

2018 Texas 4-H Shooting Sports State Games Handbook

- **Hunting & Wildlife, Muzzle Loading, Pistol and Rifle Events – July 8-13, 2018**
Austin Rifle Club, Manor
- **Archery Events - July 15-21, 2018; National Shooting Complex, San Antonio**
- **Shotgun Events - July 17-21; 2018 National Shooting Complex, San Antonio**

Registration STEP 1: May 14 - June 20, 2018

Registration STEP 2: May 28 – June 20, 2018

Registration Fees: \$95 per contestant

Late Registration: Any requests for late registration MUST go through the Texas 4-H Program Coordinator with a Late Fee of \$300.00 NO EXCEPTIONS

The annual Texas 4-H Shooting Sports State Games does not require qualification for any of the events. Each participant is required to have a thorough understanding of the events rules and courses of fire, the range procedures, and the safety rules and procedures for each event in which they register. All participants must be currently enrolled 4-H members within a county 4-H Shooting Sports project. At least one 4-H certified coach must be enrolled on 4-H Connect, currently coaching in the county project, and certified for each shooting discipline for which a 4-H member is registering. Disciplines include archery, hunting, muzzleloading, pistol, rifle, and shotgun. For example, a 4-H member cannot participate in the State Games Archery events unless that member is currently active in a 4-H Archery project with an active 4-H Archery Coach. This certified coach requirement could be covered by multiple volunteer 4-H coaches or one.

Registration for State Games is to be completed by individual participants. A Coach name and email address and a County Extension Agent name and email address are required information on each registration. Following the close of registration, each Coach and County Extension Agent may receive a list and be asked to review those who registered.

Awards

There will be NO mailing of awards this year. You must be present for your award, or have someone pick it up for you at the awards ceremony at the venue! We will keep all unclaimed awards at the State 4-H Office in College Station until December 15th, 2018. If any awards remain unclaimed, they will be recycled.

Subscribe to Text Message updates!

To subscribe to State Games updates sent directly to your phone, simply text any or all of the following subscription codes to 81010. State Games-All Updates: @4hssgames, State Games-Archery: @txarchery, State Games-Shotgun: @txshotgun, State Games-Hunting & Wildlife, Muzzleloading, Pistol, & Rifle (HMPR): @txhmp

Registration Instructions

- Please closely read all information within this Handbook before registering.
- Registration Step 1-Register and submit payment on 4-H Connect **This MUST be done. All registrations on iClays will be null and void if not registered in 4-H Connect**
- Registration Step 2 (All Disciplines)-Register on the appropriate discipline iClays scheduling system: iclays.com. (See step by step instructions later in this Handbook.)

Adult Sporting Clays Shoot

This event allows adults to register to partner and shoot with a registered youth 4-H Shotgun shooter. This event is offered for fun and family bonding. The event fee will be \$26 per round (target fees will be assessed by the NSC on site). Adult shooters may register for more than one round if they want to partner with additional youth. Register and pay on 4-H Connect, then complete squadding on iClays.

Eligibility

Any Texas 4-H member meeting rule requirements and enrolled in local 4-H Shooting Sports projects may enter and shoot in the individual competitive events. All registrations for the shoot will be certified by the County Extension Agent through 4-H Connect. All participants must be currently enrolled 4-H members within a county 4-H Shooting Sports project. At least one 4-H certified coach must be enrolled on 4-H Connect and currently coaching in the county project who is certified for each shooting discipline being represented by a 4-H member at this event. Shooting disciplines include archery, hunting, muzzleloading, pistol, rifle, and shotgun. For example, a 4-H member cannot participate in the State Games Archery events unless that member is currently active in a 4-H Archery project with an active 4-H Archery Coach. This certified coach requirement could be covered by multiple volunteer 4-H coaches or just one.

4-H shooters who practice with a 4-H project group outside of their resident county may register and compete in the event but must compete as a member of their county of 4-H enrollment and will not be able to be placed on any team (where team events are applicable) outside of their county of enrollment.

4-H members who are members of a collegiate or military team or club receiving coaching are ineligible to participate in state 4-H events. Involvement in international shooting or national events does not disqualify otherwise eligible shooters.

Counties may enter as many individuals or teams as desired in these games.

Entry Fees

A registration fee of \$95 will be assessed for each participant, regardless of discipline or combination of disciplines. Note that fees cover entry into the events only, and do not include round fees, practice targets, or similar items. All iClays registration fees will be covered within the \$95 registration. iClays fees will not be collected separately.

The \$95 registration fee covers all events for the two week period at both locations regardless of shooting discipline (archery, hunting, muzzleloading, pistol, rifle, and shotgun).

- \$5 Archery Target Fee: this fee will be collected for the specific purpose of aiding in covering the costs of maintenance, repair, and replacement of the large number of target backs necessary to hold this event. Target Fees collected will only be used for this purpose.

A registration fee of \$26 will be assessed for adults for each round of Adult Sporting Clays in which they enter.

Refund Policy

4-H Connect has a **NO REFUND POLICY**.

Age Classes

1. Age Requirements

Youth may participate in 4-H year from September 1st of grade three through August 31st following completion of grade twelve, with these age restrictions:

- Minimum age - 8 (in addition to being in the 3rd grade)
- Maximum age - 18 (as of August 31, 2015)
- Special education youth who are older than 19 and have not graduated from high school may participate in 4-H Youth Development programs as members, with approval by the county Extension agent. Participation is limited to the club or county level. County Extension staff have the option, on a case-by-case basis, to allow Special Education youth older than 19 to participate in competitive events at the club or county level.

2. Texas 4-H Member Categories

- **Junior:** Grades 3, 4, and 5
- **Intermediate:** Grades 6, 7, and 8
- **Senior:** Grades 9, 10, 11, and 12
 - **Shooting Sports**
 - **Senior 1:** Grades 9 and 10
 - **Senior 2:** Grades 11 and 12

Motorized Carts

Motorized carts are allowed during the Archery and Shotgun events at the National Shooting Complex (NSC) in San Antonio. **THEY ARE NOT ALLOWED** at the Austin Rifle Club for the Rifle/Pistol/Muzzleloading/Hunting Skills events. Personal carts owned by individuals must have a permit to operate on the grounds. Permits purchased for the Comal County 4-H Shoot are also valid for the same cart if used during the State Games. All permits will be purchased from the NSC and should be ordered in advance if possible. Additional permits can be ordered on the days of the shoots. A \$5 permit fee will be required of each permit; one permit per cart. Permits ordered in advance will be available for pick up at the NSC Club House Pro Shop on the event dates. Carts may also be rented from the NSC for the Archery and Shotgun events. Motorized carts will not be allowed

during the Hunting/Wildlife, Muzzleloading, Pistol, and Rifle Events at the Austin Rifle Club. Use this link for further information, to order your cart permit, or to reserve a rental cart

Round or Target Fees

In the Shotgun Events, round fees for clay targets are directly payable to the National Shooting Complex and are to be paid at the event. Round fees will be collected and tickets issued by an official representative of the NSC at the Ammo Building or Pro Shop located on the NSC grounds. Fees will be assessed as follows:

- \$7.05 per 25 target round for American and International Trap and Skeet
- \$20.75 per 50 target round of Whiz-Bang
- \$54.50 per 100 target round of Sporting Clays
- \$10.25 per 25 target round of Whiz-Bang Adult Event
- \$5.50 per 25 target round of Practice Trap and Skeet
- \$0.42 per target for Practice Sporting Clays

All paper or metallic targets for all other State Game events will be supplied by shoot management.

Teams

Shotgun Events - When offered, teams will consist of 2 or 3 members. All members of a team must participate in the event in which they are named as a team. All team members must be in the same age class and must be from the same county. A shooter may shoot on only one team in any given event. Teams must remain the same for any set of events in order to be considered for overall awards. **Shotgun teams will be registered by emailing texas4h2018teams@gmail.com.** Changing team structure after competitors have been entered places a heavy demand on the statistical office. As a result, any changes in team structure after the original registration had been entered will be assessed a fee of **\$20 per team per change**. **Exceptions** are limited to team changes resulting from accident, injury, illness, family emergency or for individuals whose team mates have failed to appear for any reason. Shooters thus affected may have their team status changed along with others necessary to provide the opportunity for team participation at no cost. All changes must be made between 10:00 am and 4:00 pm **up to the day before the event**. **NO** modifications of registration are permitted after that time. For events spanning multiple days, changes must be made on the day prior to the **FIRST** day of the event.

Archery – When offered, teams of three shooters composed of one senior, one intermediate and one junior will shoot 3 ends of 3 arrows at 30 meters each end within a three (3) minute total time limit using a 122 cm F.I.T.A. 10 ring target. Teams may be made up of shooters from multiple counties, but must be made up at the event.

Hunting & Wildlife, Muzzleloading, Pistol, and Rifle Events – When offered, a team fun shoot will be arranged with teams of three shooters composed of one senior, one intermediate and one junior from different counties. The team shoot will be announced during the event and designed by the shoot management.

Disciplines offered

See the Event Summaries for a complete list of rules and event descriptions, but the following is a short list of events without the different classifications within some due to equipment variations:

<p>Archery –</p> <ul style="list-style-type: none"> • 3-D • Modified 600 FITA • Field • Wand • Clout • Team Relay Round <p>Hunting and Wildlife –</p> <ul style="list-style-type: none"> • Hunting Live Fire • Hunter Skills and Safety • Wildlife Management and Identification • Hunter Decision Making 	<p>Muzzleloading –</p> <ul style="list-style-type: none"> • 25 Yard Rifle • 50 Yard Rifle • Rifle Silhouette • Pistol • Cap and Ball <p>Pistol –</p> <ul style="list-style-type: none"> • Air • Single Shot Rapid Fire Air • Air Silhouette • Smallbore • Smallbore Hunter's Silhouette • Smallbore Silhouette • Centerfire • .45 Caliber 	<p>Rifle –</p> <ul style="list-style-type: none"> • BB Gun • Sporter Air • Precision Air • Air Silhouette • 10 Meter Running Target • Light Rifle • Smallbore Silhouette • 3-Position Smallbore • CMP Smallbore • Sporter High Power <p>Shotgun –</p> <ul style="list-style-type: none"> • American Skeet • American Trap • International Skeet • Modified Trap • Walking Sporting Clays • TPWD Whiz Bang Sporting Clays
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Equipment classes are offered in several events based upon sight types, positions, or similar logical subdivisions of event contestants.

Courses of Fire

Courses of fire, equipment restrictions, and similar summary data are listed in the Event Summaries section of this handbook.

Archery Events.....	pages 8-10
Hunting and Wildlife Events....	pages 10-11
Muzzleloading Events.....	pages 11-13
Pistol Events.....	pages 13-17
Rifle Events.....	pages 17-21
Shotgun Events.....	pages 21-22

Rules

Texas 4-H Shooting Sports Rules govern these matches. In general, the rules of cooperating governing bodies, e.g. ATA, NSCA, NSSA, NRA, USA Shooting, CMP, NMLRA and others apply. Complete sets of rules are available on the Texas 4-H Shooting Sports Project webpage <http://texas4-h.tamu.edu/projects/shooting-sports>. The Event Summary gives specific details on the rules where they may differ from the posted 4-H Rules.

Be sure to **read all rules of each event carefully as some may have differences that take precedence over others**; event rules differences supersede Texas 4-H Shooting Sports Rules which supersede national governing body rules.

Agreement to Rules and Acceptance of Safety Responsibility

As a member of a county 4-H Shooting Sports Project, youth are expected to be well trained in range and safety rules and procedures. It is the responsibility of the participant and parent/guardian to insure that all participants are adequately prepared to safely participate in each event they are entering. This includes knowledge of the operation of their firearm, knowledge of the safe handling of their firearm, the event course of fire, event rules, and general range safety rules and procedures. It is the participant and parent/guardian responsibility to read all information and develop an understanding of the information within this handbook and the event rules.

Ammunition

Shooters must furnish their own ammunition appropriate for each event. It is vitally important to allow extra ammunition for sighting shots, practice rounds, shoot-offs, proof doubles, malfunctions or other contingencies. Ammunition is subject to inspection and verification. It is the responsibility of the shooter to know what ammunition is allowed in each event as listed in the Event Summary.

Verified reloads, subject to all the current rules, may be used in all events using reloadable cartridges with the shooter taking full responsibility for their safety and compliance with the rules of the game. Plan ahead and get your reloads checked and verified upon arrival **before** arriving on the firing line.

Texas 4-H Reloaded Ammunition Rules:

The use of reloaded ammunition (metallic cartridge or shot shell) is permitted in the Texas 4-H Shooting Sports Project only under the following conditions:

1. The shooter assumes full responsibility for the safety of his or her reloaded ammunition, including the safety of others on and around the range.
2. The ammunition must be reloaded by (or under immediate supervision of) an individual who has received certification in the NRA/NRMA* Reloading Course for the type of ammunition in question (metallic cartridge or shot shell).
3. The ammunition must comply in all respects to the specific loading data provided in a recognized loading manual of current date.
4. The ammunition must demonstrate appropriate care and inspection by the reloader, including being boxed in appropriate ammunition boxes marked as reloaded ammunition and properly labeled with the reloader's name, NRA Reloading Training certification number and contact information, the reloading date, and cartridge or shotshell component information (case size, powder load, shot/bullet type and weight, bullet manufacturer). Ammunition should also be accompanied with information on the loading manual used to include title, publisher, date of publication, page number, and citation of the load. A photocopy of the information from the manual is sufficient.
5. All reloaded ammunition is subject to random inspection at the request of any range official at any time, including disassembly (destructively if necessary) of the sample.
6. Avoidance of this policy will result in removal of the ammunition from the event or activity.

*NRA/NRMA – National Rifle Association/National Reloading Manufacturers Association

Official Scores

Official scores are kept on the field by the scorer/referee or determined either on the field or in the statistical office by official scorers. All reported scores are checked for accuracy and corrections made when required. Note that scores kept by coaches and parents or estimations made by spotting scope are not official and will not be considered. We appreciate all assistance in making sure that scores are correct, that is why scores are posted. Argument over either the scoring process or the official results is considered unsportsmanlike conduct.

Official Scorers and Posted Results

Official scorers are experienced in scoring the events within their responsibility area and well versed in scoring protocols. Multiple checks and appropriate procedures are employed to determine official scores and to record them accurately. The volunteer officials work for the Texas 4-H Shooting Sports Project with the objective of producing timely, accurate and complete scoring records for each event.

Target Review

Even with multiple checks an occasional error can take place, and sometimes a trained eye will err. Our process is transparent by design with review by the shooters only invited during a target review period. Finding errors and bringing them to event staff attention is a service to the project and is appreciated. Argument with or badgering of officials or office staff is neither helpful nor in keeping with good sportsmanship. Unsportsmanlike conduct is grounds for ejection and will be handled as such.

Challenges and Protests

Shooters only may review their targets and challenge scoring or post official protests. Protocols for those processes, fees for such actions, and procedures are fully outlined in the rules. Coaches, parents or other competitors may not review targets, challenge scores, challenge any field procedure, or file protests of any kind.

Field and Range Boundaries

For multiple reasons, control of traffic on and around all fields and ranges is essential. Since coaching is not permitted on the ranges, there is no reason for a parent or coach to be on the ranges unless invited by the range officials. In shotgun, the field boundary is behind the sidewalk or fence. In other events it is as designated by the range staff. Please respect these boundaries and the directions of officials. Failure to do so or argument with officials is considered unsportsmanlike conduct and will result in appropriate actions, up to removal from the range, area, or grounds.

Volunteer Needs

Since multiple ranges will be in operation simultaneously, the match directors will need qualified volunteers to assist on most ranges. All volunteers for any event being fired in a given day must check in daily with the Volunteer Coordinator. Please see shoot management at event registration for more information on volunteering.

Accommodations

All lodging coordination is the responsibility of each group, club or county representing 4-H shooters at this event. All food and drinks are the responsibility of each group, club or county representing 4-H shooters at this event.

Texas 4-H Shooting Sports State Games Apparel

On-site shirt sales only! Lonestar Event Apparel will be offering State Games shirts and other items in a variety of customizable styles and colors for purchase on-site. No pre-orders.

Range Safety and General Rules

The safety and general welfare of all participants, spectators, and staff involved in this event is of paramount importance. All range safety rules will be strictly enforced. Any shooter failing to conform to safety standards will be warned and could be disqualified from an event or disqualified from the State Games with repeated infractions or major violations. Any shooter not adhering to the established range rules could be disqualified after one (1) warning. Please make sure all who attend, youth and adult, are knowledgeable and prepared before arriving at the event.

- 1. Eye Protection:** Shooting glasses industrial safety glasses, or tempered eye glasses are required for all events involving air or powder driven projectiles. No exceptions will be made. ISU or UIT glasses may be worn **only** if both eyes are adequately protected. All persons on or near the firing line are required to have eye protection, including coaches, range personnel, spectators, and shooters. Shooting glasses are recommended but not required in Archery events.
- 2. Ear Protection:** In any event where noise is a recognized hazard to future hearing, ear protection is required (plugs or muffs) of all persons on or near the ranges. Ear protection is not required in air or spring gun or archery events but may be used if the shooter desires to block out surrounding noise causing distraction. Audio head phones and ear buds designed for cell phones and other audio playing devices do not suffice for hearing protection and will not be allowed while a shooter is on the firing/shooting line.
- 3. Open and Empty:** All firearms will remain in a case until given the command to uncase firearms on the line. After that point, all firearms will remain open and empty until the shooter is on the line and the command to "load" or "fire" is given ("ready" in silhouette matches).

In Shotgun events, all firearm actions will remain open and empty, until the shooter is on the shooting station and it is his or her turn to shoot. The gun must be open and empty before leaving the shooting station.

Open bolt indicators (OBI's), action open indicators, or clear barrel indicators are **required** to be in place on the rifle and pistol ranges until the 'load' or 'commence fire' command is issued. Either commercial OBI's or those constructed of suitable materials are acceptable. Bright yellow, orange, red or chartreuse duct tape and a length of bright colored weed eater line or zip tie make excellent and inexpensive OBI's.
- 4. Muzzle Control:** Shooters must maintain control of their muzzles at all times. Regardless of condition, muzzles may not be pointed toward any part of the body of the shooter or another person or rested upon any part of the body of the shooter or another person. This includes the use of toe pads in the shotgun games. The only exception is the limited exposure

required in loading or swabbing a muzzleloading firearm and changing chokes in a shotgun. Violation of this rule may result in the following as number of violations increase: (1) warning, (2) disqualification from a round, or (3) disqualification from the event. Serious and intentional initial violations may result in immediate disqualification. These rules should be fixed in the minds of all shooters before they come to this state level match.

- 5. Semiautomatics:** Semiautomatic firearms may be used in most of these events. Shooters using semiautomatic rifles must control their brass to prevent interference with shooters on nearby firing points. Screens, other porous barriers, or shell catchers may be used. These devices are not required in Shotgun events.
- 6. No Open Powder Container:** On the muzzleloading ranges, powder containers may be open only when actively measuring a powder charge. Open containers found on the range at other times will be considered safety hazards and will be confiscated by the range officer.
- 7. Challenges:** Scoring of rifle or pistol targets may be reviewed by the **shooter only**. He or she may challenge the scoring if they feel it is incorrect for any reason. A challenge fee of \$1.00 is required for each shot challenged, either because of inadvertent miss-recording of the score or because the shooter feels it was scored improperly. If the challenge is upheld, the score will be adjusted and the fee will be returned to the shooter. If it is denied, the shooter will be given a receipt and the funds will be deposited in the Texas 4-H Natural Resources Program account. No fee is required to point out mathematical errors.
- 8. Appeals:** Shotgun shooters may appeal a ruling on the field immediately if they feel a referee has missed a call. Once the shooter has called for another target (or pair), or the next shooter has fired, such right of appeal is lost. The referee may seek assistance from the scorer or may poll the squad at his or her discretion. The decision of the referee on the field is final and not subject to further appeal. Parent/coach is not official scoring and will not be consulted.
- 9. Protests:** Shooters **only** may protest any injustice, violation of the rules, or other circumstance that may have resulted in placing them at a disadvantage relative to other shooters. Such conditions **must** be reported to the range officer or field referee immediately. If satisfaction is not obtained, the situation should be reported immediately to the event manager or chief referee. If resolution is not reached at this point, the shooter **only** has the right to present a written protest with a \$20 protest fee to the chief referee or event manager within 1 hour of the time their squad has finished or score was posted. The jury will investigate and reach final resolution of the matter as soon as possible, considering all events. Results of all protests will be reported to the shooter only. Disposition of these fees is as above under challenges.
- 10. Fan Interference:** Disruption by parents, coaches or other individuals will not be permitted (includes cell phones). Sanctions ranging from a warning to ejection from the grounds or disqualification of an entire team will be imposed for interference with the operation of the match or disruption of the events on a firing line or field. The "Little League Syndrome" will not be tolerated in 4-H Shooting Sports. Every effort will be made to keep these events fair, kid centered and positive. "Fighting for my kid(s)" is neither necessary nor permitted.
- 11. Coaching:** Coaching will **not** be permitted on any range. Coaching includes any communication between the coach, parent or other spectator and the shooter, verbal or non-verbal. The shooter may request assistance from a range officer and the range officer may assign an assistant. Assistance can include (but is not limited to) hold of ammunition, loading, pumping air gun, etc....
- The range officer may make exceptions to this rule at the beginning of a match. The range officer will explain what is allowed in the way of spotting for shooters, if spotting is allowed. Some events allow complete coaching and others expect no talking on the line at all. This will be explained at the beginning of all events but it should be assumed that no coaching will be available to the shooter once the match begins.
- 12. Coach Removal:** The shoot management reserves the right to remove any coach from the firing line in the event that his or her behavior is deemed detrimental or distracting to his or her own shooter or others. Coaches should remain positive and supportive being careful not to disrupt other shooters. In the event that a coach is removed from the firing line, another coach may substitute for him/her at the discretion of the range officer.
- 13. Alcohol Policy:** The consumption of alcoholic beverages is not compatible with any 4-H event. No alcoholic beverages may be consumed on the grounds of the National Shooting Complex or the Austin Rifle Club during this event. Violation of this policy is grounds for ejection.
- 14. Tobacco Policy:** It is both illegal and a violation of Texas 4-H Rules for youth to possess or use tobacco products of any type at a 4-H

event. In addition, it poses both a potential safety hazard and interference for anyone, regardless of age, to smoke on or near the firing lines. Therefore, adult smoking is not permitted on or near the firing lines or in any area where parking a vehicle would be considered inappropriate or in a situation where the smoke constitutes interference to shooters. If requested to do so, adult smokers will move as directed to avoid interference with shooters and spectators.

15. Dress Code: Participants and spectators are required to dress appropriately. Team uniforms or shirts are encouraged, but not required. Both young people and adults should wear attire appropriate for the weather while remaining modest and socially acceptable. Shooters must wear a shirt with sleeves. Clothing deemed immodest or distracting to other shooters will not be permitted.

Where eye and/or ear protection is required, fully enclosed shoes must be worn for safety reasons for both shooters and spectators. This includes in front of the firing line when checking targets.

For all Archery events (exceptions noted in archery event summaries) and walking Hunting events, the shooter must wear long pants and closed toed shoes.

All shooters and coaches should remember that they may be having photographs taken or be asked to interview for the media. Remember **you** represent all of 4-H Shooting Sports. Make it a positive image!

16. Behavior: All participants and spectators are expected to demonstrate the highest level of sportsmanship, supporting the objectives and ideals promoted by the 4-H program in general and the 4-H Shooting Sports Project in particular.

17. Use of Two-way Radios: To assist in range and match operations, only authorized persons are permitted to use two-way radios on the grounds. Any action by either youth or adults interfering with the frequencies in use imposes a safety hazard. Channels being used by the event staff will be posted to avoid issues. Please avoid using those channels. Deliberate disruption of range communications by anyone at the event will be considered a safety violation and treated as such.

EVENT SUMMARIES

General 4-H Rule sets governing each shooting discipline can be found on the Texas 4-H Shooting Sports webpage (<http://texas4-h.tamu.edu/projects/shooting-sports>) under 'Rules'. These rules are modified from the various governing body rule sets to accommodate 4-H. 4-H rules and regulations supersede all other rules where differences exist. The summaries below supersede those general 4-H rules further for the State Games purposes. Coaches, parents, and 4-H shooters are encouraged to be familiar with each of these rule sets.

NOTE: Where applicable for HMPR events, the equivalent Orion score system target may be substituted for the listed governing body target.

Archery (2016)

The national governing bodies for the Archery events are World Archery (<http://www.worldarchery.org/HOME/Rules/Constitution-Rules>) and the National Field Archery Association (<https://www.nfaausa.com/sites/default/files/2013-14%20ConstByLaws.pdf>). These rules are used with modifications in 4-H events. 4-H rules and regulations supersede all other rules where differences exist. The summary below supersedes those rules further for the State Games purposes. Coaches, parents, and 4-H shooters are encouraged to be familiar with each of these rule sets.

The following rules pertain to each event listed in this synopsis:

- The maximum arrow diameter is 23/64". This will be checked at equipment inspection.
- Archers are limited to 2 bow classes for the State Games
- The first bow declared and used by each archer for their 3D event will be the equipment class used to determine the score for the High Overall Award
- Archers must shoot all five events in a single equipment class to be eligible for High Overall Awards
- Equipment Classes include:
 - Recurve-Bows may be equipped with a single sighting device, single pin, multiple pin, or hunting style sights; may not be equipped with string peeps or string marks for rear sights. Mechanical release aids are not permitted.
 - Compound Aided- Bows may be equipped with magnified sights and stabilizers. Mechanical release aids are permitted. No laser, range finding, or holographic sights permitted.
 - Compound Unaided- Bows may not be equipped with magnified sights or stabilizers. Bows may be equipped with single pin or multiple pin sights. Mechanical release aids, or string peeps are not permitted.
 - Barebow- Bows may not be equipped with sights or sighting marks. Mechanical release aids are not permitted.
 - NASP- Genesis bows with no sights or sighting marks and no stabilizers. Mechanical release aids are not permitted. Only the stock (original) unmodified Genesis™ bow approved for NASP® may be used. The Genesis Mini, Pro, and GenX are not allowed for use. Only the original unmodified Easton aluminum 1820 arrows approved for NASP® may be used.
- Ear protection is not required in archery events, but plugs or muffs may be used to block out unwanted sound if the shooter desires.
- Sun glasses may be used if desired in archery.
- **All archers must wear shirts with sleeves, long pants, and closed toed shoes in order to shoot in any archery events with the following exceptions: Shorts that are moderate in length(two inches above the knee) may be worn in the Modified 600, Wand, and Team events.**

Modified 600

Dress Code: All archers must wear shirts with sleeves, long pants or shorts of moderate length (two inches above the knee), and closed toed shoes. Any archer arriving at this course otherwise dressed will not be allowed to enter the course.

Target: Full color, 122 centimeter targets with ten equal and concentric scoring rings.

Course of Fire: **Juniors** - 3 ends of 6 arrows at 30 yards, 3 ends of 6 arrows at 25 yards, and 8 ends of 3 arrows at 20 yards; total of 60 arrows.
Intermediates - 3 ends of 6 arrows at 50 yards, 3 ends of 6 arrows at 40 yards, and 8 ends of 3 arrows at 30 yards; total of 60 arrows.
Seniors - 3 ends of 6 arrows at 60 yards, 3 ends of 6 arrows at 50 yards, and 8 ends of 3 arrows at 40 yards; total of 60 arrows.

Time Limits: Shooters have a total of four minutes to shoot each end of six arrows and two minutes to shoot each end of three arrows.

Scoring: The lines between scoring areas of the target are part of the higher value scoring area. A shaft touching a scoring line receives the higher value score. From the center of the target outward, the scoring areas are 10, 9, 8, 7, 6, 5, 4, 3, 2, 1. Shots outside the scoring area are scored as misses.

FIELD

Dress Code: All archers must wear shirts with sleeves, long pants, and closed toed shoes. Any archer arriving at this course otherwise dressed will not be allowed to enter the course.

- Target:** NFAA 20, 35, 50, and 65 cm targets may be used. Target selection and distances will be at the discretion of the event management, but will remain the same throughout the event.
- Course of Fire:** All shooters will shoot a course of fire including ends of 4 arrows each at 14 targets from the indicated shooting positions including at least one fan and one walk-up target at distances from 5 to 60 yards or their metric equivalent. Bare bow shooters will be limited to a maximum shot distance of 55 yards. Stakes will mark the shooting points for each age class or equipment class, and distances from each stake will be posted. The shoot management may substitute a full 28 14 target course if time and prevailing weather conditions permit.
- Time Limits:** Each shooter shall move to the firing points and shoot in an expeditious manner. No shooter shall impose excessive delay on the event without cause. A maximum of 2 minutes searching time is permitted for any lost arrow.
- Scoring:** Field targets are scored conventionally, scoring 5, 4, 3 from the center outward. The inner ring on the 5 zone is scored as a center shot (X).

3-D

Dress Code: All archers must wear shirts with sleeves, long pants, and closed toed shoes in order to shoot. Any archer arriving at this course otherwise dressed will not be allowed to enter the course.

Target: Any quality 3-D target designated by the shoot management may be used in this event. The target at any given shooting station shall remain the same for the duration of the shoot, but each station may use a different type of target. Each target will have a center scoring area and an outer scoring area that cannot be observed with the unaided eye at the shooting stake.

Course of Fire: Updated 2016

a. Barebow and NASP equipment classes

- 1) Juniors will shoot a total of 30 targets at unknown ranges from 5 to 20 yards or their metric equivalent.
- 2) Intermediates will shoot a total of 30 targets at unknown ranges from 5 to 25 yards or their metric equivalent.
- 3) Seniors will shoot a total of 30 targets at unknown ranges from 5 to 30 yards or their metric equivalent.

(a) Stake Assignments

- Junior - Pink (20 yd Max)
- Intermediate - Green (25 yd Max)
- Senior - Blue (30 yd max)

b. Recurve equipment classes

- 1) Juniors will shoot a total of 30 targets at unknown ranges from 5 to 20 yards or their metric equivalent.
- 2) Intermediates will shoot a total of 30 targets at unknown ranges from 5 to 25 yards or their metric equivalent.
- 3) Seniors will shoot a total of 30 targets at unknown ranges from 5 to 40 yards or their metric equivalent.

(a) Stake Assignments

- Junior - Pink (20 yd Max)
- Intermediate - Blue (30 yd Max)
- Senior - White(40 yd Max)

c. Compound Aided and Unaided

- 1) Juniors will shoot a total of 30 targets at unknown ranges from 5 to 30 yards or their metric equivalent.
- 2) Intermediates will shoot a total of 30 targets at unknown ranges from 5 to 40 yards or their metric equivalent.
- 3) Seniors will shoot a total of 30 targets at unknown ranges from 1 to 50 yards or their metric equivalent.

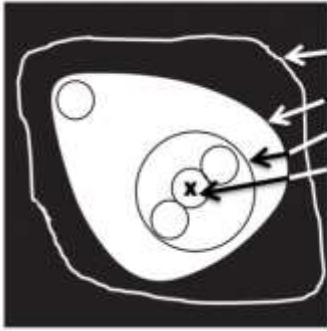
(a) Stake Assignments

- Junior - Blue(30 yd max)
- Intermediate - White(40 yd Max)
- Senior- Compound Aided and Unaided - Red (50 yd Max)

Time Limits: Although no posted time limits are set, shooters must make ready and shoot in an expeditious manner. Time to judge range, determine kill zone location, adjust sights and otherwise make ready will be provided, but no shooter will impose excessive delay without due cause. A maximum of 2 minutes searching time is permitted for any lost arrow.

Scoring: 12 pts. for center of vital zone ('X'), 10 pts. for heart/inner vital zone, 5 pts. for vital zone, Hit recorded for anywhere on the target outside of the vital zone, Miss recorded for missing the target completely. Bounce outs, pass through or clean misses will be scored M. The lines between scoring zones on the target are part of the higher value area.

Scoring: 12 / 10 / 5 / H / M



Here is an example:

- The outer white ring in this example represents the "replacement core" and is not considered a scoring ring
- The large white space is the Vital ring
- The largest ring is the Heart ring
- The center smallest ring would be the X ring. Note the other two small rings in the Heart ring, and the other small ring in the Vital ring are not considered the X ring.

This is only an example. Shapes/locations of scoring rings may vary between targets. The X ring, Heart ring, and Vital rings will only be those that are located in the actual "heart area." Some target manufacturers include multiple "kill" zones. Those will not be considered scoring rings for this match.

CLOUT

- Dress Code:** All archers must wear shirts with sleeves, long pants, and closed toed shoes in order to shoot. Any archer arriving at this course otherwise dressed will not be allowed to enter the course.
- Target:** This event uses essentially a 42.5 foot horizontal target on the ground with 51" scoring rings. An aiming flag (the clout) will be provided marking the center of the target area.
- Course of Fire:** **Intermediates & Seniors:** six ends of six arrows for a total of 36 arrows at a distance of 110 meters.
Juniors: six ends of six arrows for a total of 36 arrows at their choice of either 75 meters or 110 meters.
- Time Limits:** Four minutes is permitted for each end of six arrows
- Scoring:** The target is scored using a rope marked with distances indicating the scoring rings (51" per ring). When possible, a full color target with concentric scoring circles will be painted on the ground.

WAND

- Dress Code:** All archers must wear shirts with sleeves, long pants or shorts of moderate length (two inches above the knee), and closed toed shoes. Any archer arriving at this course otherwise dressed will not be allowed to enter the course.
- Target:** WAND / 5cm wide X 2 meters tall with narrow center strip
- Course of Fire:** **Juniors** - 6 ends of 6 arrows each at 30 yards; total of 36 arrows.
Intermediates - 6 ends of 6 arrows each at 50 yards; total of 36 arrows.
Seniors – 6 ends of 6 arrows each at 60 yards; total of 36 arrows.
- Time Limits:** 3 Hours
- Scoring:** 1 pt./hit anywhere on the wand, H=hit on the mat other than the wand, and M=miss the complete target; a hit on the center strip of the wand will be scored as 1X with X's used for tie breaking.

TEAM RELAY ROUND

- Dress Code:** All archers must wear shirts with sleeves, long pants or shorts of moderate length (two inches above the knee), and closed toed shoes. Any archer arriving at this course otherwise dressed will not be allowed to enter the course.
- Target:** 122 cm F.I.T.A.
- Course of Fire:** Teams of three shooters composed of one senior, one intermediate and one junior will shoot 3 ends of 3 arrows at 30 yards each, end within a three (3) minute total time limit. Only one shooter may be forward of the ready line at any time. Teams may be made up of shooters from multiple counties.
- Time Limits:** 1 Hour
- Scoring:** 10 / 9 / 8 / 7 / 6 / 5 / 4 / 3 / 2 / 1 / 0

Hunting and Wildlife Events

For those entrants that take all three tests, participate in at least one live-fire event, and the skills course, the Discipline Coordinator will offer the Texas Hunter Safety Education Course on Friday, July 13 2018. The participant must allot at least 2 hours on Friday to complete the course.

Resources for written tests include:

- Texas Parks and Wildlife Department Hunter Education Manual (available through HE online course) - <http://www.tpwd.state.tx.us/outdoor->

[learning/hunter-education/online-course](#)

- Texas Parks and Wildlife Department Outdoor Annual (Hunting and Fishing Laws and Regulations) - <http://www.tpwd.state.tx.us/regulations/outdoor-annual/>
- Federal Cartridge Wildlife Species Pamphlets (Big Game, Small Game, Upland Birds, Waterfowl) - http://www.federalpremium.com/education/education_materials.aspx

For wildlife overall scoring, each event will be placed on an equivalent basis of 400 points. Written tests must be completed in one sitting.

HUNTER DECISION MAKING

Event Description: Ten (10) scenarios regarding hunting equipment and hunting situations each with four multiple choice alternatives supplied. If required, oral or written reasons may be used to break ties

Time Limits: 6 minutes per decision-making station; one hour total/contestant for this event; written tests must be completed in one sitting.

Scoring: 400 points is the highest possible score.

HUNTER SKILLS AND SAFETY

Event Description: Any hunting or hunting-related skill including map and compass, interpretation of signs or "hits", or those requiring interpretation, analysis or recommendation. Answers could be in 'essay', 'fill-in-the-blank', or 'true/false' formats.

Course: 30-100 hunting skills situations which may include map locations, orienteering, hunting skills, safety, shooter decisions, technique applications. The event will be in the format of a walking skills trail and a written test. NOTE: safety or ethics violations are subject to penalties up to 10 points per question.

Time Limit: 2 hours running time from start; starting points and times defined for each individual; written tests must be completed in one sitting.

Scoring: 400 points is the highest possible score.

WILDLIFE MANAGEMENT AND IDENTIFICATION

Event Description: Any wildlife management related question and wildlife identification from specimen (pelts, wings, tracks, etc.) and photos to include additional questions on selected species. Answers will be in 'fill-in-the-blank' format.

Course: 30-100 wildlife management questions and wildlife identification specimen.

Time Limit: 2 hours running time from start; starting points and times defined for each individual; written tests must be completed in one sitting.

Scoring: 400 points is the highest possible score.

HUNTING LIVE FIRE

Event Description: Live fire with archery equipment, smallbore rifle, muzzle loading rifle, and shotgun on either walking or on-range courses as designed by the shoot management.

Course: Four courses of fire will be provided. Each course is worth 100 points maximum with the total of 400 maximum for the event. Scores must be posted in all four disciplines to complete the event.

Hunting Live Fire I - Bowhunter 3D Trail – 10 3D life size targets total with unknown distances designated for each age division

Hunting Live Fire II - Muzzleloading Rifle – 5 rounds total; two paper animal targets set at two unknown distances; rounds divided between the two targets as designed by the shoot management

Hunting Live Fire III - Smallbore Rifle – 10 rounds total; two paper animal targets set at two unknown distances; 5 rounds per target

Hunting Live Fire IV - Shotgun - 5 Stand sporting clays course; 25 targets total

Time Limits: Shooters will fire in an expeditious manner, avoiding unnecessary delay

Scoring/Equipment:

Archery will be scored using the Fred Bear Scoring system (10, 5, 1, 0, -5) and the printed vital areas. Any hit within the two vital areas will be scored with positive points. Wounding hits will receive negative points. Bounce-outs will count as misses. Shooters are allowed one ethical pass in the course which will be scored with a value of 1. Any additional ethical passes will be counted as a miss and scored with a value of 0. Any safe bow is allowed. Practice and field points only are allowed; no broad heads of any style.

Single projectile events will be scored using the Fred Bear Scoring system (10, 5, 1, 0, -5) and the printed vital areas. No shooting gloves, jackets or specialized equipment is permitted. Basic hunting/carry style slings with a maximum width of 1 ¼" are acceptable on muzzleloading and smallbore rifles and can be used in connection with the rifle and one arm when shooting. No target rifle slings are permitted.

Muzzleloading Rifle – Any muzzleloading rifle up to .54 caliber may be used, traditional style or in-line style rifle. Metallic sights or scope sights are acceptable; scopes must be set at 6X or less. Only round balls are allowed regardless of the rifle type; patches or sabots can be used. The maximum powder charge is 60 grains using loose powder only.

Smallbore Rifle - any factory available smallbore rifle chambered for the .22 rimfire long rifle, long or short cartridge with any sights that do not project an image on the target or operate the trigger, or with scopes at settings of 6X or less. No heavy weight or sleeved barrels allowed. Maximum overall weight of 8.5 pounds.

Sporting Clays will utilize 25 targets of the shoot management's choosing. Targets with a visible chip will be scored as "dead" others as "lost". Any safe shotgun, 12 gauge or smaller, capable of holding a minimum of 2 rounds and firing a shot charge not to exceed 1 1/8 ounces with shot no larger than 7 1/2 US Fine or smaller than US 9 fine. No choke tubes may be changed after the round has begun. All shooting will be from established shooting stands.

Muzzleloading

The national governing body for the Muzzleloading events rules is the National Muzzleloading Rifle Association (<http://nmlra.org/wp-content/uploads/2012/07/Rules-Regulations.pdf>). These rules are used with modifications in 4-H events. 4-H rules and regulations supersede all other rules where differences exist. The summary below supersedes those rules further for the State Games purposes. Coaches, parents, and 4-H shooters are encouraged to be familiar with each of these rule sets.

The following rules apply to all events described below:

- No open powder containers on the loading or firing lines.
- All powder containers must remain on the loading line and closed, capped or plugged except when measuring a charge.
- Firearms may not be capped or primed until the shooter is on the firing line and the range officer has given the "fire" command.
- Upon a "cease fire", any shooter with a loaded firearm will keep it pointed downrange and raise one arm to indicate they have a loaded firearm. On the command "dump it in the hill" the shooter shall discharge the firearm into the berm.

MUZZLELOADING RIFLE 25 YARD BOTTLES AND CRITTERS

Targets: NMLRA Antique Bottle and Haffner targets
Course of Fire: 5 record shots at each target placed at 25 yards, standing with unlimited sighters
Juniors and Intermediates - 1 Bottle and 1 Critter target for a total of 10 shots
Seniors - 2 Bottle and 2 Critter targets for a total of 20 shots
Time Limit: **Juniors and Intermediates** – 50 minutes running time
Seniors - 1.5 hours running time
Scoring: Antique Bottle - scored as outlined on the target
Haffner Combination - scored by the highest scoring area touched by half the ball
Equipment Restrictions: 60 gr. black powder or equivalent maximum charge. Patched round balls are the only projectile allowed.

MUZZLELOADING RIFLE 50 YARD BULLSEYE

Target: NMLRA 100 yard bulls eye target (8 ring black)
Course of Fire: 2 shots per bulls eye placed at 50 yards, no sighters
Juniors and Intermediates - 1 target for a total of 10 shots
Seniors - 2 targets for a total of 20 shots
Time Limit: **Juniors and Intermediates** – 50 minutes running time
Seniors - 1.5 hours running time
Scoring: Highest scoring area touched by half the ball
Equipment Restrictions: 60 gr. black powder or equivalent maximum charge. Patched round balls are the only projectile allowed.

MUZZLELOADING RIFLE SILHOUETTE-2016 NOTE: Distances for this event are in METERS due to Austin Rifle Club range set up.

Targets: Heavy standard 3/8 scale metallic silhouettes
Course of Fire: Banks of metallic silhouettes as outlined below

Junior (10 shot course)	Intermediate (15 shot course)	Senior (20 shot course)
5 pigs @ 40 meters	5 pigs @ 40 meters	5 chickens @ 40 meters
5 rams @ 50 meters	5 turkeys @ 50 meters	5 pigs @ 50 meters
	5 rams @ 75 meters	5 turkeys @ 75 meters
		5 rams @ 100 meters

Note: Coaches may assist Junior and Intermediate shooters in loading

Time Limit: 30 minutes per bank of 5 targets

Scoring: Each target knocked off the rail in order shall be scored a hit (+1). Targets not knocked off the rail, or those that are missed will be scored (0). Targets shot out of order are scored as misses. If a target is not available, the next target in the sequence will be shot. A target that is unavailable will be alibied, i.e. the shooter will be able to shoot those targets before the next stage is fired.

Tie Breakers: First tie breaker will be on the total number of a particular animal hit, starting with rams, turkeys, pigs, chickens. Second tie breaker is long run from the end. Third tie breaker is the tie breaker animal. Last tie breaker is a shoot off.

Equipment Restrictions: Patched round balls are the only projectile allowed with the following loading requirements:

Range	FFg Blackpowder	FFFg, Pyrodex, Clear Shot Hogdon 777 or similar replacements
25 yd	35 gr	30 gr
50 yd	45 gr	35 gr
75 yd	50 gr	45 gr
100 yd	60 gr	50 gr

MUZZLELOADING PISTOL

Targets: 25 yard NMLRA Pistol Target
Distance: 25 yards
Course of Fire: Two 5-shot strings, 10 shots total
Position: **Juniors:** Seated, pistol supported, two hand hold
Intermediates: Standing, two-hand hold - the hands and arms must be free of the body and may not touch beyond the wrists
Seniors: Standing, one-hand hold
Time Limits: 30 minutes to fire 10 record shots.
Scoring: Highest scoring area touched by half the ball
Equipment: Single shot muzzle loading pistols using black powder or approved substitutes and patched round balls, any caliber is permitted. Cap and ball pistols may be used if only one chamber of the cylinder is loaded at a time and all nipples are capped for each shot.
Sights: Metallic sights only, front sight may be lengthened to place ball on target
Additional Provisions:
 A coach or other qualified person must observe loading operations.
 A pistol loading jig must be clamped to the loading table.
 No open powder containers except while measuring a powder charge.
 Pre-measured powder charges are permitted.
 Juniors and Intermediates may be assisted in loading by a qualified adult.
 Loaded firearms held at the cease fire command will be shot into the berm upon the command "Dump it in the hill"

CAP AND BALL PISTOL

Targets: 25 yard NMLRA Pistol Target
Distance: 25 yards
Course of Fire: One slow fire 5-shot string in 5 minutes and one timed fire 5-shot string in 40 seconds, 10 shots total
Position: **Juniors:** Seated, pistol supported, two hand hold
Intermediates: Standing, two-hand hold - the hands and arms must be free of the body and may not touch beyond the wrists
Seniors: Standing, one-hand hold
Time Limits: 50 minutes running time
Scoring: Highest scoring area touched by half the ball
Equipment: Cap and ball pistols loaded with either round balls or conical bullets. All nipples must be capped when on the firing line.
Sights: Metallic sights only, front sight may be lengthened to place ball on target
Additional Provisions:
 A coach or other qualified person must observe loading operations.
 A pistol loading jig must be clamped to the loading table.
 No open powder containers except while measuring a powder charge.
 Pre-measured powder charges are permitted.
 Juniors and Intermediates may be assisted in loading by a qualified adult.
 Loaded firearms held at the cease fire command will be shot into the berm upon the command "Dump it in the hill"

MUZZLELOADING TRAP-Cancelled for 2018

Pistol (2016)

The national governing body for the Pistol events rules is the NRA (<http://compete.nra.org/official-nra-rule-books.aspx>); International Pistol Rules - air pistol events, Conventional Pistol Rules – smallbore pistol bullseye events, and Silhouette Pistol Rules – smallbore pistol silhouette events. These rules are used with modifications in 4-H events. General 4-H rules and regulations supersede all other rules where differences exist. The summary below supersedes those rules further for the State Games purposes. Coaches, parents, and 4-H shooters are encouraged to be familiar with each of these rule sets.

Note: To be in compliance with the U.S. BATF regulations, all **pistol** shooters under the age of 18 must have in their possession a written permission statement providing the parent or legal guardian permission to possess ammunition and a handgun, as well as fire the handgun. A simple written statement of this permission will suffice including the name of the shooter, the parent/legal guardian name, signature, and address, and signature of a witness, dated on the day and year of signature. This permission is valid for one year after signature date. Laminated permission cards kept with the pistol shooting kit are strongly recommended. A sample is provided below. An electronic file containing multiple cards for a club's use is available on the 4-H Shooting Sports Project webpage (<http://texas4-h.tamu.edu/shootingsports>) under 'Forms'.

I _____, (print parent/legal guardian name) give my permission to _____ (print youth name) to possess a handgun and the appropriate ammunition, as well as fire that handgun from the signature date to August 31, 20____.
Parent/Legal Guardian Signature: _____
Address: _____
Witness Signature: _____
Signature Date: _____

Note: The minimum barrel length allowed on all pistols and revolvers is four inches (4"). Any barrel shorter in length will not be permitted in these events.

AIR PISTOL

Target: NRA B-40/4
Distance: 10 meters
Course of Fire: **Junior:** 10 record shots fired at three scoring bulls (3, 3, 4) in any order.
Intermediate: 20 record shots fired at three scoring bulls (7, 7, 6) in any order.
Senior: 30 record shots fired at six scoring bulls, (5 shots per record bull)
Position: **Junior:** supported sitting position, the barrel of the pistol may NOT be touching any support. Typically using 2 sand bags with only the butt of the pistol and hands touching the bags.
Intermediate: two-handed standing position
Senior: one-handed standing position
Time Limits: **Junior:** 15 minutes running time
Intermediate: 30 minutes running time
Senior: 45 minutes running time
Equipment: Any .177 caliber (4.5 mm) air pistols weighing less than 3.3 pounds with a trigger pull of at least 17.6 ounces. No release triggers may be used. Pellets must be single loaded. Only open, metallic sights allowed. No peep (covered), red dot, or scope sights allowed.
NOTE: Hot weather may cause CO₂ air pistols to malfunction. CO₂ cartridges and pistols can be kept in an ice chest during heat to minimize issues.

SINGLE SHOT RAPID FIRE AIR PISTOL (NEW 2016)

Target: NRA B-40
Distance: 10 meters or 33 feet
Course of Fire: Total of 40 record shots for all age groups in strings of 5 shots
Position: **Junior:** supported sitting position, the barrel of the pistol may NOT be touching any support. Typically using 2 sand bags with only the butt of the pistol and hands touching the bags.
Intermediate: two-handed standing position
Senior: one-handed standing position
Time Limit: 8 series of 5 shots with each shot fired in 3 second intervals.
At the "Fire" command the shooter has 3 seconds to acquire the target and fire a shot. Followed by a 20 second reload period, then a brief "ready" period – before repeating the sequence again. A short rest period will be given between each series of 5 shots.
Equipment: Any .177 caliber (4.5 mm) air pistols weighing less than 3.3 pounds with a trigger pull of at least 17.6 ounces. No release triggers may be used. Pellets must be single loaded. Only open, metallic sights allowed. No peep (covered), red dot, or scope sights allowed. Overall size is limited to those that will permit the pistol to be enclosed completely in a rectangular box having inside dimension of 420mm x 200mm x 50mm (Approximately 16.53" x 7.87" x 1.96").
NOTE: Hot weather may cause CO₂ air pistols to malfunction. CO₂ cartridges and pistols can be kept in an ice chest during heat to minimize issues.

AIR PISTOL SILHOUETTE

Target: 1/10 scale metallic silhouettes

Course of Fire: All shooting from standing position as follows:

Junior (20 shot course)

10 pigs @ 10 yards

10 rams @ 12.5 yards

Intermediate (30 shot course)

10 pigs @ 10 yards

10 turkeys @ 12.5 yards

10 rams @ 15 yards

Senior (40 shot course)

10 chickens @ 10 yards

10 pigs @ 12.5 yards

10 turkeys @ 15 yards

10 rams @ 18 yards

All in banks of 5 targets and shooting from left to right on each bank of targets, each with a tie breaker target of the next animal smaller which must be hit in the allowed time.

Position: Only standing positions may be used, two-hand holds permitted but the hands and arms must be free of the body and may not touch beyond the wrists.

Time Limits: 30 second ready time and 2 minute firing time for each bank of 5 targets

Scoring: Targets knocked off their feet in order are scored as hits, those not knocked off their feet or shot out of order are scored as misses. The animal must completely leave its feet; targets leaving their feet but remaining on the rail are considered hits. Turned targets remaining on their feet are scored as misses. Shooters will lose only one shot for a target shot out of order. In the case of missing target, the shooter must make clear to the scorer, at which target he/she will be firing on in lieu of the missing target (call your shot).

Tie Breakers: First tie breaker will be on the total number of a particular animal hit, starting with rams, turkeys, pigs, chickens. Second tie breaker is long run from the end. Third tie breaker is the tie breaker animal. Last tie breaker is a shoot off.

Equipment: Any air pistol caliber .22 or smaller equipped with any sights that do not project an image on the target and having a safe trigger, no release triggers may be used.

Equipment Classes:

Any Sight: Any sights that do not project an image on the target (exception for blind shooters) or operate the trigger

Metallic Sight: Any conventional metallic open sights. Peep style sights are not allowed in this class.

NOTE: Hot weather may cause CO₂ air pistols to malfunction. CO₂ cartridges and pistols can be kept in an ice chest during heat to minimize issues.

SMALLBORE HUNTER'S PISTOL SILHOUETTE

Target: ½ scale metallic silhouettes

Course of Fire: All shooting from standing position as follows:

Junior (20 shot course)

10 pigs @ 40 yards

10 rams @ 50 yards

Intermediate (30 shot course)

10 pigs @ 40 yards

10 turkeys @ 50 yards

10 rams @ 75 yards

Senior (40 shot course)

10 chickens @ 40 yards

10 pigs @ 50 yards

10 turkeys @ 75 yards

10 rams @ 100 yards

All in banks of 5 targets and shooting from left to right on each bank of targets, each with a tie breaker target of the next animal smaller which must be hit in the allowed time.

Position: Only standing positions may be used, two-hand holds permitted but the hands and arms must be free of the body and may not touch beyond the wrists

Time Limits: 30 second ready time and 2 minute firing time for each bank of 5 targets

Scoring: Targets knocked off their feet in order are scored as hits, those not knocked off their feet or shot out of order are scored as misses. The animal must completely leave its feet to score as a hit; targets leaving their feet but remaining on the rail are considered hits. Turned targets remaining on their feet are scored as misses. Shooters will lose only one shot for a target shot out of order. In the case of missing target, the shooter must make clear to the scorer, which target he/she will be firing in lieu of the missing target (call your shot).

Tie Breakers: First tie breaker will be on the total number of a particular animal hit, starting with rams, turkeys, pigs, chickens. Second tie breaker is long run from the end. Third tie breaker is the tie breaker animal. Last tie breaker is a shoot off.

Equipment: Any factory available smallbore pistol weighing no more than 5 pounds, chambered for the .22 rimfire long rifle cartridge and having a barrel length of at least 4 inches and no greater than 12 inches with a safe trigger. No bolt action pistols.

Equipment Classes:

Any Sight: Any sights that do not project an image on the target (exception for blind shooters) or operate the trigger

Metallic Sight: Any conventional metallic open sights. Peep style sights are allowed in this class with a post or bead front sight only.

SMALLBORE PISTOL SILHOUETTE

Target: ½ scale metallic silhouettes

Course of Fire: All shooting from standing position as follows:

Junior (20 shot course)

10 pigs @ 40 yards

10 rams @ 50 yards

Intermediate (30 shot course)

10 pigs @ 40 yards

10 turkeys @ 50 yards

10 rams @ 75 yards

Senior (40 shot course)

10 chickens @ 40 yards

10 pigs @ 50 yards

10 turkeys @ 75 yards

10 rams @ 100 yards

All in banks of 5 targets and shooting from left to right on each bank of targets, each with a tie breaker target of the next animal smaller which must be hit in the allowed time.

Position: Only standing positions may be used, two-hand holds permitted but the hands and arms must be free of the body and may not touch beyond the wrists.

Time Limits: 30 second ready time and 2 minute firing time for each bank of 5 targets

Scoring: Targets knocked off their feet in order are scored as hits, those not knocked off their feet or shot out of order are scored as misses. The animal must completely leave its feet to score as a hit; targets leaving their feet but remaining on the rail are considered hits. Turned targets remaining on their feet are scored as misses. Shooters will lose only one shot for a target shot out of order. In the case of missing target, the SHOOTER must make clear to the scorer, which target he/she will be firing at in lieu of the missing target (call your shot).

Tie Breakers: First tie breaker will be on the total number of a particular animal hit, starting with rams, turkeys, pigs, chickens. Second tie breaker is long run from the end. Third tie breaker is the tie breaker animal. Last tie breaker is a shoot off.

Equipment: Any factory available smallbore pistol weighing no more than 4.5 pounds, chambered for the .22 rimfire long rifle cartridge and having a barrel length of at least 4 inches and no greater than 10¾ inches and having a safe trigger. No single shot firearms; must be revolver or semi-auto pistol.

Equipment Classes:

Any Sight: Any sights that do not project an image on the target (exception for blind shooters) or operate the trigger

Metallic Sight: Any conventional metallic sights, peep style sights are not allowed in this class.

SMALLBORE PISTOL (Camp Perry Round)

Target: NRA B-8

Distance: 25 yards

Course of Fire: **Juniors:** 10 shots each slow fire and timed fire
Intermediates: 10 shots each slow fire, timed fire, and rapid fire
Seniors: 10 shots each slow fire, timed fire, and rapid fire

Positions: **Juniors:** Sitting using 2 sand bags with only the butt of the pistol and hands touching the bags, in a two-handed supported position, the barrel may not be touching any support.

Intermediates: two-handed standing

Seniors: one-handed standing

Time Limits: Slow fire: 10 minutes

Timed fire: 20 seconds per 5 shot string

Rapid fire: 10 seconds per 5 shot string

Equipment: Any smallbore pistol or revolver firing the .22 rimfire long rifle, long or short cartridge with a sight radius no greater than 10 inches, minimum barrel length of 4 inches and a trigger pull no less than 2 pounds.

Equipment Classes:

Any Sight: Equipped with any sights that do not project an image onto the target

Metallic Sight: metallic sights only

CENTERFIRE PISTOL (Camp Perry Round)

Eligibility: This match is restricted to **Intermediate and Senior age division shooters only**. A Centerfire Pistol/Revolver Proficiency Certificate must be held by each shooter in this event. This document will be inspected on the firing line. You will not be able to shoot any centerfire pistol event without it. See the certificate example following the .45 Pistol synopsis.

Target: NRA B-8

Distance: 25 yards

Course of Fire: 10 shots each slow fire, timed fire and rapid fire

Position: **Senior 2s (age 16-19):** one-handed, standing

Senior 1s and Intermediates: two-handed standing

Time Limits: Slow fire: 10 minutes

Timed fire: 20 seconds per 5 shot string

Rapid fire: 10 seconds per 5 shot string

Equipment: Any centerfire pistol or revolver caliber .32 or larger with a sight radius no greater than 10 inches, minimum barrel length of 4 inches, equipped with any sights that do not project an image onto the target and a trigger pull no less than 2½ pounds (except .45 semiautomatic pistols must have a trigger pull of at least 3 ½ pounds)

Equipment Classes:

Any Sight: Any sight that does not project an image on the target (exception for blind shooters) or operate the trigger

Metallic Sights: restricted to metallic sights only

.45 PISTOL (Camp Perry Round)

- Eligibility:** This match is restricted to **Senior age division shooters only**. No "Aging Up" to an older class permitted. A Centerfire Pistol/Revolver Proficiency Certificate must be held by each shooter in this event. This document will be inspected on the firing line. You will not be able to shoot any centerfire pistol event without it. See the certificate example following the .45 Pistol synopsis.
- Target:** NRA B-8
- Distance:** 25 yards
- Course of Fire:** 10 shots each slow fire, timed fire and rapid fire
- Position:** **Senior 2s** (age 16-19): one-handed, standing
Senior 1s (age 14-15): two-handed standing
- Time Limits:** Slow fire: 10 minutes
Timed fire: 20 seconds per 5 shot string
Rapid fire: 10 seconds per 5 shot string
- Equipment:** Any .45 pistol or revolver caliber with a sight radius no greater than 10 inches, minimum barrel length of 4 inches, equipped with any sights that do not project an image onto the target and a trigger pull no less than 2 ½ pounds (revolvers) or 3 ½ pounds (.45 semi-automatic pistols)
- Equipment Classes:**
Any Sight: Any sight that does not project an image on the target (exception for blind shooters) or operate the trigger
Metallic Sights: restricted to metallic sights only

Centerfire Pistol/Revolver Proficiency Certification

(A completed form must be available on the firing line during 4-H events. The form is current for one year from signature date)

I _____ (print Pistol Coach's name), a 4-H certified Pistol Coach, have witnessed
_____ (print 4-H shooter's name) handle and fire the following pistols and/or

revolvers:

Make: Model: Caliber:

Make: Model: Caliber:

Make: Model: Caliber:

Make: Model: Caliber:

I certify that the named shooter is proficient in the use of this firearm for 4-H Pistol Competition.

Pistol Coach Signature Date _____

Pistol Coach Printed Name _____

Date _____

Note: To be in compliance with the U.S. BATF regulations, all **pistol** shooters under the age of 18 must have in their possession a written permission statement providing the parent or legal guardian permission to possess ammunition and a handgun, as well as fire the handgun. A simple written statement of this permission will suffice including the name of the shooter, the parent/legal guardian name, signature, and address, and signature of a witness, dated on the day and year of signature. This permission is valid for one year after signature date. Laminated permission cards kept with the pistol shooting kit are strongly recommended. A sample is provided below and is available on the Shooting Sports webpage under "Other things you should know..." called "Mandatory forms for the 4-H pistol project".

I _____, (print parent/legal guardian name) give my permission to _____ (print youth name) to possess a handgun and the appropriate ammunition, as well as fire that handgun from the signature date to August 31, 20____.

Parent/Legal Guardian Signature: _____

Address: _____

Witness Signature: _____

Signature Date: _____

Note: The minimum barrel length allowed on all pistols and revolvers is four inches (4"). Any barrel shorter in length will not be permitted in these events.

Rifle (2014)

The national governing bodies for the Rifle events rules are the NRA (<http://compete.nra.org/official-nra-rule-books.aspx>) and the Civilian Marksmanship Program (CMP; <http://www.thecmp.org/Competitions/CMPGamesRules.pdf>). NRA: International Rifle Rules – sporter and precision air rifle events, BB Gun Rules – BB gun event, High Power Sporter Rifle Rules – sporter high power rifle event, Smallbore Rifle Rules – light rifle and 3-position smallbore rifle events, and Silhouette Rifle Rules – air and smallbore rifle silhouette events. CMP: Competition Rules for CMP Games

Rifle and Pistol Matches – CMP smallbore rifle event. These rules are used with modifications in 4-H events. General 4-H rules and regulations supersede all other rules where differences exist. The summary below supersedes those rules further for the State Games purposes. Coaches, parents, and 4-H shooters are encouraged to be familiar with each of these rule sets.

BB GUN

This event is open to Junior and Intermediate age shooters only.

Target: NRA AR-4/10
Distance: 5 meters
Course of Fire: 10 shots in each position: prone, standing, sitting and kneeling in that order; 40 shots total
Time Limits: One minute is allowed for each record shot, with the time allocated by stages or as running time
Equipment: Any safe, factory smoothbore BB gun weighing a total of six (6) pounds or less may be used. Metallic sights only. Rear sights with eyecups and any hooded front site that extends beyond the muzzle may not be used. Blinders are permitted.
Clothing: A shooting glove may be worn, but no shooting jackets are permitted. Up to two sweatshirts or clothing suitable for the prevailing weather are allowed. A pin or button may be used as a sling keeper in the prone, sitting or kneeling positions.

SPORTER AIR RIFLE

Target: NRA AR 5/10
Distance: 10 meters or 33 feet
Course of Fire: 10 shots in each position: prone, standing, and kneeling in that order; 30 shots total
Time Limits: 1½ minutes per record shot kneeling, 2 minutes per record shot prone and standing
75 minutes running time if all target cards are hung at one time
Equipment: Rifles up to the Daisy 953/853CM/853/753, M888, 887 or XSV40, the Crossman 2000 & 2009, and Air Arms T200 or S200 (compressed air) w/o adjustable cheek piece and butt plate all meet these standards. Only caliber .177 air rifles equipped with metallic sights are permitted. Overall weight not to exceed 7.5lbs, with a trigger pull weight of not less than 1.5lbs. A sling may be attached and used. No scopes allowed.
Clothing: Shoes are restricted to low cut, athletic or street shoes that do not lace above the ankles. No boots are permitted. A shooting glove may be worn, but no shooting jackets are permitted. Up to two sweatshirts or clothing suitable for the prevailing weather are allowed. A pin or button may be used as a sling keeper in the prone or kneeling positions.

PRECISION AIR RIFLE

Target: NRA AR 5/10
Distance: 10 meters or 33 feet
Course of Fire: **Juniors:** 20 shots standing
Intermediates: 30 shots standing
Seniors: 40 shots standing
Time Limits: **Juniors:** 45 minutes running time, including sighters
Intermediates: 60 minutes running time, including sighters
Seniors: 75 minutes running time, including sighters
Sighting: No sighting shots may be fired after the first record shot has been fired, any discharge of propellant after the first record shot will be scored as a miss.
Equipment: Any caliber .177 air rifle equipped with metallic sights and weighing less than 5.5 kg (12.12 pounds) are permitted. No hand stop, sling swivel or sling may be used in the standing position. Rifle must have a safe trigger. No scopes allowed.
Clothing: Standard target shooting clothing and shooting shoes may be worn.

AIR RIFLE SILHOUETTE

Target: 1/10 scale metallic silhouettes

Course of Fire:	Junior (20 shot course)	Intermediate (30 shot course)	Senior (40 shot course)
	10 pigs @ 20 yards	10 pigs @ 20 yards	10 chickens @ 20 yards
	10 rams @ 30 yards	10 turkeys @ 30 yards	10 pigs @ 30 yards
		10 rams @ 35 yards	10 turkeys @ 35 yards
			10 rams @ 40 yards

All animals are shot in banks of 5 targets and shooting from left to right on each bank of targets. A tie breaker target will also be placed on the rail and must be hit in the time allowed for scoring shots to be counted.

Position: The standard standing position used in position shooting is permitted.
Time Limits: 15 second ready time and 2 ½ minute firing time for each bank of 5 targets
Scoring: Targets knocked down or off the stand in order are scored as hits, others score as misses. The animal must completely leave its feet to score as a hit.
Tie Breakers: First tie breaker will be on the total number of a particular animal hit, starting with rams, turkeys, pigs, chickens. Second tie breaker is long run from the end. Third tie breaker is the tie breaker animal. Last tie breaker is a shoot off.

Equipment: Any factory available (or formerly available) air rifle caliber .25 or smaller, weighing no more than 11 pounds with sights, equipped with any sights that do not project an image on the target and a safe trigger.

Equipment Classes:

Any Sight: Any sights that do not project an image on the target or operate the trigger
Metallic Sights: Metallic sights only

10 METER RUNNING TARGET

Target: AR 6

Course of Fire: **Juniors:** 20 shots slow
Intermediates: 10 shots slow and 10 shots fast
Seniors: 20 shots slow and 20 shots fast

Time Limits: Shooters will make ready and fire in an expeditious manner.

Scoring: Bullseye targets are scored in a conventional manner, recording the highest scoring area touched by the pellet on each shot

Equipment: Any caliber .177 air rifle equipped with any sights up to a fixed 4 power scope no more than 300 mm in length may be used. Height of the centerline of the scope may not exceed 75mm above the centerline of the bore. The rifle may be equipped with an extension tube but barrel length may not exceed 1000mm. Concentric barrel weights or extension tubes may not exceed 60 mm in diameter.

LIGHT RIFLE

Target: NRA A-32

Distance: 50 feet

Course of Fire: **Juniors and Intermediates:** 20 shots standing
Seniors: 40 shots standing (two targets)

Time Limits: **Juniors and Intermediates:** 30 minutes running time, including sighters
Seniors: 60 minutes running time, including sighters

Equipment: Any factory available .22 caliber rim-fire rifle chambered for the .22 short, long or long rifle cartridge, having a trigger pull of no less than a two (2) pounds and a total weight not more than eight and one-half (8½) pounds including sights, may be used with the following exceptions. Rifles with stocks based on the AR15/M16 platform to include Ruger 10/22 or any other action in an AR stock or any folding or collapsible stock are not permitted. No thumbhole stocks or pistol grips will be permitted. No heavy weight or sleeved barrels allowed, including bull barrels. Release triggers are not permitted. An adjustable butt plate placed in the center position may be used and adjustable or custom butt plates shall not extend beyond the top or bottom of the stock and shall not exceed a maximum length of six (6) inches. Barrel weights must evenly surround the barrel and not hang below. Slings, Palm rests, Schuetzen type butt plates, and electric or adjustable fore-end bedding devices are not permitted. Extended magazines/clips may not be used as an artificial support. The rifle must be properly held without touching the extended magazine/clip. Regardless of magazine capacity, ammunition must be loaded to the bull (target), 4 rounds only, then reload. Shooters are responsible for preventing their empties from interfering with other shooters. All rifles must have an open bolt indicator (OBI) in place when not being fired. Commercial or homemade red, orange, chartreuse or yellow OBIs are permitted.

Equipment Classes:

Any Sight: Any sights that do not project an image on the target or operate the trigger
Metallic Sights: Metallic sights only

Clothing: No shooting gloves, jackets or specialized equipment permitted. Two sweatshirts or a shotgun vest or shooting shirt may be worn.

SMALLBORE RIFLE SILHOUETTE-2017 NOTE: due to Austin Rifle Club range set up, Senior rams will be shot at 100 METERS.

Target: 1/5 scale metallic silhouettes

Course of Fire:	Junior (20 shot course)	Intermediate (30 shot course)	Senior (40 shot course)
	10 pigs @ 40 yards	10 pigs @ 40 yards	10 chickens @ 40 yards
	10 rams @ 60 yards	10 turkeys @ 60 yards	10 pigs @ 60 yards
		10 rams @ 75 yards	10 turkeys @ 75 yards
			10 rams @ 100 meters

All animals are shot in banks of 5 targets shooting from left to right on each bank of targets. A tie breaker target will also be placed on the rail and must be hit in the time allowed for scoring shots to be counted.

Position: The standard standing position used in position shooting is permitted.

Time Limits: 15 second ready time and 2½ minutes firing time per bank of 5 targets

Scoring: Targets must be knocked down in order to be scored as hits. Targets not knocked down or hit out of order will be scored as misses.

Tie Breakers: First tie breaker will be on the total number of a particular animal hit, starting with rams, turkeys, pigs, chickens. Second tie breaker is long run from the end. Third tie breaker is the tie breaker animal. Last tie breaker is a shoot off.

Equipment: Any safe smallbore rifle chambered for the .22 long rifle, long or short cartridge with a maximum weight of 10 pounds 2 ounces including sights. Stocks must be of conventional design. Prohibited stocks include: those based on the AR15/M16 platform to

include Ruger 10/22 or any other action in an AR stock, any folding or collapsible stock, and "Chin Rest" stocks. **Thumbhole or pistol grip stocks will not be permitted.** Combs may not extend above the center line of the bore. The toe of the stock may not extend more than 7 inches below the center line of the bore. The butt plate or recoil pad cannot extend below the lower line of the stock. Any sights, telescopic or metallic, are allowed. Any safe trigger is allowed with the exception of release triggers. Barrels must be no longer than 30 inches.

Equipment Classes:

Any Sight: Any sights that do not project an image on the target or operate the trigger. Scopes may not be placed more than 2 inches above the rifle (top of receiver to bottom of scope tube).

Metallic Sights: Metallic sights only

50 YARD 3-POSITION SMALLBORE RIFLE

Target: NRA A-51 (50 yard reduced)

Distance: 50 yards

Course of Fire: **Juniors & Intermediates:** 10 shots in each position: prone, standing, and kneeling in that order; 30 shots total
Seniors: 20 shots in each position: prone, standing and kneeling in that order; 60 shots total
All shots must be single loaded.

Time Limits: 1 minute per record shot in prone, 1½ minutes per record shot in kneeling, and 2 minutes per record shot in standing
45 minutes running time for Juniors and Intermediates and 90 minutes running time for Seniors, if all target cards are hung at one time.

Equipment: Any safe .22 caliber rim-fire rifle chambered for the .22 short, long or long rifle cartridge. Exceptions include rifles with stocks based on the AR15/M16 platform to include Ruger 10/22 or any other action in an AR stock or any folding or collapsible stock. No restriction is placed on barrel length or overall weight of the rifle and accessories. No part of the rifle or any attachment may extend more than three (3) inches (7.62 cm) beyond the rear of the shooter's shoulder. Triggers must not be subject to accidental discharge. The same rifle must be used throughout a match except in the case of malfunction or a disabled rifle. In either event the competitor may change rifles with the permission of the range officer. No telescopic sights are allowed.

Clothing: Standard target shooting clothing and shooting boots may be worn.

CMP SMALLBORE RIFLE

Target: CMP B-19

Distance: 25 & 50 yards

Course of Fire: Prone –

10 shots in 10 minutes at 50 yards, single loaded

2 strings, 5 shots each in 25 seconds for semi-auto and 35 seconds for manual action at 50 yards

Sitting or Kneeling -

10 shots in 10 minutes at 50 yards, single loaded

2 strings, 5 shots each in 25 seconds for semi-auto and 30 seconds for manual action at 50 yards

Standing -

10 shots in 10 minutes at 25 yards, single loaded

2 strings, 5 shots each in 25 seconds for semi-auto and 30 seconds for manual action at 25 yards

- Juniors will not fire the rapid fire strings.
- Juniors and Intermediates will always start in position.
- Seniors will start each position standing and drop into position.

Equipment: Any safe .22 caliber rim-fire rifle chambered for the .22 short, long or long rifle cartridge with the following exceptions. Rifles should be semi-auto or repeater rifles with magazines capable of holding five rounds so they can be used during rapid-fire stages. Rifles with clip, box or tube-type magazines may be used however; tube magazines are slower to load quickly during rapid-fire shooting. Overall weight may not exceed 7½ pounds, with sights. A standard leather or web sling no wider than 1¼ inches may be used in the prone and sitting or kneeling positions. Slings may not be used in the standing position to provide support, but the sling may remain on the rifle. If a sling is used, it may be removed when the rifle is weighted. The trigger must have a minimum three (3) pound pull. The stock may have a sling swivel, but it must be fixed in one location. Rails with adjustable sling swivels are not permitted, and must be fixed in one position by either tape or some other device. Adjustable stocks and cheek pieces are not permitted unless they are fixed in a neutral position and taped. Thumbhole stocks are not permitted. Stocks based on the AR15/M16 platform are not permitted which include the Ruger 10/22 or any other action in an AR stock or any folding or collapsible stock.

Equipment Classes:

As described in the CMP Rimfire Sporter Rifle Rules:

O-Class: Open rear sights (U, V, or square notch) and a bead or post front sight. Hooded front sights may be used, but a target or tunnel-type front sight with interchangeable inserts may not be used.

T-Class: Adjustable aperture receiver sight or telescopic sight that does not exceed 6X magnification. Variable power scopes may be used but must be secured to no more than 6X with tape.

Clothing: No specialized shooting gear (boots, glove, jackets, etc.) may be used, but the shooter may wear boots or hunting type boots and two sweatshirts.

SPORTER HIGH POWER (100 YARD)

Target: SR 1

Course of Fire: **Juniors:** 5 shots prone, 5 shots standing, 5 shots sitting or kneeling, all slow fire; 15 shots total
Intermediates: 8 shots prone slow fire, 8 shots standing slow fire, 4 shots sitting or kneeling rapid fire, and 4 shots prone rapid fire; 24 shots total
Seniors: 8 shots prone slow fire, 8 shots standing slow fire, 8 shots sitting or kneeling rapid fire, and 8 shots prone rapid fire; 32 shots total

Time Limits: Slow fire: 1 minute per record shot, single loaded.
Rapid fire: 30 seconds per 4 shot string

Equipment: **Traditional Hunting Rifles Only:** Any safe centerfire rifle which weighs no more than 9 ½ pounds including sights and detachable magazine (but not sling) and any safe trigger. Trigger pull of at least 2 pounds. Stocks based on the AR15/M16 platform are not permitted which include the Ruger 10/22 or any other action in an AR stock or any folding or collapsible stock. Neither a palm rest nor a Schuetzen butt plate is allowed. Any sights that do not activate the trigger are allowed.

Ammunition: Hand loaded ammunition may be used if properly cleared before coming to the line using 4-H Reloaded Ammunition rules, and the shooter assumes all responsibility for its safety both to the shooter and to those nearby.

Shotgun (2014)

NOTE: Round fees are the responsibility of the shooter. They are not included in the registration fees. Shoot-offs will be held as required for A class shooters. Unless they cannot be determined by long runs from the back and from the front (in that order), there will be no shoot-offs in Lewis Classes. Lewis classes will be determined in all events except the international events. Team shoot-offs will follow the same procedures at the individual shoot-offs, i.e. doubles at 3, 4 and 5 for skeet and as specified in the trap rules.

Fully enclosed shoes are required any place eye and ear protection is required.

Below is a very general synopsis of the Shotgun Events for State Games.

The governing bodies for the Shotgun events rules are as follows per event:

International Skeet and Modified Trap – USA Shooting (USAS) <http://www.usashooting.org/>

American Skeet – National Skeet Shooting Association (NSSA) <http://www.mynssa.org/>

American Trap – Amateur Trapshooting Association (ATA) <http://www.shootata.com/>

5-Stand Sporting Clays and Sporting Clays – National Sporting Clays Association (NSCA) <http://www.mynsca.com/>

TPWD Whiz Bang – Texas Parks and Wildlife Department (TPWD) <http://www.tpwd.state.tx.us/outdoor-learning/hunter-education/shooting-sports-opportunities/sporting-clays-schedule>

These rules are used with modifications in 4-H events. 4-H rules and regulations supersede all other rules where differences exist. The summary below supersedes those rules further for the State Games purposes. Coaches, parents, and 4-H shooters are encouraged to be familiar with each of these rule sets.

AMERICAN SKEET

Event Description: Standard NSSA (American) skeet

Course of Fire: Singles and doubles from stations 1, 2, 6, and 7

Singles only from stations 3, 4, 5, and 8

Seniors: 4 rounds (100 targets)

Intermediates: 3 rounds (75 targets)

Juniors: 2 rounds (50 targets)

Time Limits: Shooters will fire in an expeditious manner, avoiding unnecessary delay

Shoot-offs: Doubles from stations 3, 4, and 5, miss and out by station

Equipment: Any shotgun 12 gauge or smaller firing a shot charge not to exceed 1-1/8 ounces with shot no larger than US 7½ fine or smaller than US 9 fine. Loaded ammunition may not exceed 507 grains. Note that charge bars set up for 7½ shot may load about 11 grains heavy - **check your loaded shell weights!**

AMERICAN TRAP

Event Description: Standard ATA (American) trap

Course of Fire: Five targets from each of five shooting stations at 16 yards

Seniors: 4 rounds (100 targets)

Intermediates: 3 rounds (75 targets)

Juniors: 2 rounds (50 targets)

- Time Limits:** Shooters will fire in an expeditious manner, avoiding unnecessary delay
- Shoot-offs:** Five targets from stations 1 and 5 from the 23 yard line. Management may increase the distance to 27 yards if required to break ties. Management may make adjustments to this format as needed in order to put additional shooters on the field in the same shoot off. (I.e. Three way ties may use stations 1, 3, and 5)
- Equipment:** Any shotgun 12 gauge or smaller firing a shot charge not to exceed 1-1/8 ounces with shot no larger than US 7½ fine or smaller than US 9 fine at velocities up to 1290 feet per second; 1 oz. load 1325 feet per second, 7/8 oz. load 1350 feet per second.

TPWD WHIZ-BANG

- Event Description:** Sporting clays course as set by the management
- Course of Fire:** One round consisting of 50 targets on one 5-Stand Sporting Clays layout (5 pairs from each station) using mixed targets of the management's choice and placement
- Time Limits:** Shooters will fire in an expeditious manner, avoiding unnecessary delay
- Shoot-offs:** 5 pairs as arranged by the shoot management
- Equipment:** Any shotgun 12 gauge or smaller firing a shot charge not to exceed 1-1/8 ounces with shot no larger than US 7½ fine or smaller than US 9 fine. No choke tubes may be changed after the round has begun. Chokes may only be changed between fields, but not between stands or stations.

INTERNATIONAL SKEET

- Event Description:** Standard international skeet - six member squads
- Course of Fire:** All age classes will shoot 2 rounds (50 targets)
Single High House and Double (High/Low) from stations 1, 2, and 3. Two Singles (1 High, 1 Low) and 2 Doubles (1 High/Low, 1 Low/High) from station 4. Single Low House and Double (Low/High) from stations 5 and 6. One Double from station 7 (Low/High). Single Targets from each House on station 8. All shooting from the gun-ready position with the butt of the shotgun below the elbow and touching the body. The tape requirement will be enforced this year, and anyone not having a tape line will have one added at the field.
- Time Delay:** Randomized delay of 0 to 3 seconds from the call to target release, gun may not be mounted until the target appears
- Time Limits:** Shooters must be on the station and call for the target within 15 seconds of the time the previous shooter has finished firing and vacated the shooting station.
- Finals Round:** The top six shooters in each class will go into the medal rounds as defined by USA Shooting Rules. Scores are not carried forward to the medal rounds.
- Equipment:** Any shotgun 12 gauge or smaller firing a shot charge not to exceed 1-1/8 ounces with shot no larger than US 7½ fine or smaller than US 9 fine. 12 gauge with 24 grams (approximately 7/8 ounce) of shot are recommended. Loads larger than this should comply with NSSA Skeet Rules.

MODIFIED TRAP

- Event Description:** Modified (automatic) trap - six member squads
- Target Presentation:** Continuously varying angles vertically (1.5 to 3.5 meters above trap level at 10 meters) and horizontally (45 degrees either side of perpendicular to the line)
- Course of Fire:** All age classes will shoot 2 rounds (50 targets)
Five shots from each station, rotating after each shot and proceeding to the next station after the next shooter has fired
- Number of shots:** Two shots per target are permitted without penalty (note that on a repeat target because of an allowable malfunction on the second shot, the shooter must miss with the first shot before firing on the target with the second shot)
- Time Limits:** Shooters must call for the target within 10 seconds after the previous shooter has fired
- Finals Round:** The top six shooters in each class will go into the medal rounds as defined by USA Shooting Rules. Scores are not carried forward to the medal rounds.
- Equipment:** Any shotgun 12 gauge or smaller firing a shot charge not to exceed 1-1/8 ounces with shot no larger than US 7½ fine or smaller than US 9 fine. 12 gauge with 24 grams (approximately 7/8 ounce) of shot are recommended. Loads larger than this should comply with ATA Trap Rules.

WALKING SPORTING CLAYS

- Event Description:** Sporting clays course as set by the management
- Course of Fire:** A mixture of Singles and Doubles from 10 or more shooting stations using mixed targets of the shoot management's choice and placement.
The number of Stations and number of Targets thrown at each station may be adjusted at the discretion of Shoot Management.
The total number of targets thrown for all age classes will be 100 targets.
- Time Limits:** Shooters will fire in an expeditious manner, avoiding unnecessary delay
- Shoot-offs:** 5 pairs as arranged by the shoot management on the 5-stand field

Equipment: Any shotgun 12 gauge or smaller firing a shot charge not to exceed 1-1/8 ounces with shot no larger than US 7½ fine or smaller than US 9 fine. No choke tubes may be changed after the shooter has begun shooting on the station. Chokes may only be changed between stands or stations. **Spreader loads may be used in Sporting Clays, but not in other events.**

For all adults that intend to bring a cart to the Texas State 4-H Games in San Antonio, cart information can be found at: <http://nsc.nssa-nzca.org/wp-content/uploads/sites/8/2016/10/NSC-Cart-Agreement-Personal.pdf>

YOU MUST HAVE A CART PERMIT FROM THE National Shooting Complex TO BE ABLE TO USE ONE DURING THE MATCH.

If you intend to *rent* a cart from the National Shooting Complex, please call Olivia Gracia at (210)688-3371 ext. 138

Texas 4-H Shooting Sports State Games **Step-by-step Registration Instructions**

**Youth Participants in All Disciplines (Archery, Shotgun, Hunting & Wildlife, Muzzleloading, Pistol, and Rifle),
and Adult Sporting Clays Participants**

STEP 1: Register and submit payment via 4-H Connect.

Important Notes:

- Step 1 Applies to ALL registrants: Youth Participants, Adult Sporting Clays Participants, and Clover Kids' Fun Days Participants
 - Youth participants will need to know the name and email address(es) of their Shooting Sports coach(es) and County AgriLife Extension Agent. Adult Sporting Clays participants and Camp Clover Kids participants will need to know the name and email address of their County AgriLife Extension Agent.
1. Log in to your family profile on 4-H Connect
 2. In the "Register a Member in an Event" box, select the appropriate member
 3. Select the appropriate event: Texas 4-H Shooting Sports State Games (ALL DISCIPLINES), ADULT SPORTING CLAYS, or CAMP CLOVER KIDS
 4. Complete the registration as directed. **Read everything carefully.**
 5. IMPORTANT: YOUTH PARTICIPANTS AND ADULT SPORTING CLAYS PARTICIPANTS PLEASE DOCUMENT YOUR 4-H CONNECT **CONFIRMATION NUMBER** AFTER YOU HAVE SUBMITTED YOUR 4-H CONNECT REGISTRATION FORM AND PAYMENT. YOUR **CONFIRMATION NUMBER WILL BE REQUIRED** TO COMPLETE STEP 2 OF REGISTRATION ON ICLAYS.
 - a. Your confirmation number can be located on your confirmation page immediately after submission of your registration:

Texas 4-H and Youth Development Print

Order Confirmation

ENTRY	TYPE	STATUS	AMOUNT
	Youth Contestant	Pending - County	\$0.00
REGISTRATION FEE			\$75.00
ORDER TOTAL			\$75.00

Payments will remain 'Pending' until Checks are received or Credit Cards and eChecks are approved.

BILL NAME	METHOD	NUMBER	STATUS	AMOUNT
	MC		Pending	\$75.00
APPROVED PAYMENT TOTAL				\$0.00

Files to Download
 There are no files to download for this event

Instructions	Registration Info
Payment by check will only be accepted with a club/county check. Please mail county/club check only to: Texas 4-H and Youth Development P.O. Box 11020 College Station, TX 77842	<div style="background-color: black; width: 100px; height: 40px; margin-bottom: 5px;"></div> <div style="color: yellow; font-weight: bold; font-size: small;">Confirmation Number 339927</div> <div style="color: red; font-size: x-small;">Registered On May 04, 2014</div>
Event / Date / Time / Location	Event Contact

- b. **OR** you can return at any time to your confirmation page to find your confirmation number by clicking the "View/Print" link next to the event on your member profile in 4-H Connect:

Member/Volunteer List

Name	Role	Membership ID	Enrollment Status	Last Active Year	Edit
1) [REDACTED]	Youth	151721	Active	2013-2014	Edit
<div style="color: red; font-size: small;">Event Registrations 09/01/2013-09/31/2014</div> <div style="background-color: #f0f0f0; padding: 5px; margin-top: 5px;"> <div style="display: flex; justify-content: space-between; font-size: x-small;"> 339927: 07/14/2014: 2014 Texas 4-H Shooting Sports State Games (ALL DISCIPLINES) Registration Step 1 Pending at the county level </div> <div style="text-align: right; margin-top: 5px;"> View / Print </div> </div>					

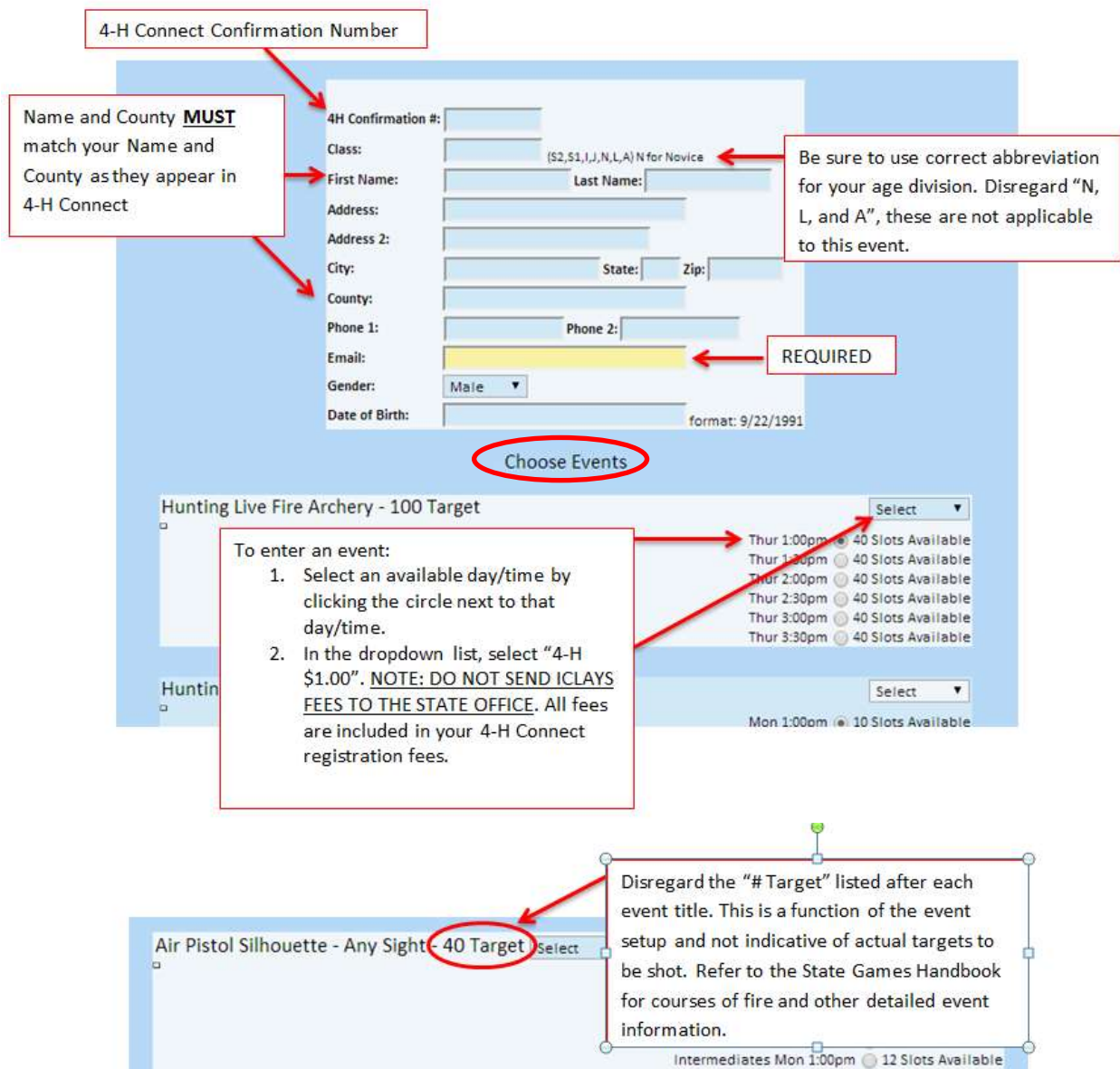
STEP 2: Register for specific events and set up your shooting schedule on IClays.

Important Notes:

- Step 2 Applies to Youth Participants in ALL SHOOTING DISCIPLINES and Adult Sporting Clays Participants
 - Youth Participants and Adult Sporting Clays Participants will need to know their 4-H Connect confirmation number. See above for instructions on finding your confirmation number.
 - This step may be completed by each individual OR by a coach, club manager, or other adult volunteer leader designated by the group.
1. Go to: <http://iclays.com/>, click the "Upcoming Tournaments" link at upper right:



2. Scroll down to the month of July and click the "Register" button next to the appropriate discipline event: **Note that you will need to complete the IClays registration for ALL DISCIPLINES (Archery, Shotgun, HMPR) in which you are participating.
3. **Read the instructions and notes at the top of each applicable registration page.**
4. Enter your personal information and choose events to enter:



4-H Connect Confirmation Number

Name and County **MUST** match your Name and County as they appear in 4-H Connect

Be sure to use correct abbreviation for your age division. Disregard "N, L, and A", these are not applicable to this event.

REQUIRED

Choose Events

To enter an event:

1. Select an available day/time by clicking the circle next to that day/time.
2. In the dropdown list, select "4-H \$1.00". **NOTE: DO NOT SEND ICLAYS FEES TO THE STATE OFFICE.** All fees are included in your 4-H Connect registration fees.

Disregard the "# Target" listed after each event title. This is a function of the event setup and not indicative of actual targets to be shot. Refer to the State Games Handbook for courses of fire and other detailed event information.

Hunting Live Fire Archery - 100 Target

Thur 1:00pm	40 Slots Available
Thur 1:30pm	40 Slots Available
Thur 2:00pm	40 Slots Available
Thur 2:30pm	40 Slots Available
Thur 3:00pm	40 Slots Available
Thur 3:30pm	40 Slots Available

Mon 1:00pm 10 Slots Available

Air Pistol Silhouette - Any Sight - 40 Target

Intermediates Mon 1:00pm 12 Slots Available

Be sure to select the appropriate equipment class for events with equipment class options.

NOTE:

- If you are unsure of the class in which you will shoot, make your best guess. Equipment class can easily be changed by contacting the State Office prior to the event OR at on-site check-in.
- DO NOT enter both equipment classes at the same relay time. Doing so will disqualify you from the event.
- You may participate in both equipment classes and be eligible for awards in both classes if you so choose, by entering each class at a separate relay time. You **MUST** complete the event twice, once in each class, to be eligible for awards in each class.

5. Submit Entry

When you have completed your event selections, finish your event entries by clicking the "Submit" button. A confirmation email will be sent to the email address you listed in your personal information at the top of the [iClays](http://iclays.com) registration form. **KEEP THIS CONFIRMATION EMAIL.** It will contain a personalized link that will allow you to change your schedule if you need to.

REMEMBER: DO NOT SEND ICLAYS FEES TO THE STATE OFFICE. All fees are included in your 4-H Connect registration fees.

6. To view your schedule:

- Go to: <http://iclays.com/> and click the "Upcoming Tournaments" link at upper right. Scroll down to the month of July and click the "View Squads" button next to the appropriate discipline event.
- Use the "Search by Last Name" feature at upper left to highlight a specific shooter in the entire schedule or only display a specific shooter's schedule