

Colorado State 4-H Shooting Sports Championships



Rule Book

REVISED MARCH 2018



Colorado State University

Table of Contents	Page
Welcome Letter	2
State Leadership Team Members	3
State Ambassador Team Members	3
State Championship Deadlines and Costs	4
State Championship Class Entry Numbers	5
.22 Rifle General and Range Rules	6
.22 Rifle Scoring	8
.22 Rifle Positions	9
.22 Hunt Class	10
.22 Hunt Scope	11
.22 4-P	12
.22 3-P	13
.22 Rifle Illustrations	14
.22 Rifle Targets and Placement	15
.22 Pistol General and Range Rules	16
.22 Pistol Scoring	18
.22 Pistol Class Rules and Targets	19
Air Rifle General and Range Rules	21
Air Rifle Scoring	23
Air Rifle Positions	24
Air rifle Utility and 4-P Class	25
Air Rifle 3-P and Offhand Class	26
Air Rifle Appearance	27
Air Rifle Target Placement and Illustrations	28
Air Pistol General and Range Rules	30
Air Pistol Scoring	31
Air Pistol Class	32
Air Pistol Target and Placement Illustrations	32
Shotgun General and Range Rules	34
Shotgun Scoring	35
Shotgun Sporting Clays Class	36
Shotgun Skeet Class	37
Shotgun Trap Class	39
Archery General and Range Rules	40
Archery Scoring	41
Archery Target Illustrations	42
Archery Class Rules	44
Muzzleloading General and Range Rules	45
Muzzleloading Scoring	46
Muzzleloading Target Illustrations	47
Muzzleloading Class	48
State Championship General Rules	50
4-H National Championship	53
4-H Code of Conduct	54
4-H Dress Code	56
ORION Scoring Guidelines	57

Dear Colorado 4-H Shooting Sports Members, Agents, Volunteers & Parents,

I want to congratulate you on being a part of the Colorado 4-H Shooting Sports Program. Colorado 4-H shooting sports projects teach youth life skills such as decision making, teamwork, self-discipline, responsibility, self-confidence, problem solving, safe handling of firearms / archery equipment and basic marksmanship. The 4-H Shooting Sports program is an activity for a lifetime and is enjoyed by over 2,500 Colorado 4-H Youth each year.

I am pleased to introduce the current Colorado State 4-H Shooting Sports Championships Rule Book. This year's rule book will help 4-H Members, Agents, Leaders, Coaches, and Parents to better prepare for the Colorado State 4-H Shooting Sports Championships. Please note that the Colorado 4-H Code of Conduct for both members and adults is located at the back of the booklet, along with the dress code.

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

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

Sincerely,



Sam Lowry

Colorado State University
4-H Youth Development Specialist- Shooting Sports & Animal Science
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For more information about Colorado 4-H Shooting Sports Program, and to register for the state shoot and to check results, visit www.co4hshooting.org

Colorado 4-H Shooting Sports Leadership Team Members

Scott Barber, Larimer County
Michelle Butterworth, Weld County
Scott Butterworth, Weld County
Tom Coffield, Pueblo County
Gerry Ekberg, Kit Carson County
Nathaniel Ekberg, Kit Carson County
Carla Farrand, Garfield County
TJ Goss, Adams County
Ryan Hudson, Mesa County
Kurt Jones, Chaffee County
Tim Karp, La Plata County
Freddie Kiefer, Larimer County
Brenda Kwang, Boulder County
Jeff Lambeth, Las Animas County
Toni Lambeth, Las Animas County
Tom Lasich, Larimer County
Jody Lee, Moffat County
Mick Livingston, Kit Carson County

Sam Lowry, Campus
Michelle Nordin, Fremont County
Austin Massey, Mesa County
Eric McPhail, Gunnison County
Ed Mizicko, Pueblo County
Dale O'Donnell, Montrose County
Todd Oppenheimer, Eagle County
Susan Rivale, Chaffee County
Jennifer Roberts, Pueblo County
Shane Roberts, Pueblo County
Don Simmons, Boulder County
Jack Stuart, Garfield County
Troy Taylor, Douglas County
Martin Telck, Fremont County
Brittany Van Riper, Adams County
Tom Vetter, Boulder County
Katy Vincent, Arapahoe County
Travis White, Mesa County

Colorado 4-H Shooting Sports Ambassadors

CambriLynn Butterworth, Weld County
Bryce Endreson, Weld County
Logan Klein, Yuma County
Gary Lillard, Fremont County
Andrew Littlefield, Weld County
Courtney Patton, Weld County
Luke Sigmon, Elbert County
Riley Smith, Phillips County
Ashley Teal, Mesa County
Katie Torrence, Elbert County
Katie Webb, Larimer County

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

COLORADO STATE 4-H SHOOTING SPORTS CHAMPIONSHIPS REGISTRATIONS DUE:

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

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

Registration and class fees are as follows:

Registration Fee: \$20.00 per registered participant.

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

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

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

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

Issued in furtherance of Extension work. Acts of May 8 and June 30, 1914 in cooperation with the U.S. Department of Agriculture. Lou Swanson, Vice President for Engagement/Director of Extension, Colorado State University, Fort Collins, Colorado. Extension programs are available to all without discrimination. To simplify technical terminology, trade names of products and equipment will occasionally be used. No endorsement of products named is intended nor is criticism implied of products not mentioned.

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

1) Junior Division

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

2) Senior Division

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

.22 Rifle General and Range Rules

General Rules

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

13. **Coaching:** Coaching is permitted during the **sight-in period only**. The coach may assist the competitor during this time by calling the shots, checking time, checking score, ordering sight changes, etc., **but may not physically assist** the competitor in loading, cocking*, adjusting positions or making sight corrections. The coach must control their voice and actions as not to disturb other competitors. A competitor may have no more than one (1) coach on the line during the sight-in period. **Coaching will not be allowed from the spectator area.***A competitor may have assistance with the cocking of the firearm with prior approval of the superintendent.
14. **Magazines:** Extended capacity magazines protruding more than on (1) inch below the firearm are prohibited. Protruding magazines may not be used as a support.
15. **Action Open:** Unless cased, all actions are to remain open.
 - a. No competitor will aim toward the targets until the proper command is given.
 - b. No firearm will be handled in any manner to violate any safety rule.
16. **Cased Firearms:** Firearms are to remain cased until reaching the designated staging area or firing line.
17. **Firearms Unloaded:** The firearm may not be loaded until the competitor has taken position at his or her firing point, firearm pointed toward the target and the command has been given. Only one (1) cartridge or pellet may be loaded at any time. Competitor must only load one cartridge or pellet in a clip or magazine at a time. A clip or magazine may only have one cartridge or pellet in it at any time.
18. **Cease Fire:** All firearms will be unloaded immediately upon the command *“Cease Fire.”* Actions will remain open and chambers up.
19. **Discipline:** The safety of competitors, range personnel and spectators requires all to give continuous attention to careful handling of firearms and caution while moving about the range.
20. **Delaying a Match:** No competitor may delay the start of the match through tardiness in reporting or undue delay in preparing to fire.

Range Commands

1. **Firing Line Commands:** The following commands will be used. Adjustments may be made to the time allotment for each shooting period based on the block times used in the competition.
2. **Competitors to the line:** Competitors may bring equipment and rifles to the line. Rifles are to have actions open and up. Adjustments will be made during the sight-in period.
3. **Your five (5) minute sight-in period begins now:** Competitors may live fire rifles at sight-in target and make any necessary adjustments. Coaches are permitted to instruct how to make sight adjustments, **but may NOT physically make such adjustments**. Any and all adjustments must be made by the competitor.
4. **Cease Fire:** All shooting stops after the sight-in period. Range personnel will go down range with the permission of the range official to mark errant shots. Coaches will be excused from the firing line.
5. **You will now have 40 minutes for to record your shots:** Commence Firing. Competitors will have the allotted time to shoot record shots. (See Course of Fire in individual contest rules.) When competitors are finished, rifles are to remain grounded with actions open and up. Competitors are to remain on the line until the block of time is completed or they are instructed to leave the line.

6. **Cease Fire.** After the allotted time, or at any time the range official deems necessary, the cease fire command will be given. All rifles will be grounded with actions open and up. Firing must cease immediately.
7. **Competitors may remove equipment from the line.** Upon hearing this command, competitors may remove equipment from the line at this time. Range personnel will collect targets and transport them to the scoring location.
8. **Note:** Block time will be used whenever possible. Notice will be given the day of the competition. A five-minute warning for the end of the relay will be announced.

Equipment

1. AR or Modern Sporting type firearms will **NOT** be allowed. Any rifle 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.
2. Suppressors are not permitted.
3. Any type .22-caliber rifle capable of loading one (1) round at a time is allowed. Single-shot bolt action or lever action rifles are preferred, however, any action type may be used if it can be demonstrated that it can be loaded one (1) round at a time in a safe manner. It is up to the competitor to have the rifle approved before competing.
4. Standard velocity .22-caliber short, long or long rifle ammunition is required. No .22 magnum caliber allowed.
5. No set or electric triggers are allowed.
6. Any safe trigger is allowed. A safe trigger is one which does not allow the hammer or firing pin release to fall except by a deliberate pull of the trigger by the competitor.

Scoring

1. Sight-in: Must be shot at the sighter target only. Sighter is the center bull on 1st target shot, prone position.
2. Targets must be shot in the following order: Prone, Standing, Kneeling, Sitting
3. Multiple shots in one bull: The competitor will receive the lowest score on the bull. This has no effect on excessive hits on target.
4. Excessive shots on a target – i.e. - 11 shots on a 10 bull target: From the back side of the target count total number of holes. If the total number of holes is more than the course of fire dictates, the competitor will lose the highest scoring shot of the target for each excessive shot on the target.
5. Cross Fires: Defined as one competitor's shot to another competitor's target. All cross fires must be reported to the line official immediately, before the allotted relay time expires. The line official must sign off on all cross fires or they will be scored as excessive shots.
6. 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.
7. Tie Breaker:
 - a. Total standing target score
 - b. Total kneeling target score (4-P)
 - c. Total prone target score
 - d. Total sitting target scoreIf additional tie breakers are necessary, it will continue with the most 10's on each of the targets in the order given above.

Rifle Positions

Standing



Kneeling



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

Kneeling: The non-dominant elbow is placed on or over the upright knee. The elbow is defined as 4" from the point of the arm when bent. The Knee is defined as the bent part of the Knee (i.e. 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.

.22-Rifle 50-Foot Hunt Class Rules

1. Open sights or fiber optic neon enhancement sights and factory installed hooded front sights are allowed. Aperture sights and front globe sights are not allowed.
2. 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.
3. Factory-type stock (wood or plastic) may be altered for length only. No other alterations will be allowed. No skeletonized stocks will be allowed.
4. No heavy or varmint style barrels will be allowed.
5. Adjustable or hook-type butt plates are prohibited.
6. Thumb hole stocks, palm rests and heel rests are prohibited.
7. The weight of the complete rifle with sights may not exceed 7.5 pounds in weight. Rifles may be reweighed at any time by superintendent or designee. Consequences may result in score disqualification.

Course of Fire:

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

Sight in = middle bull on prone target

Prone = bottom left

Standing = top left

Kneeling = top right

Sitting = bottom right

Time:

Sight-in period = 5 minutes

Record Shots Period = 40 minutes

Targets used:

ORION 12 Bull Gallery League or NRA A-17

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

.22-Rifle 50-Foot Hunt Scope Class Rules

1. A fixed 4X magnification telescopic sight or a variable magnification telescopic sight (set at a maximum of 4X magnification) with a maximum body tube diameter of one (1) inch shall be used. Variable magnification scope must be locked and/or taped to a maximum of 4X magnification during competition. Once set, the scope magnification cannot be changed during competition.
2. 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.
3. 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.
4. Factory-type stock (wood or plastic) may be altered for length only. No other alterations will be allowed. No skeletonized stocks will be allowed.
5. No heavy or varmint style barrels will be allowed.
6. Adjustable or hook-type butt plates are prohibited.
7. 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.

Course of Fire:

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

Sight in = middle bull on prone target

Prone = bottom left

Standing = top left

Kneeling = top right

Sitting = bottom right

Time:

Sight-in period = 5 minutes

Record Shots Period = 40 minutes

Targets used:

ORION 12 Bull Gallery League or NRA A-17

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

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

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

Exceptions to General .22-Caliber Rules

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

Sling: A sling may be used for all positions except the standing position. Rifles in this class may also qualify for the International 3-Position class. All rifles must have the appearance of a sporter rifle.

Course of Fire:

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

Sight in = middle bull on prone target

Prone = bottom left

Standing = top left

Kneeling = top right

Sitting = bottom right

Time:

Sight-in period = 5 minutes

Record Shots Period = 40 minutes

Targets used:

ORION 12 Bull Gallery League or NRA A-17

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

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

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

Exceptions to General .22-Caliber Rules

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

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

Course of Fire:

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

Sight in = middle bull on prone target

Prone = bottom left

Standing = top left

Kneeling = top right

Time:

Sight-in period = 5 minutes

Record Shots Period = 40 minutes

Targets used:

ORION 12 Bull 50ft Rifle Target or NRA A-36

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

Rifle Illustrations Conventional Appearance

.22 Hunt Rifle



.22 Sporter Rifle



Rifle Sight Illustrations

Front Aperture



Front Globe

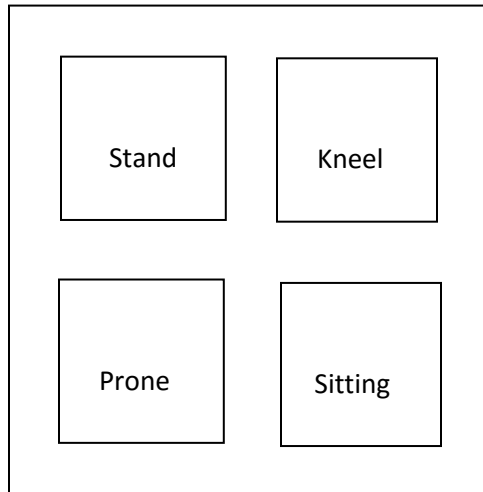


Rear Peep / Aperture

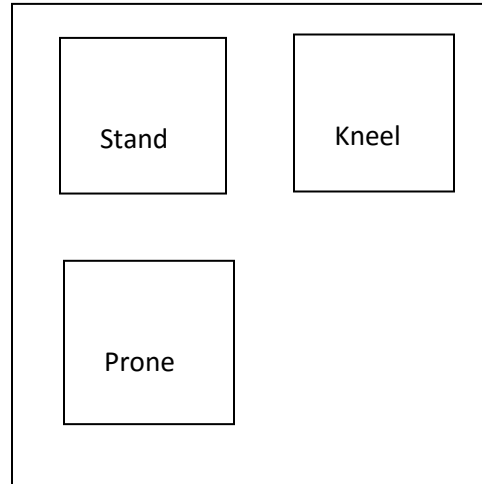


.22 Rifle Target Placement

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

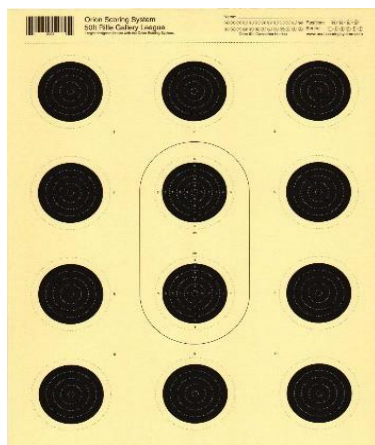


Placement for International 3 Position class

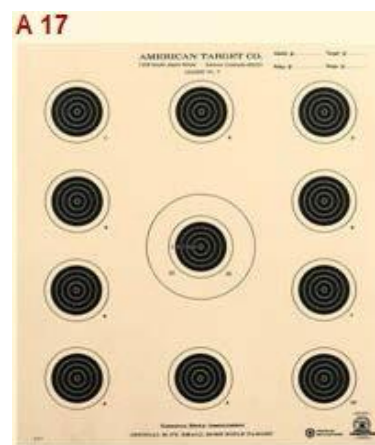


.22 Rifle Target Illustrations

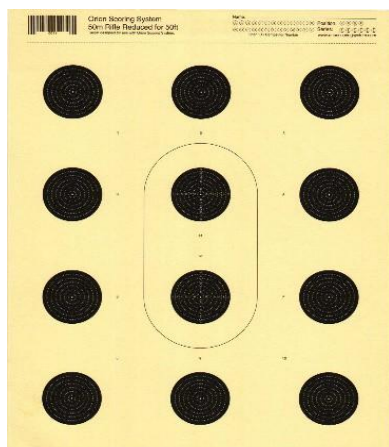
ORION 12 Bull Gallery League



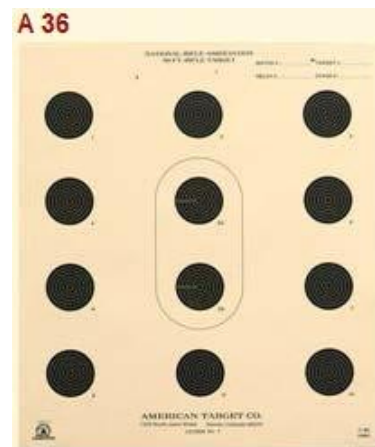
NRA A-17



ORION 12 Bull 50' Rifle Target



NRA A-36



.22 Pistol General and Range Rules

General Rules

1. 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. Each county may have more requirements to participate in this project.
2. 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. 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-realese-form-fillable.pdf>.
4. This document must be available upon request at check-in.
5. All small bore .22 pistols are required to use a CBI (Clear Bore Indicator) when the handgun is uncased and not being fired.
6. Cased pistols will be the last equipment to be brought to the range and the first to be removed from it.
7. 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.
8. .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.
9. There will be random checks of pistols conducted on the ranges all day during the contest. Any pistol found not meeting the listed specifications will be disqualified and the scores earned during that relay will be forfeited. The random checks will be made by the Superintendent or his designee. The range officer on that relay will assist with the checks. If the pistol fails, this will be noted on the scorecards so appropriate action can be taken in the scoring process.
10. 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.
11. Action Open: Unless cased, all actions are to remain open.
12. No competitor will aim toward the targets until the proper command is given.
13. No pistol will be handled in any manner to violate any safety rule.
14. Cease Fire: When the command “cease fire” is given, all pistols are to be benched and unloaded, with actions open. Any competitor with ammo chambered at the time of the cease fire command will alert the line official. Competitors are to await further instruction from the range official.
15. Firearms Unloaded: The firearm may not be loaded until the competitor has taken position at his or her firing point, firearm pointed toward the target and the command has been given.

Alibi Procedures

1. Only one alibi will be allowed in each match. Any alibi claim made that a pistol or ammunition is malfunctioning must be made immediately. All shots fired up to the time of the alibi claim is made will stand as part of the official score.
2. The Chief Range Officer or designated Range Officer should pause 3 seconds and announce, "ARE THERE ANY ALIBIS?" If none are indicated by the line officers or competitors, the Chief Range Officer or designated Range Officer will then command, "ACTIONS OPEN; INSERT CLEAR BORE INDICATORS; SHOOTERS, MAKE THE LINE SAFE."

Range Alibi or Interruption of Fire

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

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

Alibi due to Malfunction

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

Defective Cartridge

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

Re-fires

If a competitor is authorized a re-fire because of a malfunction alibi, range alibi or he/she elected to re-fire an excessively hit target, the re-fire will be conducted immediately before a stage change. Re-fire competitors should fire on their assigned targets for that event and will be allowed to fire remaining shots authorized in the match.

Range Commands

1. **Competitors to the line:** Competitors may bring equipment and pistols to the line. Pistols are to be benched with actions open.
2. **Make ready:** 30 seconds load 5 rounds, close action, natural point of aim, and rest muzzle at 45 degrees down.
3. **Commence Firing:** Competitors will have time allotted as described in the course of fire in individual contest rules. When competitors are finished, pistols are to be benched and

- competitors are to remain until the block of time is completed or they are instructed to leave the line.
4. **Cease Fire:** At any time, the range official deems necessary, the cease fire command will be given. All pistols will be benched with actions open. Firing must cease immediately.
 5. **Competitors may remove equipment from the line:** Upon hearing this command, competitors may remove equipment from the line at this time. Range personnel will collect targets and transport them to the scoring location.

Equipment

Camp Perry Round Modified

1. .22 rimfire pistol, either semi-automatic or revolver. The pistol may be any production firearm which is or has been a catalog item readily available to the general public equipped with factory notch and post sights. All standard safety features of firearms must operate properly. The firearm shall have no visible internal or external modifications.
2. For semi autos, a barrel length of no more than 10 inches measured from breech face to muzzle is allowed.
3. For revolvers, a barrel length of no more than 10 inches including the cylinder is allowed.
4. Trigger - Any safe trigger will be allowed. Triggers may be weighed and inspected if the range officer deems it necessary. Pistols with triggers deemed unsafe will be disqualified.
5. .22 caliber rimfire - long rifle
6. Open sights only (4-H National Championship match rule). Rear sight may be adjustable, but sight radius no more than 10 inches.
7. Suppressors are not permitted.

Smallbore Pistol Hunter Silhouette

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

Scoring

1. Shots that touch the higher scoring ring will be scored up.
2. 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.

3. 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.
4. 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.
5. 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.
6. 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.
7. Tie Breaker:
 - a. Total combined x's.
 - b. Total silhouette score.
 - c. Total rapid fire score.
 - d. Total timed fire score.
 - e. Total slow fire score.

Camp Perry Round Modified

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

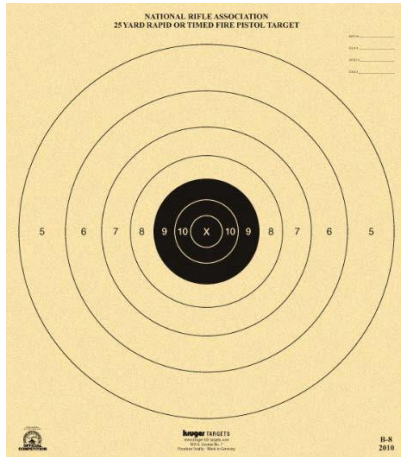
Hunter Silhouette

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

Targets

NRA B-8

1/2 Scale Small Bore Pistol Silhouettes



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

Air Rifle General and Range Rules

General Rules

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

13. **Magazines:** Extended capacity magazines protruding more than on (1) inch below the firearm are prohibited. Protruding magazines may not be used as a support.
14. **Action Open:** Unless cased, all actions are to remain open.
 - a. No competitor will aim toward the targets until the proper command is given.
 - b. No firearm will be handled in any manner to violate any safety rule.
15. **Cased Firearms:** Firearms are to remain cased until reaching the designated staging area or firing line.
16. **Firearms Unloaded:** The firearm may not be loaded until the competitor has taken position at his or her firing point, firearm pointed toward the target and the command has been given. Only one (1) cartridge or pellet may be loaded at any time. Competitor must only load one cartridge or pellet in a clip or magazine at a time. A clip or magazine may only have one cartridge or pellet in it at any time.
17. **Cease Fire:** All firearms will be unloaded immediately upon the command “Cease Fire.” Actions will remain open and chambers up.
18. **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.
19. **Delaying a Match:** No competitor may delay the start of the match through tardiness in reporting or undue delay in preparing to fire.

Range Commands

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

Equipment

1. AR or Modern Sporting type firearms will NOT be allowed. Any rifle that is primarily tactical in design and strongly resembles an AR or modern sporting rifle type platform rifle will be removed from the firing line.
2. .177 caliber lead pellet only. Wadcutter-type pellets only (flat head). No domed, sabot or pointed heads on pellets allowed.
3. No set or electric triggers allowed.
4. Thumb holes, palm rests, thumb rests, heel rests or spirit levels are not allowed. (Any exceptions to this rule will be noted in the specific class rules.)
5. 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.

Scoring

1. 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).
2. Targets must be shot in the following order:
 - a. Utility and 4-P Sporter Class: Prone, Standing, Kneeling, Sitting.
 - b. 3-P Class: Prone, Standing, Kneeling.
 - c. Offhand Class: Left to right.
 - d. Targets shot in any other order will be disqualified.
3. The Orion Scoring System will be used to score and tabulate the Orion Air Rifle targets used for this contest utilizing the decimal scoring method. Shoot management reserves the right to utilize Non-Orion targets and scoring methods if circumstances necessitate a change.
4. Multiple shots in one bull: The competitor will receive the lowest score on the bull. This has no effect on excessive hits on target. (*Rule # 7 below*)
5. Excessive shots on a target – i.e. - 6 shots on a 5 bull target: From the back side of the target count total number of holes. If the total number of holes is more than the course of fire dictates, the competitor will lose the highest scoring shot of the target for each excessive shot on the target.
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. They must be noted on the target.
7. **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.
8. Tie Breaker:
 - a. Air Rifle
 - i) Total kneeling target score
 - ii) Total sitting target score (4-P)
 - iii) Total standing target score
 - iv) Total prone target score

- b. Air Rifle Off-Hand
 - i) Last ten (10) shot series
 - ii) First ten (10) shot series
 - iii) Reverse bull by bull comparison (bull #10, series 2 – 1st)
- c. If additional tie breakers are necessary, it will continue with the most 10's on each of the targets in the order given above.

Rifle Positions

Standing



Kneeling



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

Kneeling: The non-dominant elbow is placed on or over the upright knee. The elbow is defined as 4" from the point of the arm when bent. The Knee is defined as the bent part of the Knee (i.e. 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.

Air Rifle 25-Foot Utility Class Rules

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

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

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

Sight-in = middle target

Prone = bottom left target

Standing = top left target

Kneeling = top right target

Sitting = bottom right target

Time:

Sight-in period = 5 minutes

Record Shots Period = 30 minutes

Targets used:

ORION 5 Bull Air Rifle Target or AR 5/5

Air Rifle 10-Meter 4-Position Sporter Class Rules

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

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

Sight-in = middle target

Prone = bottom left target

Standing = top left target

Kneeling = top right target

Sitting = bottom right target

Time:

Sight-in period = 5 minutes

Record Shots Period = 30 minutes

Targets Used:

ORION 5 Bull Air Rifle Target or AR 5/5

Exceptions to General Air Rifle Rules

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

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

Air Rifle 10-Meter Precision 3-Position Class Rules

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

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

Sight-in = middle target

Prone = bottom left target

Standing = top left target

Kneeling = top right target

Time:

Sight-in period = 5 minutes

Record Shots Period = 30 minutes

Exceptions to General Air Rifle Rules

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

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

Targets Used:

ORION 5 Bull Air Rifle Target or AR 5/5

Air Rifle 10-Meter Olympic Off-Hand Class Rules

1. Sights must be peep-type aperture, front and rear. No open-type sights, scopes or spirit levels will be allowed.
2. Adjustable butt plates are allowed. Hook-type butt plates are not allowed. Hand stops are not allowed.

3. The length of the stock and the cheek piece may not be changed during the course of fire.
4. Exterior weights other than concentric barrel weights are not allowed. A bipod or rifle rest may not be attached to the rifle 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.
5. The weight of the complete rifle with sights may not exceed 12.12 pounds.
6. The hand stop and sling swivel are not allowed in the standing position.
7. The rifle may not be removed from the firing line during the course of fire except with the permission of the range official.

Course of Fire:

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

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

Time:

Sight-in period = 5 minutes

Record Shots Period = 30 minutes

Exceptions to General Air Rifle Rules

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

Rests: Palm rests and heel rests are not allowed.

Targets Used:

ORION 12 Bull Air Rifle Target or AR 5/10

Rifle Illustrations Conventional Appearance

**.177
Utility Air
Rifle**



**.177
Sporter
Air Rifle**



Rifle Sight Illustrations

Front Aperture



Front Globe



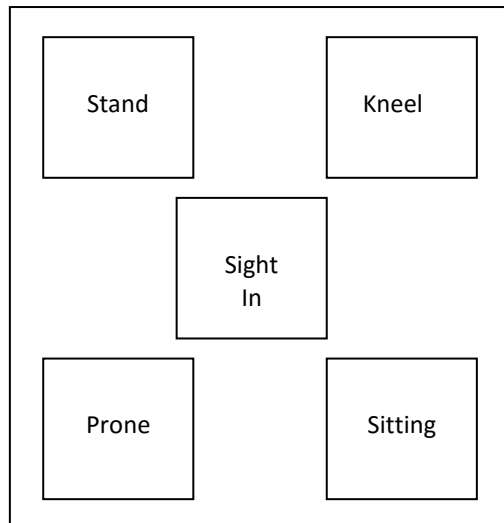
Rear Peep / Aperture



Air Rifle Target Placement & Sight-in Bull Location

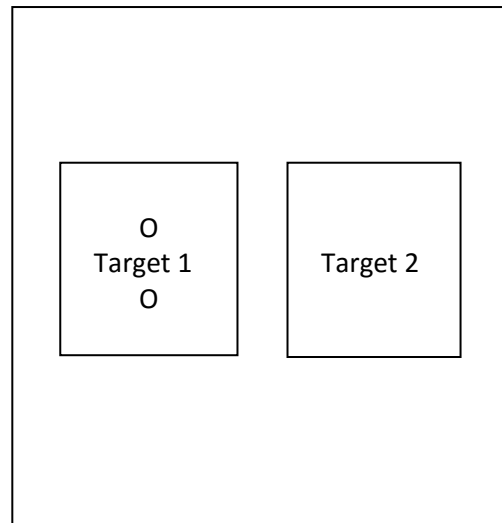
Air Rifle

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

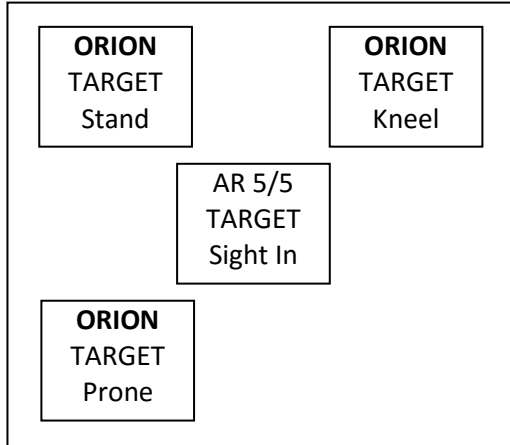


Air Rifle

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



Air Rifle 10M 3-P

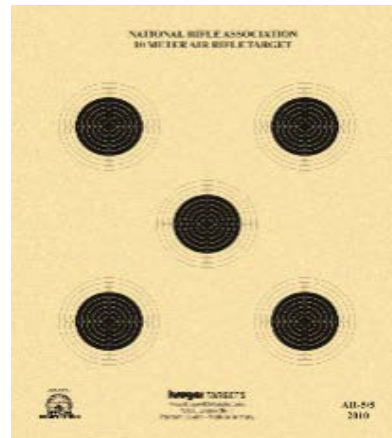


Air Rifle Targets Illustrations

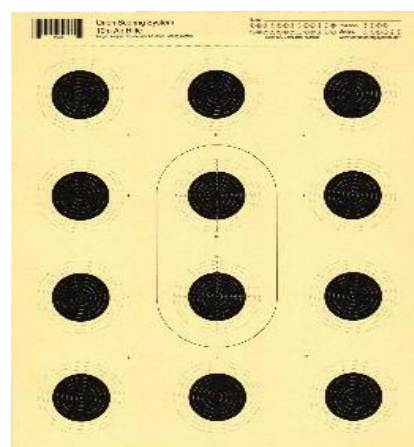
ORION 5 BULL AIR RIFLE TARGET



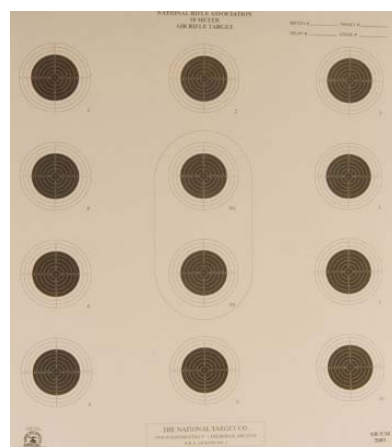
AR 5/5



ORION 12 BULL AIR RIFLE TARGET



AR 5/10



Air Pistol General and Range Rules

1. The air pistol contest is open to those counties with certified 4-H pistol leaders.
2. Clear Bore Indicators (C.B.I.'s): All competitors will use C.B.I.'s that are required to extend a minimum of three (3) inches past the muzzle and the action when not firing.
3. Clothing: Shooting coats, shooting jackets, shooting gloves, shooting pants, and shooting shoes are prohibited.
4. Spotting Scopes: Spotting scopes or binoculars may be used throughout the match.
5. Coaching: Coaching is permitted during the sight-in period only. No more than one (1) coach per competitor.
7. Action Open: Unless cased, all actions are to remain open.
8. No competitor will aim toward the targets until the proper command is given.
9. No pistol will be handled in any manner to violate any safety rule.
10. 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.
11. Firearms Unloaded: The firearm may not be loaded until the competitor has taken position at his or her firing point, firearm pointed toward the target and the command has been given. Only one pellet may be loaded at any time. Competitor must only load one pellet in a clip or magazine at a time. A clip or magazine may only have one pellet in it at any time.

Firing Line Commands

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

Equipment

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

Scoring Guidelines

1. Sight-in: Must be shot at the sighter target only.
2. Targets must be shot in the order required by course of fire. Targets shot in any other order will be disqualified.
3. The Orion Scoring System will be used to score and tabulate the Orion targets used for this contest utilizing the decimal scoring method. Shoot management reserves the right to utilize Non-Orion targets and scoring methods if circumstances necessitate a change.
4. More than 5 shots in one bull: The competitor will receive the lowest five (5) scores in that bull. This has no effect on excessive hits on target. (Rule # 7 below)
5. 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.
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. The line official must sign off on all cross fires or they will be scored as excessive shots.
7. 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 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.
8. Tie Breakers:
 - a. Juniors:
 - i. Highest 2 Hand Score
 - ii. Highest Bench Score
 - b. Seniors:
 - i. Highest 1 Hand Score
 - ii. Highest 2 Hand Score

Air Pistol 10-Meter Class Rules

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

Course of Fire:

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

Time:

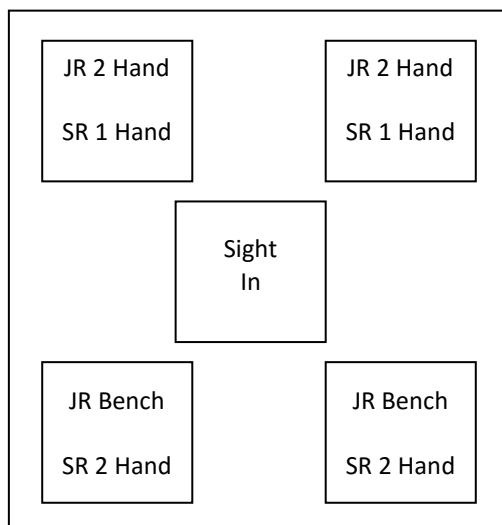
Sight-in period = 5 minutes

Record Shots Period = 30 minutes

Targets Used:

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

Air Pistol Target Placement & Sight-in Bull Location



Air Pistol Targets Illustrations

ORION 1 Bull Air Pistol Target



NRA B 40/4



Shotgun General Rules

1. All shotguns must remain unloaded and actions open and empty until the competitor is on the line ready to shoot. Break action shotguns may have the actions closed when they are in the rack. Violation of this rule may subject the competitor to immediate disqualification. Remember: Open or out!
2. No reloaded ammunition 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. A team shall be made up of no more than 5 shooters. No more than the top 4 individual scores per county team or combined county team will be totaled to arrive at team score.
11. Each team must nominate a team captain who is responsible for the team's conduct on the line. The team captain shall begin shooting on the number 1 station and is responsible for ensuring that the team's score is accurately recorded before the team leaves the line. Score cards not approved by the team captain will not be accepted.
12. Standard clay targets of consistent coloration will be used in all 4-H shotgun events.
13. 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.
15. Each team must supply an adult scorer. Under no circumstance will a county score itself. If they do it is a 5 target penalty per 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.
16. 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.)
17. Competitors are allowed two failure to fire alibis per class (50 targets per class).
18. Subsequent failures to fire will be counted as a lost target(s).
19. All lost targets will be called immediately by the line official as "Lost or Missed".
20. 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.
21. 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).
22. 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.

23. 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."
24. 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.
25. 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.
26. 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.
27. Teams unable to field a minimum of 4 original team members for a tie-breaker or shoot-off shall forfeit the tie.
28. Individuals unable to shoot in a tie-breaker or shoot-off shall forfeit the tie.
29. 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.
30. 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.
31. All questions and rulings will be the responsibility of the discipline superintendent.

Scoring

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

Sporting Clays Class Rules

1. Sporting Clays will consist of 1 round of 50 targets for both juniors and seniors.
2. Each Squad will receive 1 view pair per station.
3. Competitors will compete shooting a total of 50 targets. The course will be determined by the shoot management. The pattern of targets will remain the same throughout the competition.
4. 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 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 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:
The remaining 2 targets will be placed at the superintendent's discretion for course efficiency. Superintendents will place the leftover targets where they will benefit the timing of each station the best.
Example:
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

American Skeet Class Rules

1. Skeet will consist of 2 rounds of 25 targets for both juniors and seniors.
2. Competitors will compete in a standard skeet round featuring single high and low house targets and a simultaneous pair from stations 1, 2, 6 and 7, single targets from stations 3, 4, 5 and 8. An optional target will be taken on the first missed, or as a second target on station 8 low house. When shooting doubles the target from the nearer house (out-goers) must always be taken first.
3. No reloaded ammunition allowed at any 4-H 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.
 - i. The first target is thrown broken.
 - ii. The targets collide before the result of the first shot is established.
 - iii. The first target is irregular and the competitor refrains from shooting.
 - iv. The competitor suffered from interference and refrained from firing at either target.
 - B. First shot established as shot: a proof double will be thrown to establish the scoring of the second target under the following conditions. (Both targets must be attempted in the proper order.)
 - i. The second target was thrown broken.
 - ii. The second target collides with fragments of the first target.
 - iii. Both targets are broken with the same shot. (Score will be hit/result.)
 - iv. The second target is irregular and the competitor refrains from shooting.
 - v. The second target fails to emerge on the call.
 - vi. The first shot is lost and the targets collide before a second shot can be taken.
 - vii. The wrong target is attempted with the first shot. (Score will be lost/result.)

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

Seniors – thirty (30) minutes for each round.

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

Scoring:

1. Squad # 1 will score Squad # 2 and Squad # 2 will score Squad # 1. Squad # 3 will score Squad # 4 and Squad # 4 will score Squad # 3 etc.
2. Under no circumstance will a county score itself. If they do it is a 5 target penalty per shooter on the squad. The Orion Scoring System will be used to tabulate the Orion Shotgun scorecards used for the Shotgun contest.
3. Competitors are allowed two failures to fires per class. Subsequent failure to fires will be counted as a lost target.
4. Ties: Orion scoring will be used to break ties of 49 and below. Shoot offs will only occur for scores of 50. Both team and individual ties shall 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.

Trap Class Rules

1. Trap will consist of 2 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 # 3. Squad # 3 will score Squad # 4....
Under no circumstance will a county score itself. If they do it is a 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: Orion scoring will be used to break ties of 49 and below. Shoot offs will only occur for scores of 50. 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 be 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.

Archery General Rules

1. Only the Superintendent(s) or their Assistant(s) are allowed to remove someone from the line or prevent a competitor from going to the line.
2. Draw: No arrow may be drawn past the back of the bow at any time. A minimum of the arrow tip must extend past the back of the bow at full draw. The tip of the arrow is defined as the 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). "Sky Draws" (drawing the arrow back while the arrow is at an unsafe angle above the target range) will not be allowed and can be cause for removal from the line and disqualification of scores.
3. Poundage: Maximum draw weight for any bow is sixty (60) pounds. A portable poundage device will be used to check bows. Recurve or Long Bows marked sixty (60) pounds or less will not be checked. 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. Quivers attached to bow are also not allowed.
5. Rangefinders / Binoculars: Range finders and binoculars are prohibited on the archery range.
6. Required Equipment: Quiver, semi-rigid arm guard, finger protection (including finger rolls) or release as class requirements dictate.
7. Arrows: No fiberglass arrows. Wood arrows are discouraged at the state contest, but may be used with Recurve / longbows with the approval of the contest superintendent prior to the start of the contest.
8. Course of Fire: This will be a two match contest. All competitors will shoot both matches. The scores for both matches will be combined for an individual contest score per competitor.
 - a. Modified FITA Match - All archers will start and compete at 40, 30, 20 and 10 yard distance.
 - i. Juniors will shoot three (3) arrows per distance for a total of twelve (12) arrows (120 possible points).
 - ii. Seniors will shoot five (5) arrows per distance for a total of twenty (20) arrows (200 possible points).
 - iii. Competitors will have a maximum of five (5) minutes to shoot each distance in each round.
 - b. 3-D Match - All archers will shoot 3-D foam targets at unknown distances not to exceed 40 yards.
 - i. Juniors will shoot one (1) arrow per target at eight (8) targets for a total of 80 possible points.
 - ii. Seniors will shoot two (2) arrows per target at ten (10) targets for a total of 200 possible points.
 - iii. Competitors will have a maximum of two (2) minutes to shoot per target.
9. Arrow Retrieval: Whenever anyone is beyond the target backers an arrow must be placed in the top of the target backer (straight up) or a safety flag displayed vertically signifying that someone is behind the target backer.
10. Individuals may be entered in only one (1) class as part of a county team.

11. Bows that fail safety inspection will not be allowed on the range.
12. 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.
13. Arrows touched before they are scored will count as a zero.
14. The competitor group, 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 captain's arrows are in question the majority of the group shall decide the status of the captain's arrows.
15. When a line judge has been appointed by the Superintendent and an appeal is made to the line judge, the line judge's call will be final.
16. Off-ground skids or glances off of or into the target shall not be scored.
17. Bounce Out & Pass through Arrows:
Bounce Out Arrow – An arrow that has impacted the scoring area of the target and failed to remain in the target and fallen to the ground in front of the target.
Pass Through Arrow – An arrow that has impacted the scoring area of the target and passed completely through the target.
FITA – Witnessed and confirmed bounce out and pass through arrows believed to have hit the target in the scoring area must be reported by the shooter to the line official prior to the competitor shooting their next arrow. Witnessed and confirmed bounce out and pass through arrows will be scored by the line official via the identified impact point on the target face left by the bounce out or pass through arrow.
3-D – Witnessed and confirmed bounce out and pass through arrows believed to have hit the target in the scoring area must be reported to the line official by the shooter prior to the competitor shooting their next arrow. If it is determined by the line official that the pass through arrow is not a result of the target condition, bounce out or pass through arrows will be scored by the line official as five (5) points. If it is determined by the line official that the bounce out or pass through arrow was a result of target condition, the shooter may re-shoot a single arrow in place of the bounce out or pass through arrow.
18. An arrow embedded in the nock of another arrow (generally known as a robin hood) will be scored the same as the arrow skewered.
19. A dropped arrow is one which falls while being transferred from the quiver in preparation for a shoot or falls from the string during a controlled letdown. (A dropped arrow may be reshot).
20. The assigned target holder must report all cross fires to the line official immediately, before the allotted relay time expires.

Whistle Signals are as follows:

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

Scoring

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

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 and will not be scored.

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

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

Target Scoring

1. Scoring on the FITA targets is as follows:
 - a. The center ring = 10X
 - b. The second ring = 10 points
 - c. The point value decreases by 1 point per ring moving outward
2. 3-D targets will be scored from inner to outer scoring rings. 10 pts, 8 pts, 5 pts, miss.

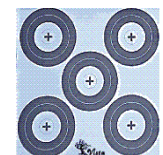
FITA TARGET EXAMPLES

122cm 40 yard target

80cm 30 yard target

60cm 20yard target

10 yard target



Seniors = 5 Bull.



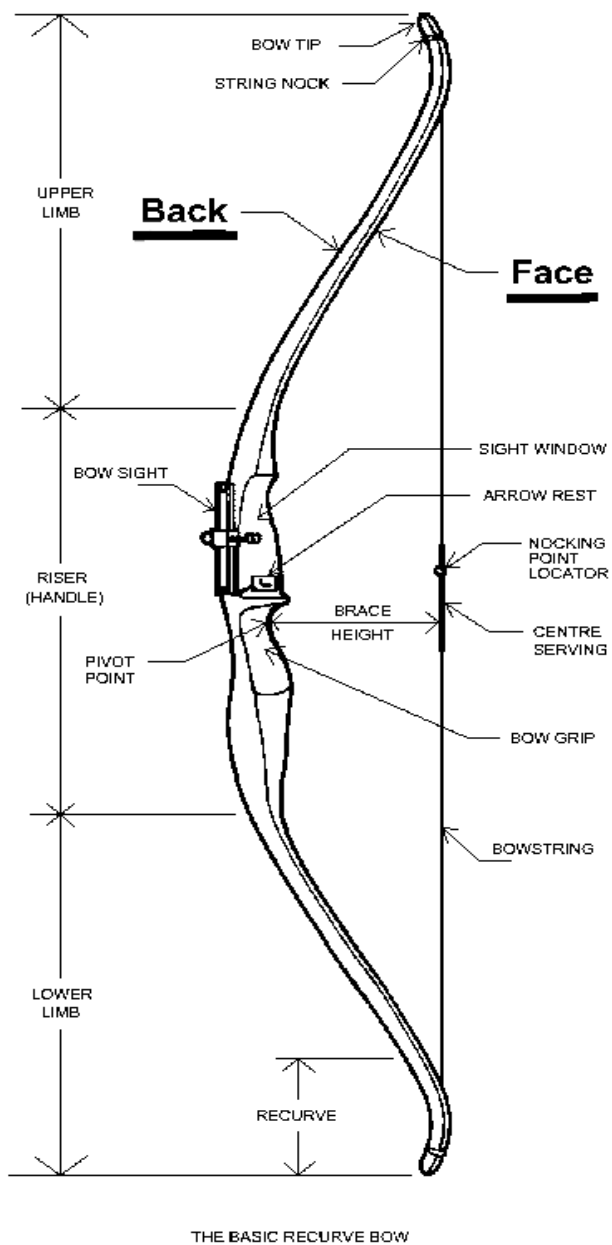
Juniors = Single (1) Bull.

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



Equipment

Recurve Bow



Compound Traditional Class Arrow Rests



Archery Contests

Compound Bow Unlimited Class

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 bowstring in place of a finger tab / glove).
7. Whisker biscuits are allowed.

Compound Bow Limited Class

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 bowstring in place of a finger tab / glove).
7. Whisker biscuits are allowed.

Compound Bow Traditional Class

1. Any compound bow.
2. No sight.
3. No peep 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

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

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).

Muzzleloader General Rules

1. All rifles will be inspected. During inspection we will run a patch down the barrel. If it comes out extremely dirty, the participant has the option to clean the rifle and present it for re- inspection before the relay starts. Or they may choose to have the rifle disqualified.
2. Time: 10 minutes sight in, 40 minutes record shots. [NOTE YOU WILL BE 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 and dry patch between rounds is highly recommended.
7. Coaching: Coaches may not be on the firing line during the record relay. No coaching will be allowed during the record relay.
8. Designated Firing: All competitors shall address the firing line as capping or fire in the hole.
9. Discipline: The safety of competitors, range personnel and spectators requires all to give continuous attention to careful handling of firearms and caution while moving about the range.
10. Delaying a Match: No competitor may delay the start of the match through tardiness in reporting or undue delay in preparing to fire.
11. Safe Trigger: Any safe trigger (single or double set) is allowed. A safe trigger is one which does not allow the hammer to fall except by a deliberate pull of the trigger by the competitor. Electronic ignition systems are not allowed for any muzzleloading class.

Range Rules and Commands

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

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

Fire in the hole:

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

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

Competitors to the line:

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

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

Commence Firing:

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

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

Cease Fire.

After the allotted time, or at any time 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.

Scoring

The Orion Scoring System will be used to tabulate the Orion scorecards used for this contest. Shoot management reserves the right to utilize Non-Orion targets and scoring methods if circumstances necessitate change.

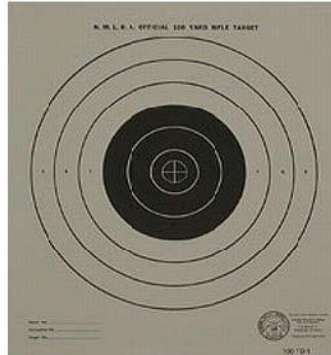
1. Scoring on paper target (except the bottle target) will be by breaking of the line. Breaking the line will have the shot scored at the higher point value
2. The caliber of the projectile must be written on the target.
3. Bottle target will be scored a hit or miss per point value printed on Target. (3 pts for Body nick, 5 pts for full Body hit, 7 pts for Neck nick, and 10 pts for full Neck hit).
4. 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.
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.

Targets

Muzzleloading JUNIOR RB 50-6-8



Muzzleloading SENIOR RB 100-8



Muzzleloading Jr and Sr TG-2427



Muzzleloading Jr and Sr 4 Inch Steel Gong



(Gong Targets may vary slightly from these examples)

Muzzleloading Class

1. Rifles: Any rifle designed to be loaded by the muzzle.
2. Sights: Any sight [Peep, Open, Globe, Hooded, Fiber Optic etc.] May be used.
NO SCOPES ALLOWED.
3. Projectile: Patched round balls only. Conical projectiles are NOT allowed.
4. Powder: Black powder, Pyrodex or Black Powder Equivalents only. Smokeless powders or duplex loads are NOT allowed. Powder must be kept in the original closed container at all times and the original container must be at the loading line with the 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.
5. Ignition: Any primer designed for the muzzleloader may be used [209 primers, Musket Cap, Percussion cap, etc.] The primer must fit the nipple in the muzzleloader.
6. Clothing: No shooting aids (jackets, gloves, etc.) will be allowed. No padded shooting shirts or pads of any kind are allowed in any age division.
7. Supports: Firearm supports (slings, posts, sticks, etc.) are NOT allowed.

Course of Fire: You will have 10/40 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

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.

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)
3. Number of Entries: In all events except shotgun, all classes, (junior and senior) counties may enter up to six (6) individuals as a county team or combined county team. For Shotgun contests Counties may enter only 5 individuals as a County team or combined team per class. Team scores will be derived from up to the top four (4) individual scores from the county team or combined county team entries. Entries not included in the team scores will be eligible for individual awards.
4. Teams: Each county team or combined county team is made up of a maximum of six (6) Members with the exception of Shotgun events. Counties are limited to teams or combined teams of no more than five (5) individuals per County per shotgun class. All members will be registered as a county team or combined county team per event or class. All contestants will be scored as individuals and be eligible for individual awards per class.
 - a. Junior Teams: All members must be junior (8-13) 4-H members.
Senior Teams: Two members must be senior (14-18) 4-H members.
 - b. In all classes, no more than the top four (4) individual scores per county team or combined county team will be totaled to arrive at team score.
 - c. If a junior competitor moves up to shoot on a senior team, then that competitor will be scored as a senior individual in that class only.
5. Combining Teams: Combining Teams from More than One County: Combining Contest team members from more than one county to form a Contest shooting team is not allowed at the Colorado 4-H Shooting Sports Contest EXCEPT as stated below:
 - a. 4-H members from a county with no viable 4-H Shooting Sports program may combine with a county with a viable program.

- A viable 4-H Shooting Sports program is defined as one with a 4-H certified leader or coach who is an approved, enrolled 4-H Volunteer and willing to instruct and supervise youth participating in County 4-H Shooting Sports.
- b. Counties with viable 4-H Shooting Sports programs with fewer than four participants in a particular team Contest class (fewer than five in shotgun team classes) may combine participants provided that no more than two team (three in shotgun team classes) participants are from one county.
 - c. A "Declaration of Intent to Combine" must be presented to, and be approved by, the appropriate Colorado State University 4-H Youth Development Specialist by July 1 of the current year. Counties will not be allowed to combine if declaration is not received by this due date.
 - d. All coaches and 4-H agents of counties involved must approve and sign the "Declaration of Intent to Combine."
 - e. Combined team members scores will be counted as individual scores for the combined team name.
 - f. Combined team members receiving individual class awards will be recognized by the combined team name.
6. Management: The administration of the State Shoot will be managed by a team of superintendents and the State 4-H Shooting Sports Specialist. Interpretation of rules and violations and will be the responsibility of this group. Disqualification or ejection of any Competitor or Adult must be approved by the Event Superintendent or their designee.
 7. Range Management:
 - a. Each individual range will be under the direct supervision of the discipline superintendent.
 - b. The same firearm/bow must be used throughout the match except in the case of equipment malfunction. The line official must be notified immediately of any equipment malfunction.
 8. Scoring & Scoring Challenges: All contests will be scored utilizing the Orion Scoring system when possible. The Orion system requires targets or score cards made specifically for its scanning equipment. The Orion target and appropriate Non-Orion substitute target will be listed per class. Examples of targets and scorecards will be listed in this rulebook. For scoring challenge information please see Orion Scoring System Scoring Challenge Protocol Information listed in this rulebook. State Contest management may utilize Non-Orion scoring methods and targets should circumstances necessitate.
 9. Safe Trigger: Any safe trigger is allowed. A safe trigger is defined as one which does not allow the hammer or firing pin to fall except by a deliberate pull of the trigger by the competitor.
 10. 4-H Code of Conduct: The Colorado 4-H Code of Conduct will be enforced at all Colorado 4-H Shooting Sports events and applies to all members, families and volunteers in attendance.
 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.
 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.
 22. Superintendents have final say on questionable equipment and all safety matters. It is the responsibility of the competitor to have all equipment approved prior to the competition.

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, marijuana, illegal or illicit drugs, and tobacco including e-cigarettes and vaping devices 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

4-H Shooting Sports Scoring Guidelines

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

ORION Scoring System Challenge Protocol

There should be NO plugging of Orion targets to challenge, all challenges will be evaluated with Orion. You cannot hand score/Orion score the same targets, this would destroy the consistency of the Orion scoring system. Manually rescoring a shot (using a plug or other means) on an Orion target will invalidate the competition results. Orion is an electronic scoring system and evaluates 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 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