

# 4-H Shotgun Contest

## Northeast District Rules

### I. 4-H SHOTGUN CONTEST OBJECTIVES

To assist 4-H members to learn and practice the rules of shotgun safety, sportsmanship, and accuracy with firearms. The contest will consist of 100 points total. Fifty points will be based on a written exam while the remaining points will be based on actual shooting.

### II. ELIGIBILITY

Two teams per class (in each age group) consisting of 3 to 4 members may be entered from each county for a maximum of 4 teams. If not enough members are entered for a team, the county participants will be entered as individuals.

*Contestants must be enrolled in the 4-H Shotgun project.*

Each contestant will be charged a fee for the use of the range. Cost can vary by year, so consult with your county agent each year.

### III. AGE CATEGORIES

**1) NOVICE** (9 to 11) - A 4-H member must have passed his/her 9th birthday **or** be 8 years old **and** in third grade but not have passed his/her 12th birthday prior to January 1 of the current 4-H program year.

**2) JUNIOR** (12 to 13) - A 4-H member must have passed his/her 12<sup>th</sup> birthday **or be 11 years old and in the 6<sup>th</sup> grade** but not have passed his/her 14<sup>th</sup> birthday prior to January 1 of the current 4-H program year.

### IV. SHOTGUN CLASSES

1. Novice – 4-H competitors will compete in trap only.
2. Juniors – 4-H competitors will compete in both trap and skeet.

### V. EVENT INSTRUCTIONS

**Novice:** The contest will consist of 100 points. Fifty points will be based on a written exam while the remaining 50 points will be based on actual shooting. Participants compete using **only** conventional trap courses. The contest will consist of 25 clay birds, on the trap courses. Each shot is worth 2 points.

**Juniors:** The contest will consist of 100 points. Fifty points will be based on a written exam while the remaining 50 points will be based on actual shooting. Participants compete using conventional skeet and trap courses. The contest will consist of 50 clay birds, 25 each at the skeet and trap courses.

#### **Written Exam**

The shotgun exam material will be taken from the 4-H Shotgun project literature ONLY. No other sources will be used to compile the questions. The exam will be 25 questions, with matching, true/false, and multiple choice questions. The total number of correct answers will be added to the shooting score to compile a total score per individual. The exam will include questions on parts identification, safety,

and general shotgun shooting. IN THE EVENT OF A TIE DURING SHOOTING, THE WRITTEN EXAM WILL BE USED TO BREAK A TIE AND IF NEEDED, DETERMINE PLACINGS.

## VI. SHOTGUN SHOOTING PROCEDURES

### **Ready Position**

The ready position for calling the target will be either on or off the shoulder, whichever way the shooter is more comfortable shooting.

A legal target is a whole clay bird that is thrown from the trap in a prescribed light pattern within the five-second time limit after the participant calls for the target. Targets broken by the trap or another obstruction will not be scored. These are illegal targets and will be re-thrown for the participant, regardless of whether or not the participant fires at the target.

### **Skeet**

Each team or squad of individuals with their instructor will be allowed (as a group) to see one legal target from each trap prior to shooting the contest at the station. The competitor shoots his/her quota of targets, then the next participant steps forward and repeats the sequence until all individuals and team members have had their turn at the station. All team members shoot all targets, then rotate stations as a team.

Each shooter will shoot 25 targets. The first time the shooter misses a target, the "option" shot must be taken regardless of the station. If the shooter shoots all eight stations without missing a target, the "option" shot will be taken at the last station.

### **Trap**

Each team or squad of individuals with their instructor will be allowed (as a group) to see one legal target from the trap prior to shooting the contest. The competitor will begin at one station (assigned by the range officer), will shoot five (5) targets at that station then rotate clockwise through the event until all positions have been shot by each competitor.

Each shooter will shoot 25 targets. The first shooter will shoot his/her first target, the second shooter will shoot his/her first target and so forth until the last shooter has shot his/her first target. The first shooter will shoot his/her second target at the first station and so forth until the last shooter has shot his/her fifth target at the first station. The team members will then rotate clockwise to the next station and repeat the sequence.

## VII. SCORING

Scoring will be done by selected officials. Only legal targets will be scored and the scorer will be sole judge of whether or not a target is broken. Officials may ask for assistance from the trap puller or the range official if they feel their assistance is required.

Scorers will call "dead" for any target successfully hit (or bird "shot dead"); scorers will call "lost" for any target missed (or bird that "gets away"). Any challenge to the call must be made immediately by the participant. The final decision will then be

made by the scorer with assistance from the trap operator and/or the range official. The decision of the official is FINAL.

Rule violations and procedure violations can be referred to the 4-H staff and officials for settlement, but legality of targets and whether or not the target is broken is the responsibility of the scorer. Only targets with a visual piece broken off will be scored dead. Duster and even birds deflected in flight (but with no visible breakage) will be scored lost.

Based on the scorer's judgment, if a target hits an obstruction such as a tree or limb of a tree before the participant has had ample time to fire at the bird, a new target will be thrown. However, if the participant had had ample time to fire in the scorer's judgment, and failed to do so before the target hits an object near the end of its flight and breaks, the target will be scored lost.

#### VIII. EQUIPMENT

Contestants must bring their own shotguns and ammunition as EQUIPMENT WILL NOT BE PROVIDED. Any gun in good, safe working condition will be allowed. Lenses, optics, illuminated-type sighting fixtures or release triggers are NOT allowed.

Double targets will be thrown in some instances; therefore, the shotgun should be capable of holding two shells. Contestants should arrive prepared to shoot 50 clay targets (for Juniors) and 25 (for Novice)- at least 50 (25 for Novice) shells (plus extras for damaged clay birds). There are no specific ammunition requirements; a lighter load such as "target load" is recommended.

#### IX. MALFUNCTIONS

Only the following malfunctions will be allowed and a new target(s) thrown:

- a) ammunition
- b) trap failure or failure of trap operator

The following malfunctions will not be allowed and targets will be scored lost:

- a) participants error
- b) failure to load gun
- c) failure of gun to fire (other than defective ammunition)
- d) failure of gun to reload

If a gun breaks through no fault of the participant, another gun may be borrowed or used and the contest continued. However, if breakage occurs during the firing at a target and the target is missed, it will be scored as lost.

#### X. RANGE CONTROL

A Range Master (RM) will be responsible for conducting the contest, setting up the range, monitoring safety and assisting shooters if necessary. **Decisions of the Range Master are final.**

#### XI. SAFETY AND CONDUCT

4-H members and adults are expected to conduct themselves in a safe manner at all times. All firearms, whether being carried, at rest in vehicles, or at rest on the firing line will be unloaded and will have actions open except when on the firing line competing. All 4-H members must wear protective gear such as hearing protection and eye protection at all times when on the firing line. Failure to comply with safety

rules and not acting in a responsible and safe manner will result in immediate disqualification and the 4-H member will be asked to leave the range.

Shooters are expected to follow ALL safety and range rules. Failure to follow safety rules and behave in a safe, sportsmanlike manner will result in immediate disqualification from the contest and the participant will be asked to leave the range. **NO REFUND OF ENTRY FEE WILL BE MADE.**

## XII. COACHING

Adult and youth coaching is permitted in all 4-H matches. Each county is encouraged to have an adult coach present. The coach may assist team members by calling the shots, checking time, checking scoring, ordering sight changes, etc., but he or she must control their voice and actions as not to disturb other competitors and coaching must remain **positive** and **constructive**. The Coach will not physically help in loading, but **may be asked by Rangemaster** to assist clearing any sort of malfunction of team members equipment. Contestants should learn to make their own sight corrections as well. Coaches are asked to remain behind the firing line to the rear of the shooter as to allow room for Range Master and Range Officers to pass freely.

## XIII. PROTESTS

Protests or concerns of any nature should be immediately made to the contest superintendent. **Written exams and actual targets are NOT returned to competitors.**

## XIV. AWARDS

Ribbons will be awarded to:

Teams – 1<sup>st</sup> through 5<sup>th</sup> (A team is a squad of three to four members).  
Individuals – 1<sup>st</sup> through 5<sup>th</sup>

## XV. REFERENCES

4-H Shotgun project literature  
NRA Shotgun Handbook  
ATA Rules, By Laws, Policies and Other Shooting Information

## XVI. CONTACT INFORMATION

Feel free to contact your local county agent for more information. Sean Moore is the Colfax County Extension 4-H Agent. Feel free to contact him at 575-445-8071 or [semoore@nmsu.edu](mailto:semoore@nmsu.edu) for contest information.