

# Shooting Sports Contests

## **\*\*\*\*Mandatory Shooting Sports Practice Requirements\*\*\*\***

Junior Division (age divisions are as in fairbook) – All youth in the Junior Division are required to attend 3 practices per discipline with a certified shooting sports instructor. It is at the discretion of the shooting sports instructor to require youth to attend further practices.

Senior Division (age divisions are as in fairbook) – All youth in the Senior Division are required to attend 1 practice per discipline with a certified shooting sports instructor. It is at the discretion of the shooting sports instructor to require youth to attend further practices.

Dundy County Certified Shooting Sports leaders may make class changes/splits. Any class changes will be on the pre-fair entry sheets. **Only Shooting Sports will have paper entries.** Each entered discipline must be signed off by a certified shooting sports instructor for that discipline before they will be allowed to compete at the county contests. **Entries must be turned back into the Extension Office by July 8, 2022.**

### **CONTESTANTS:**

1. Must be in 4-H attire, blue jeans (no holes in jeans), 4-H t-shirt or plain white shirt with chevron and shoes with complete foot cover (no sandals or flip flops) for all Shooting Sports competitions.
2. Eye protection is mandatory for everyone on the firing line. Eyeglasses with shatter-resistant lenses are acceptable.
3. Ear protection is mandatory for Trap Shooting and Small Bore (.22 Rifle).
4. Firearm Hunter Education is required for Trap and Small Bore (.22 Rifle). Exhibitors must have a hunter's safety card available for inspection. A copy of the exhibitor's hunter's safety card must be on file at the Dundy County Extension Office by pre-fair registrations due date.
5. No ammunition will be provided at practice or contests.
6. All guns must arrive and depart the range cased and unloaded. After completion of trapshooting or air rifle competition guns should be placed in case and loaded in a vehicle. Prior to and after completion of the archery contest, bows should be placed on a rack available at the site.
7. Loud or Abusive language will not be permitted on or near the firing line.
8. Coaching is encouraged and use of spotting scope or binoculars is allowed.
9. Check in all guns, bows and arrows with a certified leader at the designated point.
10. Unsafe handling or horseplay will be immediate grounds for disqualification.
11. Pre-fair entry forms must be signed by a certified shooting sports instructor.
12. Pre-fair entry forms for all shooting sports contests are due in Extension Office by July 8, 2022.
13. Spectators will be asked to stay behind a designated line.
14. All scorers must be nonpartisan. No parents/relatives may score for their own youth.
15. All ties will be broken at the discretion of the of the certified shooting sports leaders at the contest.
16. The ribbon presentation will be held after completion of all the contests for that day.

### **Trapshooting Guidelines**

1. Divisions (as of January 1 of current year)  
Junior 11-14  
Senior 15-18
2. Five shots at each station then rotate to the next station until twenty-five shots are completed. Each rotation will be held twice with a break in between for contestants. There will be a total of 50 shots per contestant. Juniors will shoot straight away. Seniors will shoot various directions.

## Archery Guidelines

- Youth may enter up to a total of 3 classes. Youth may enter two (2) archery classes (sights & non sights) and one (1) hunter archery class. Youth may choose to shoot either a Genesis bow or a non-Genesis bow in the Archery and Hunter Archery classes.  
Archery – non sight  
Archery – with sights – no laser or range finders may be used.  
Hunter Archery – non sight  
Hunter Archery – sights – no laser or range finders may be used.
- Divisions (as of January 1 of current year)**  
Junior 8-11  
Senior 12-18
- Release aids and stabilizers are allowed. NO Crossbows allowed.
- Arm guards required.
- Shooting hand can have the following: Finger Tabs, Leather Shooting Glove or Release Aid.
- Only allow field or target points. No broad head or mechanical tips.
- Must bring five arrows.
- Bounce offs do not count for scoring.**
- Contest consist of the following:  
**Targets – Non sight class**  
Junior – 10 yards – 15 yards – 15 yards with 4 shots at each target  
Senior – 15 yards - 20 yards - 25 yards with 4 shots at each target  
**Targets – with Sights**  
Junior – 10 yards – 15 yards – 15 yards with 4 shots at each target  
Senior – variable distance – 4 shots at each target  
**3-D Targets (Hunter Archery)** - Three shots at each target, target distance to be determined the day of the contest.

1 <sup>st</sup> Arrow kill	20 points
1 <sup>st</sup> Arrow wound	18 points
2 <sup>nd</sup> Arrow kill	16 points
2 <sup>nd</sup> Arrow wound	14 points
3 <sup>rd</sup> Arrow kill	12 points
3 <sup>rd</sup> Arrow wound	10 points

## Air Rifle Guidelines – eye protection must be worn.

- Divisions (as of January 1 current year) Junior 8-11, Senior 12-18
- Air Rifle – calibrated .177 only.
- Hooded front sights allowed. No scopes or laser sights.
- Pellets mandatory on silhouettes and optional on targets. ONLY flathead pellets maybe used on the silhouettes.
- Five-meter targets – five shots at each of the four positions. ONE practice shot before each position shoot.
- Silhouettes will be 40 shots total. Ten at each distance. Distance for silhouettes 10 ft., 15 ft., 20 ft., and 25 ft. Shoot from the standing position.
- All rifles must shoot a projectile under 500 feet per second or by approved by leaders.**

## Small Bore (.22 Rifle) Guidelines

- Divisions (as of January 1 of the current year). Junior - 11-14, Senior - 15- 18
- Only .22 Caliber rifles will be permitted. All rifles must be used in a single shot manner.
- Only 22. Caliber long rifle will be used. Absolutely no magnum or hollow point ammunition allowed.
- Hooded or open metallic sights are to be used. Metallic sights are defined as any sighting system made of separate visible sights or reference points mounted on a rifle. Telescopic sights or any sights designed to project an image on the target or to operate the firing mechanism are prohibited.

5. Position Shoot: All contestants shall fire five (5) shots each from each of the four (4) positions (standing, sitting, kneeling and prone). Knee rolls are allowed, however, must not exceed the size of a 3 pound coffee can in diameter. Position shoot targets shall be at a distance of 50 feet.
6. Silhouettes: Silhouettes will have a maximum of 40 shots. Ten (10) shots at each 4 groups of targets. All shots must be taken from the standing position. Distances at 60, 65, 70 and 75 feet.
7. Range Commands: Standard range safety and operation commands are essential in 4-H shooting sports events. Standard range control commands are used in this event. Range control and safety are the Primary concerns of the range staff/certified leaders.
8. Scoring: Target may be scored as designated by shooting sports coordinator/certified leaders, but usually will be scored after each relay has completed each stage in their course.
9. The highest scoring area touched by the projectile on the targets will be scored. Silhouettes will be scored by a designated score keeper with only those targets knocked over or off the stand in proper sequence (left to right) counting as hits. If 2 or more targets fall as a result of one shot, the hit target counts as a hit (if in order), the others will be reset.
10. Misses: Any shot outside the scoring area on the targets will be scored as misses and given a value of zero.
11. Early or Late Shots: Shots fired before the command "Commence Firing" or after "Cease Firing" will be scored as misses. If the order of the shots cannot be determined, the penalty will be assessed to the corresponding number of hits of highest value.
12. All shots count: All shots fired by the competitor after record shooting has begun will be counted in the score, even if the rifle was discharged unintentionally.
13. Hits on the Wrong Target: Hits on the wrong target will count as misses.
14. Excessive hits: On paper targets by competitor or another shooter must be declared to match officials highest scoring hits subtracted for each excessive hit.

### **Trapshooting Contest**

CLASS

**D347916** – Trap Junior 11-14

**D347917** – Trap Senior 15- 18

### **Air Rifle Contest**

CLASS

**D347918** – Air Rifle Junior 8-11

**D347919** – Air Rifle Senior 12-18

### **Archery Contest**

CLASS

**D347920** – Genesis Bow Archery Junior 8-11 non sights

**D347921** – Non-Genesis Bow Archery Junior 8-11 non sights

**D347922** – Genesis Bow Archery Senior 12-18 non sights

**D347923** – Non-Genesis Bow Archery Senior 12-18 non sights

**D347924** – Genesis Bow Archery Junior 8-11 with sights

**D347925** – Non-Genesis Bow Archery Junior 8-11 with sights

**D347926** – Genesis Bow Archery Senior 12-18 with sights

**D347927** – Non-Genesis Bow Archery Senior 12-18 with sights

**D347928** – Genesis Bow Archery Junior 8-11 Hunter Archery non sights

**D347929** – Non-Genesis Bow Archery Junior 8-11 Hunter Archery non sights

**D347930** – Genesis Bow Archery Senior 12-18 Hunter Archery non sights

**D347931** – Non-Genesis Bow Archery Senior 12-18 Hunter Archery non sights

**D347932** – Genesis Bow Archery Junior 8-11 Hunter Archery with sights

**D347933** – Non-Genesis Bow Archery Junior 8-11 Hunter Archery with sights

**D347934** – Genesis Bow Archery Senior 12-18 Hunter Archery with sights

**D347935** – Non-Genesis Bow Archery Senior 12-18 Hunter Archery with sights

**.22 Rifle Contest**

CLASS

**D347950** - .22 Rifle Junior 11-14

**D347951** - .22 Rifle Senior 15-18