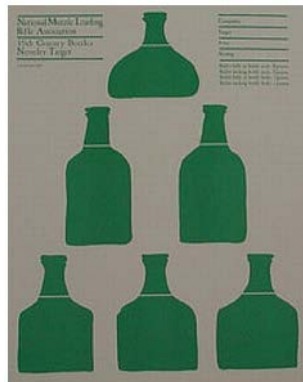
Muzzleloading SENIOR
Class #'s 501
RB 100-8



Muzzleloading Jr
Class #'s 500
TG-2427



Muzzleloading Sr
Class #'s 501
TG-2427



Muzzleloading Jr
Class #'s 500
4 Inch Steel Gong



Muzzleloading Sr
Class #'s 501
4 Inch Steel Gong

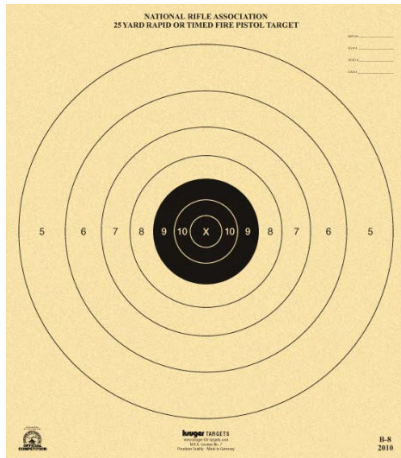


(Gong Targets may vary slightly from these examples)

Appendix IV Target Illustrations (cont.)

.22 Pistol Class #'s 108 & 109

NRA B-8



½ Scale Small Bore Pistol Silhouettes
Target Thickness: Chicken 3/8", Pig & Turkey 1/4", Ram 3/16"

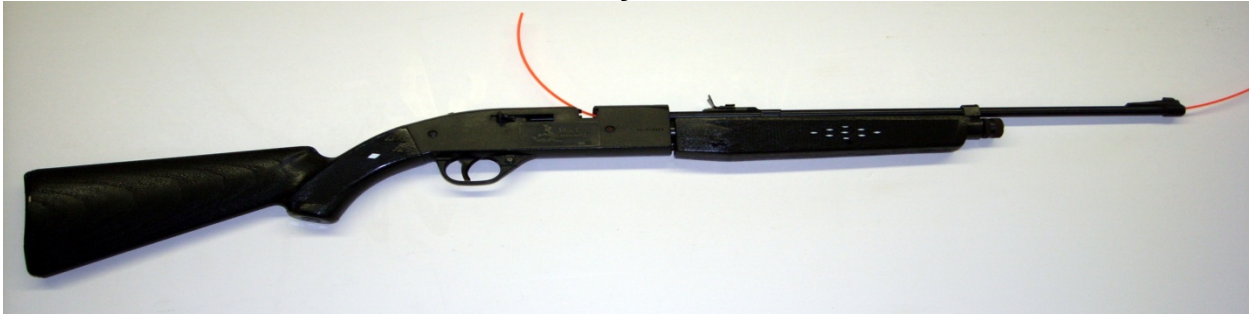


AND

Appendix V

Rifle Illustrations Conventional Appearance

.177 Utility Air Rifle



.177 Sporter Air Rifle



.22 Hunt Rifle



.22 Sporter Rifle



Appendix VI

Rifle Sight Illustrations

Front Aperture



Front Globe



Rear Peep / Aperture



Appendix VII

Rifle Positions

Standing



Adapted from NRA Smallbore rifle rules.

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. knee cap). 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.

Changes and items for discussion for 2018:

At this time minimal changes are being considered for 2018. Counties will be notified of any changes to be made for the 2018 Colorado State 4-H Shooting Sports Championships. Immediate changes may occur due to safety considerations and/or rule clarification.

Potential Discussion Items for the 2018 State Contest

National Qualifier Classes

Air Rifle: Suggested discussion for 2018: Top 10 aggregate scores from the 4-P and Olympic Off-Hand classes. In the case of a tie, the Off-Hand class will break the tie.

.22 Rifle: Suggested discussion for 2018: Top 10 aggregate scores from the 3-P and Hunt Scope classes. In the case of a tie, the 3-P class will break the tie.

.22 Rifle Silhouette Class

Muzzleloader ½ ball rule

Air Rifle Class equipment check procedures (No air rifle weigh in)

If you have comments or suggestions for improving the Colorado State 4-H Shooting Sports Championships program, submit to:

Sam Lowry
4-H Youth Development Specialist
Shooting Sports & Animal Science
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