

NC 4-H Shooting Sports State Match

GENERAL RULES

The NC 4-H Shooting Sports State Match follows the guidelines for 4-H Competitive Events as established by CSREES.

See: <http://www.national4-hheadquarters.gov/library/compevent.pdf>

By entry in these events, the team coach or responsible adult or shooting sports program coordinator is verifying that the youth entered are knowledgeable and proficient in the safe use of the equipment and the fundamentals of the event. Match and/or range officials may dismiss or disqualify a participant if he/she believes the participant does not demonstrate the basic proficiency and knowledge required.

This event is operating under the 4-H Code of Conduct and Disciplinary Procedure. The NC 4-H Code of Conduct and Disciplinary Procedure is a condition of participation in 4-H events and activities.

Purpose and Objectives

- The total development of youth.
- To enable young people to become responsible self-directed members of society.
- To offer the young people of our state a positive experience in the shooting sports program.
- To promote the safe sport of hunting and shooting.

Registration

- No team or individual may participate in more than 3 disciplines.
- No changes in team make up will be allowed after the tournament registration deadline.
- A participant may compete only once per discipline.
- Each team must have a different team name. Clubs are responsible for naming their teams.
- No ATV's, Golf Carts, Club Cars or similar vehicles allowed.
- The registration fee is non-refundable.
- Check-in will begin at 7:30 AM the day of the tournament and events will begin at 8:30 AM.
- A safety inspection for each team/individual will be conducted at the range before participants are allowed to shoot.
- Teams and individuals will compete in the junior division (age 9-12) or senior division (ages 13-18). All ages are determined by the participant's age on January 1st in the year of the tournament. A team's division will be determined by the age of its oldest member, as supplied on the registration form.

SAFETY RULES

1. All firearms must be cased until the range officer has given permission to the participant to remove their firearm. For archery participants, all arrows must be in a quiver or case until the range officer has given permission to the participant to remove their equipment. Cases include hard cases (metal, plastic, etc.), soft

- cases, or gun socks. Failure to have equipment properly cased will lead to participants being disqualified.
2. Once permission has been given to remove equipment from its case, uncased firearms on the range must have the action open and empty with an open bolt indicator in place, except when on the firing line ready to fire. Arrows will not be knocked until on the firing line.
 3. All firearm muzzles will be pointed and bows drawn in a safe direction and down range at all times.
 4. All firearms with a safety device must have the safety on at all times during a course of fire, except when ready to fire.
 5. Participants will only be issued ammunition when on the firing line. It is the responsibility of the team coach, or responsible adult to secure all ammunition not in use. Any violations will result in immediate disqualification.
 6. Only one shell or cartridge will be loaded unless otherwise instructed by the Range Officer.
 7. Participants must provide their own eye and ear protection to be worn while on the firing line.
 8. Know and obey all range commands.
 9. No on-site practice will be allowed.
 10. No electronic devices including cell phones will be allowed forward of the observation line, except for hearing protection.

General Scoring

- A. Team scores will be the average of team member's scores.
 - B. TEAM TIES will be broken in a manner determined by the State Shooting Sports Committee.
 - C. INDIVIDUAL TIES will be broken in a manner determined by the State Shooting Sports Committee.
 - D. When scoring targets, if a shot breaks or touches the line, it will be counted as the higher score.
 - E. CROSS FIRES - If a participant's target has been shot more than the rounds fired by that participant, the target has been "cross-fired". The event director must determine if the crossfire was unintentionally caused (with no malicious intent) by participants on the firing line. If this is established, the cross-fired target will receive the total score of rounds inside the scoring area (not to exceed the maximum score for that round of shooting). The participant committing a crossfire act will only be scored for the amount of rounds inside their actual target's scoring areas. Should the event director find that cross firing was an intentional act by participants to gain unfair advantage, all parties involved will be immediately disqualified from the event and will subsequently receive "DQ" (amounting to "0") under both individual and team scores.
1. **4-H memberships** - All bona fide, active, 4-H Shooting Sports members are eligible to compete in any 4-H shooting sports tournament event. 4-H enrollment is required.
 2. **Team Composition** – Teams are composed of 3 to 5 individuals.
 3. **Individual participation** – Individuals are eligible for individual recognition and

awards.

4. Team representation - No shooter may represent more than one 4-H shooting sports club program. All members or any team in 4-H events must meet the eligibility requirements, including enrollment in the shooting sports program as per sponsoring club.

5. Post-secondary restriction – The contestant may not have participated in training for any post-secondary competition in the subject area in which they are competing in a state 4-H competitive event. This would include both “club” sports and official collegiate athletics/sports, i.e. if a youth is practicing with a college rifle team, he/she may not compete in rifle at the state match.

6. Medical Consent Form & Adult Supervision - It is the responsibility of each team to have the appropriate health consent and release forms for each of their participants. An adult supervisor/coach/manager will be present at the event site, with immediate access to the forms, any time their youth are participating in the state match. North Carolina 4-H is not responsible for the medical authorization and health history of the participants.

7. Awards – Awards will be presented to the 1-2-3 place teams in each event and division and 1-2-3 place individuals in each event and division. Individual winners will be selected from all participants.

8. Safety – Safety must be the number one priority of range personnel, participants, and spectators. Standard accepted safety rules will be followed at all times, special safety considerations will be announced at each venue. The Match Director, Range officers, or other event staff may dismiss anyone from the range for unsafe behavior. The score may be forfeited, participant disqualified, or spectators barred at the discretion of the range staff.

9. Eye and Ear Protection Requirement – Eye and ear protection is required for all firearm events. All shooters and other persons on or in the immediate vicinity of the firing line, including coaches, range officials and any spectators must wear adequate eye protection (glasses or goggles) and ear protection. The equipment must protect both eyes. Eye protection only is required for air events; and is strongly recommended but not required for archery events.

10. Coaches – Each team shall be officially represented by only one coach. The coach is the only adult permitted to discuss procedures, ask questions, or advocate for his/her team with range officials. The coach should be designated on the entry form.

11. Coaching - No coaching or spotting is permitted once participants advance to the firing line.

12. No Smoking - No smoking is permitted on or near the firing lines or in any situation where the smoke constitutes interference to shooters. Smoking by minors is prohibited by law and is not permitted on the grounds at any time.

13. Alcohol Policy - No alcoholic beverages are permitted on the grounds at any time. Violation of this policy is grounds for ejection from the property.

14. Dress Code - Participants are expected 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. Clothing with sexually suggestive wording or graphics and alcohol or tobacco advertisement is not permitted. Range officials have the final word concerning the dress code and may announce or address specific cases. All shooters and coaches should remember that they may be having photographs taken or be asked to interview for the media. Remember that you represent all of 4-H Shooting Sports. Make it a positive image!

15. Behavior and Sportsmanship - All participants and observers are expected to conform to the 4-H Code of Conduct.

16. Rules - Knowledge of procedures and rules –Questions are encouraged to clarify any areas of misunderstanding or ignorance. Ignorance of the rules in any event does not obviate their existence. Shooters are responsible for knowing and following the rules of their event. Learning the rules of the events is part of the educational process for shooting sports participants.

17. Physically Disabled Shooters – North Carolina State University and North Carolina A&T University commit themselves to positive action to secure equal opportunity regardless of race, color, creed, national origin, religion, sex, age or disability. In addition, the two Universities welcome all persons without regard to sexual orientation.

Events Offered

The following events will be offered at the State Tournament:

Shotgun Sr. Division	Archery Compound Sr. Division
Shotgun Jr. Division	Archery Compound Jr. Division
CMP Sporter Rifle O Class Sr. Division	Archery Recurve Sr. Division
Small Bore Rifle Sporter Class Jr. Division	Archery Recurve Jr. Division
CMP Sporter Rifle T Class Sr. Division	Air Pistol Sr. Division
Small Bore Rifle Match Class Jr. Division	Air Pistol Jr. Division
Air Rifle Sr. Division	Muzzleloading Sr. Division
Air Rifle Jr. Division	Muzzleloading Jr. Division

SHOTGUN RULES

***Note:** Beginning in 2010 participants in the senior division will be shooting at targets thrown by an oscillating trap machine with the horizontal oscillation on.

1. Shotguns: Safety and courtesy are first. Shotguns may be no larger than 12 gauge.

2. Ammunition: 12 and 20 gauge shot shells will be furnished and will be 2-3/4" shells not exceeding 1-1/8 oz. shot. Only shells provided by the tournament for 12 and 20 gauge shotguns are allowed. Shooters using guns other than 12 or 20 gauges must furnish their own shot shells, which must be comparable to those furnished by the tournament and must be delivered to the Range Officer by the team coach before the relay begins and approved by the Range Officer. Only factory loads will be allowed; no

reloaded ammunition is allowed.

3. Each participant will fire one (1) shot in turn from each of the five trap (5) stations until five (5) shots have been fired from each station. On command, contestants will move to the next station and repeat the procedure for a total of 25 rounds with each break counting 10 points for a possible score of 250. Participants will load only one (1) shell at a time. All other participants will leave the actions open until it is their time to shoot. An assigned 2`x2` area or designated pad will be provided for each participant at each stage of the shotgun event. Both feet must be behind the shooting line.

4. In order for a target to be scored as a hit, a participant must break a whole target and a piece must break off.

5. The scorer will call out "loss" for a miss. If the participant disagrees, he or she must protest immediately for further consideration between the scorer, observer, and machine operator. Legality of the target and whether or not the target was broken is the decision of the scorer. If a target breaks when it is thrown, the participant will get another. A participant must shoot at a whole target.

6. Participants will be required to shoot each target thrown or it will be marked as a "loss". In the case of a malfunction of a firearm, the shooter will get another target. If the malfunction continues, the shooter will be directed to shoot another firearm.

7. If a participant shoots out of order, it will be scored as a loss and the shooter given a verbal warning by the Safety Officer. If the participant shoots out of order a second time, he/she will be disqualified. The appropriate participant will then shoot.

8. If a participant repeatedly takes an excessive amount of time before calling for a target, the targets will be thrown on the command of the Range Officer.

9. Teams and/or Participants may not select the trap field they will shoot on, but will be randomly assigned. Teams will shoot as a unit. Team members will be allowed to participate beside each other.

10. Scoring for tiebreaker:

- A. Moving the shooters back to the next handicap line alternating between the #1 and #5 stations will be used to settle ties. The process will continue until a winner is determined.
- B. Participants will draw for shooting order in a tiebreaker.
- C. Participants DO NOT have the option to pass up targets during the tiebreaker competition. If a good target is thrown for a shooter, he or she must shoot at it or it will be scored as a loss. Wind, or other acts of nature affecting the flight of the target, is not an acceptable alibi for not shooting.
- D. In case of malfunction, the participant must shoot at another target from the same station. If the malfunction continues, the shooter will be directed to shoot with another firearm.
- E. If the participant entitled to shoot in a tie breaking competition leaves before the shoot begins, or does not report for the shoot, he or she will be dropped to the next place according to the score he or she shoots in the regular trap competition.

It shall be the responsibility of the registering coach to assure that the equipment of his teams meets regulations.

SMALL BORE RIFLE GENERAL RULES FOR JUNIOR DIVISION

Rifles: The small-bore rifle competition will be divided into two classes, "sporter and match". All participants will shoot from the standing, kneeling, sitting, and prone positions.

1. Ammunition: .22-long rifle ammunition will be furnished by the tournament to the contestant.
2. Scoring/Course of Fire
Each participant will fire 5 shots from the prone, sitting, kneeling and standing positions. All shots will be fired from 50 feet. Each participant will fire one shot at each of the twenty bull's-eye targets.
 - A. Bull's-eye hits will have a 10-point value with a possible score of 200 points. The highest number of 10X hits will break individual ties. If this does not break the tie, the number of 10X's from the standing position will be used. If an individual bull's-eye target has more than one hole, the highest shot will be scored and any others will not be counted.
 - B. Participants having an ammunition malfunction will be provided with another round by turning the misfire in to the Range Officer.
 - C. Repeated malfunctions in the rifle will result in the contestant being required to use another rifle.
 - D. Scored targets will be posted at the rifle range.
 - E. Any of the following, are considered to be of a competitive nature and will NOT be permitted:
 1. Clothing with added padding or stiffness for support
 2. Adjustable or thumbhole stocks or hook butt plate
 3. Palm rests, or forearm stocks exceeding 2-1/4 inches wide
 4. Telescopic sights, spotting scopes, or range finders
 5. Kneeling rolls

It shall be the responsibility of the registering coach to assure that the equipment of his teams meets regulations.

Sporter Class

- A. The intent of the Sporter Class rules is to promote target competitions with .22 caliber rim-fire rifles that are low-cost, readily available, sporter-type rifles typically used in informal target shooting, plinking or small game hunting.
- B. Sights will be open with standard front post or bead.
- C. No slings will be allowed in the Sporter Class
- D. Participants are limited to five minutes from commence fire to cease-fire for each shooting position.

Match Class

- A. Peep sights, hasty type slings, shooting jackets, and bull barrels are permitted.
- B. All rules stated for "Sporter Class" apply except for sights and slings. Scored targets will be posted at the rifle range
- C. Participants are limited to five minutes from commence fire to cease-fire from each shooting position.

It shall be the responsibility of the registering coach to assure that the equipment of his teams meets regulations.

CMP SPORTER RIFLE - SENIOR DIVISION

Please read carefully, as there are event rules listed that may not be found in the CMP rules.

CMP Rimfire Sporter Rule R 1.0 - Intent and Spirit of Sporter Rules. The intent of CMP Rimfire Sporter rules is to promote target competitions with .22 caliber rimfire rifles that are restricted to low-cost, readily available, sporter-type rifles typically used in informal target shooting, plinking or small game hunting. Any rifle configuration or item of equipment not mentioned in these rules or that is contrary to the intent and spirit of these rules is prohibited.

Note: In Timed Fire and Rapid Fire stages: after the "Load" command, all actions must be locked open prior to the "Start" command. Manually holding the action open is not permitted. Actions may not be unlocked or closed until the shooter is in the firing position with firearm safely pointed down range.

TARGET	B-19 CMP Rimfire Sporter Target
DISTANCE	25 yards and 50 yards
COURSE OF FIRE	50 yards: Prone position – 5 shots slow fire and 5 shots rapid fire. Sitting or Kneeling – 5 shots slow fire and 5 shots rapid fire. 25 yards: standing – 5 shots slow fire and 5 shots rapid fire
TIME LIMIT	Slow fire - 5 shots in 5 minutes; Rapid fire- 5 shots in 25 seconds (semi-auto) or 30 seconds for manual repeater.
EQUIPMENT	<p><u>Rifle:</u> Overall weight including sights and sling, may not exceed 7.5 lbs. Any type of action, semi-automatic or manually operated with a trigger pull of at least 2.5 lbs</p> <p><u>Stock:</u> Must have standard sporter stock constructed of wood or synthetic material. Thumbhole stocks, adjustable butt plates or cheek pieces, and rails or adjustable (moveable) sling swivels are not permitted.</p> <p><u>Sling:</u> standard leather or web sling no wider than 1 1/4 inches may be used in the prone, sitting or kneeling positions. Must be fixed in at least one position, (rails with adjustable sling swivels are not permitted).</p> <p><u>Sights:</u> Open sights may be used; receiver sights or a scope not exceeding 6x magnification is permitted; variable scopes may be used but must be taped and immobilized at the 6x setting.</p> <p><u>Barrel:</u> In accordance with the intent of this event - Sporter rifle barrels only. Barrels of special composition (carbon) or non-factory styles (i.e. fluted) are not permitted.</p>
RULES	<p>Two classes (CMP rule 2.6) (1) O-Class: OPEN SIGHTS the rifle must be equipped with open rear (U, V or square notched) and an exposed bead or post front sight. Rear sight may be adjustable for windage and elevation (2) T-Class: Rifle may be equipped with an adjustable aperture receiver sight or with a telescope (Scope) that does NOT exceed 6X (six power) magnification. Variable power telescope may be used IF they are adjusted to no more than 6X magnification and the adjustment device MUST be secured with tape or other similar means so that it can not be changed during fire.</p>
INFORMATION	<p>Rules are posted on the CMP web site at http://www.odcmp.com/Competitions/Rulebook.pdf printed copies of the rules are available at a cost of \$3.00 each. Contact: CMP Competitions Department P.O. Box 576 Port Clinton, Ohio 43452 Phone (419) 635-2141, ext. 1132</p>

AIR RIFLE RULES

Air rifle and air pistol competitors will be assigned blocks of time these events will be open for competition. All air guns are required to use a CBI (Clear Barrel Indicator) when the gun is not being fired

- A. **Distance:** 10 meters or 33 feet
- B. **Target:** NRA AR 5/10
- C. **Course of Fire:** 3 x 10 – 10 shots each position: prone, standing, and kneeling or sitting; (30 record shots)
- D. **Time Limit:** 1 1/2 minutes per record shot prone, sitting or kneeling; 2 minutes per record shot standing. Limited sighting shots may be allowed.
- E. **Equipment:** .177 caliber air rifles less than 7.5 pounds with metallic sights (no telescopic sights allowed) are permitted. Trigger pull must be a minimum of 1.5 lbs. Rifles that are officially approved include Daisy 753/853/953, Daisy 888, Crossman 2000, and Daisy XSV40. Any rifle not included in this list that complies with the requirements of the Sporter Air Rifle Rules may be submitted for a decision prior to the competition and may be added to the list of approved rifles. Slings are allowed for the prone and the kneeling or sitting positions. Slings must be 1.25 inches or less in width
- F. **Clothing:** Recommended shoes are soft, low cut, athletic or street shoes that do not extend above the ankles. Due to outdoor events, hunting style boots are permitted. A shooting glove may be worn, but no shooting jackets are permitted. Up to two sweatshirts are allowed. A pin or button may be used as a sling keeper in the prone and kneeling/sitting positions.

AIR PISTOL MATCH

All matches are “single pistol” matches. A shooter is to shoot the entire course of fire of that event with the same pistol. No pistol changes between stages. Only one pistol per shooter will be allowed on the firing line.

SLOW FIRE BULL’S-EYE TWO HANDED

All matches are “single pistol” matches. A shooter is to shoot the entire course of fire of that event with the same pistol. No pistol changes between stages. Only one pistol per shooter allowed on the line. **All Air guns must have a CBI (Clear Barrel Indicator) when not being fired.**

SLOW FIRE BULL’S-EYE

Target: NRA B-40 or B-40/4
Distance: 10 meters or 33 feet.
Course of Fire: 20 shots, 5 shots per bull.

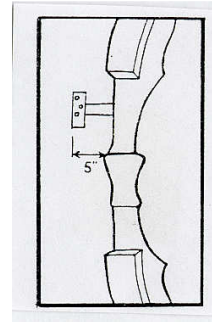
Time Limit: 1½ minutes per record shot (30 minutes total)
A limited number of sighting shots may be allowed

Shooting Position: Seniors: standing only
Juniors: standing only

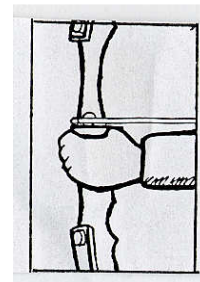
Equipment: any .177 caliber (4.5 mm) air pistol with metallic sights only. Overall size is limited to those that will permit the pistol to be enclosed completely in a rectangular box having inside dimension of 420mm x 200mm x 50mm (approximately 16.35" x 7.87" x 1.76"). Pellets must be single loaded.

ARCHERY RULES

- A. Hunting type bows, either compound, or re-curve will be permitted.
- B. Only fixed hunting sights and bare bows will be permitted. Peep sights will be allowed. Slide bar sights are acceptable. No sight magnification is allowed. No sights can be adjusted on the line. Wrist slings only are allowed. If a participant is using a slide bar sight he or she can only make the appropriate adjustment to the slide bar before advancing to the next firing line. **Once a participant begins advancement to the next firing line, no adjustments will be allowed.**
- C. Any of the following, which is considered to be of a competitive nature, will NOT be permitted:
- (1) Extended sight bars that measure more than 5 inches from the front of the sight window to the front of the sight (see diagram below)
 - (2) No type of competition or carrying slings
 - (3) Range finders
 - (4) Cable stops or clickers
 - (5) Crossbows
 - (6) Broad-head hunting tips



- D. Only one (1) stabilizer, not to exceed eight and ¼ (8 1/4) inches from point of attachment to the bow, will be permitted.
- E. Any arrow released prematurely that the shooter can't reach from his shooting station will count as a shot.
- F. Arrows tips cannot be drawn into the sight window or past the front of the bow (see diagram below).
- G. Mechanical releases can be used on compound bows only.
- H. Standard NAA whistle commands will be used.
- I. All shooters must wear arm guards.
- J. Side quiver or a bow quiver is required.



2. Scoring:
- A. For compound bows:
Five arrows will be shot from 10, 15, 20, and 25 yards, at five, 40 cm., 5-color, 10-ring bull's-eye targets for compound bows. **(1 arrow per target for compound bow).**
 - B. For Recurve bows:
10 arrows (2 ends of 5 arrows) will be shot from 10 and 15 yards at five 40cm 5 color 10 ring bull's-eye targets. **Two arrows per target for each of the two shooting positions.**
 - C. Bull's-eyes will have a 10-point value with a possible score of 200 points. Targets will be scored by color ranging from 10 points for a bull's-eye to 6 points for a hit within the outermost ring.
 - D. Any arrow passing through targets in a scoring area will be re-shot.
 - E. The highest number of 10X hits will be used as a tiebreaker. If this does not break the tie, then the highest number 10X hits from the 25-yard line for compound bows and 10X hits from the 15 yard line for re-curve bows will be used. If the tie still exists there will be a shoot off from the 25-yard line (compound bows and 15-yard line for re-curve bows). Each participant involved in the tie will draw for shooting order, and one shot per participant will be taken until the tie is broken.
 - F. Any challenge of score must be made to the scorer before the arrow is pulled.

It shall be the responsibility of the registering coach to assure that the equipment of his teams meets regulations.

MUZZLELOADING

1. Scoring will consist of two shots fired by each team member or individual at a NRA 50-yard slow fire target from a distance of approximately 30 yards. The target score will be the total of the points scored on the target times 10. Individual ties for the event will be broken by the closest hit to the center of the bull's-eye.
2. Equipment – Any muzzleloader with no telescopic sights using black powder or a substitute and using patched round ball ammo will be allowed.
3. Pyrodex RS, balls for .50 caliber rifles, and # 11 caps will be on hand at the tournament for muzzleloading participants. Powder and balls brought in by participants must be secured and in the possession of the shooting sports instructor when not being used on the range.