

SHOOTING SPORTS CONTESTS

General Rules

1. **Entry Requirements** - 4-H members will be considered eligible to participate in the Linn County 4-H Shooting Sports Match if they, and the county program, meet these requirements.
 - a. 4-H'er must have completed safety requirements as read in the Clover
 1. Completed #740 Firearm Safety – 6 hours before any practices.
 - b. 4-H'er's must have attended at least six community club meetings within the 4-H year.
 - c. 4-H'er's must have received a minimum of eight contact teaching hours with a certified leader.
 - d. **4-H'er's must present a copy of the state health form (found on [4honline.com/reports/health form](http://4honline.com/reports/health%20form)) to certified instructors which they will keep in a notebook event practices.**
 - e. FFA'ers must be "in good standing" with their respective Chapter Advisor.
 - f. FFA'er must fill out 4-H Form Y640, Youth Health Statement, Parent Consent, and Event Acceptance form.
 - g. 4-H Certified Leaders **MUST** see FFA members attend at least **two** practices before the contest event to better know their safety skills.
 - h. State 4-H Shooting Sports Team members must attend at least 2 (two) meetings and let the county instructor know they are on the team.
 - i. Completed Registration forms must be turned in by July 1st, or a \$25.00 per event late fee will be assessed.
2. **SAFETY IS ALWAYS THE PRIMARY CONSIDERATION.** Any violations of accepted safety rules are grounds for immediate disqualification. **NO WARNING REQUIRED!** Each contestant, parent, or coach on the firing line will wear appropriate eye and/or ear protection for all shooting events. **NO OPEN TOED SHOES** (no flip flops or sandals)
 - a. **Eye Protection:** Shooting glasses or equivalent prescription glasses are required for all events involving air or powder driven projectiles. They are strongly recommended (but not required) for archery events as well. 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, and shooters.
 - b. **Ear Protection:** In any event where noise is a recognized hazard to future hearing (i.e. if it goes "bang") then hearing protection is required of all persons on or near the ranges. Ear plugs or head style ear muffs may be worn at the discretion of the shooter, range officer or coach; but proper hearing protection is required. Audio headphones or ear buds –even if not plugged in – are not acceptable hearing protection. Such equipment may be used in air or archery events if the shooter desires, but BB, Pellet, and Archery do not require hearing protection.
 - c. **Finger tabs, shooting gloves or releases required:** All archery participants are required to use some type of finger protection. No bare fingers will be allowed!
 - d. **Cased Requirement:** All firearms, air guns, and bows, must be in a case at all times except when on the range and ready to participate in the event.
 - e. **Open and Empty:** All firearms will remain open and empty until the shooter is on the range and the command to load or fire, is given.

– while in the case and when brought to the firing line. Air rifles and air pistols shall have a weed eater string (of bright color) in the barrel and protruding a minimum of six inches out of the muzzle and out of the action (Clear barrel indicator-CBI). Small Bore rifles and pistols should use some type of Open Bolt Indicators (OBI). BB guns should use the weed eater string, if possible – however, for the Daisy 499 and other muzzle loading BB guns that may not be possible.

- g. **Muzzle Control:** Shooters must maintain control of their muzzles at all times. Firearms must be carried in the muzzle up position whenever uncased on the range unless the action is hinged and broken open. Regardless of condition, muzzles may not be pointed toward 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. Violation of this rule may result in a warning, disqualification from a round, or disqualification from a match.
 - h. **NO Practice shots:** There shall be no shooting of bows or firearms anywhere on the event grounds (parking lots, empty lot, etc.) – except during actual competition on the official firing lines or in practice without a certified instructor present. **This is strictly prohibited and could result in disqualification.**
 - i. **Uncasing Equipment: No equipment can be uncased without a certified instructor present.**
 - j. **Audio headphones or ear pieces/ear buds and cell phones** are not permitted on the firing line or the field. Once an individual or team is called to compete, ear pieces or headphones must be removed and remain off during the competition. **Spectators should also be sensitive to the shooters and turn off ringtones when near the competition.**
 - k. **Range check:** Officials have the right to check all firearms and archery equipment prior to OR during its use in competition to determine that it meets qualifications and/or that it is safe. Equipment determined to be unsafe will not be allowed on the range.
3. Contestants are responsible for providing their own shooting equipment and accessories, including safety glasses, ear protection, finger tabs and quivers. Official targets and score cards (if required) are provided.
4. Three competition age classes or divisions are recognized. Participants must compete within their own age group per specified age range. Age is as of January 1 of the year of the event.
- a. **JUNIOR:** Ages 8-10 (NO junior division in shotgun events, small Bore pistol, or muzzle loading)
 - b. **INTERMEDIATE:** Ages 11-13 – (NO BB gun events or small Bore pistol)
 - c. **SENIOR:** Ages 14 and older- Senior (No BB gun events)
5. **Coaches/spotters** – Use of an adult coach or spotter on the firing line is allowed BUT within guidelines. Check the rules of each event for the current information about use of spotters or coaches. Older youth (senior age division) may be used as a spotter/coach...where applicable.

For Small Bore Rifle, Air Rifle, BB Gun, and Air Pistol: One coach or spotter must accompany the Junior-age shooter to the firing line. A coach/spotter may accompany an Intermediate-age shooter to the firing line. Senior shooters may not have a coach/spotter on the firing line with them. The primary responsibility of the coach/spotter will be to assure that safety rules are always observed. The spotter or coach may assist the shooter within the guidelines listed below:

- a. JUNIOR - May verbally and physically assist the shooters between relays and during the sight-in period, including load and/or cock of the gun (must always keep muzzle pointing downrange).
 - b. INTERMEDIATE – Spotting shots and verbal assistance only...unless shooter asks & receives permission from the range officer for coach's assistance.
 - c. SENIOR – No assistance –even verbal- of any kind unless shooter asks & receives permission from the range officer for coach's assistance.
 - d. Any variance of these guidelines will be announced on the firingline.
6. **Dress Code:** Participants are expected to dress appropriately. Team uniforms or shirts with the use of the 4-H logo are encouraged, but not required. Both young people and adults should wear attire appropriate for the weather while remaining modest and socially acceptable. It is important that modesty be maintained in all shooting positions, therefore shorts must be of modest length: when standing straight, shoulders relaxed, arms down and side, fingers extended; the hem line of shorts must fall below tip of middle finger. If wearing shooting vests, shorts must extend 2 inches below the bottom of the vest. Tank tops with spaghetti straps, muscle shirts, bare midriffs, low necklines, or otherwise revealing clothing will not be allowed. Clothing with sexually suggestive wording or graphics; and alcohol or tobacco advertisement is not appropriate for youth or coaches.

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

Footwear required: No bare feet. No open toed shoes are permitted on the firing line. The footwear must completely cover the foot. Crocs, flip flops, sandals, etc. are not permitted.

7. **Disabilities/Special Needs** - In the event that any participant is physically incapable of complying with the general rules or specified discipline rules, the event staff will make every reasonable effort to accommodate that individual, allowing them to compete.

Any accommodation made must not jeopardize range safety. **Specific arrangements must be made and approved IN ADVANCE, prior to pre-registration, with the State Coordinator.** The Chief Range Officer must also be notified prior to relay on the day of the stateshoot.

8. **Scoring** for all air and small Bore events will be done by individuals recruited and selected by the Range Officers. Individual scores will be tabulated at the completion of each event. When possible, scores will be posted as targets are scored and tabulated. Please leave scoring personnel alone so scores can be posted as soon as possible. After targets are scored, youth shooters may review under supervision of the scorer.

9. **Appeals/challenges**

Scoring - Competitors only (not adults) may challenge their score in an event. Score keepers will not listen to an adult, only the shooter. The first challenge must be done **within 30 minutes of the announcement or final posting of scores.** If not satisfied after the ruling on the challenge, the shooter must immediately ask to appeal. That appeal will be handled by the Chief Range Officer and/or Chief Scorer. No scoring challenges are allowed after targets leave the official scoring area unless at the specified request of the range official or judge.

Other grievances should first be addressed to the line officer or range officer – by the shooter NOT by an adult. The Chief Range officer will make a determination on the grievance. A final appeal of a decision or ruling by a Chief Range Officer must be directed to the match director within 30 minutes of the ruling and must be accompanied by a \$50 fee. If the appeal is upheld and the decision reversed, the \$50 will be returned. If not, the \$50 stays with Missouri 4-H Shooting Sports.

10. **Spectator Interference:** Disruption or interference by parents, coaches or other individuals will not be permitted; this includes parents hovering over the scorers. 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, child-centered and positive.
11. **Coach Removal:** 4-H reserves the right to remove any coach from the range or firing line in the event that his or her behavior is deemed detrimental or distracting to their 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.
12. **Alcohol Policy:** No alcoholic beverages may be consumed on the grounds during this event. Violation of this policy is ground for ejection from the premises.
13. **Language:** 4-H events are family events; language used by spectators, parents, coaches, or youth should always be appropriate for the family and youth setting. Foul language, cursing, rude/crude remarks are not acceptable and will not be tolerated. Range officials have full authority to disqualify, dismiss or bar from the competition and from the grounds anyone – adults or youth – using such offensive language.
14. **No ammo will be provided for any disciplines.**

2020 Linn County 4-H/FFA Fair Shooting Sports Entry Form

Preregistration on line – June 6-June 15, 2020

<https://www.linncofair.com/>

Entries done after June 15 will cost participants and additional \$25 per event.

This paper is a back up to be turned into Amy Hoerrmann, PO Box 525, Brookfield, MO 64628 by June 15 or can be used if someone else needs to make the computer entry.

Name _____ 4-H Age _____ (as of 1/1/2020)

Address _____

City _____ County _____

4-H Club/FFA Chapter _____ Telephone _____

Email _____

Circle Age Division Junior (8-10) Intermediate (11-13) Senior (14-18)

Please Mark the Disciplines you will be competing in:

____ Small Bore Rifle (3P) (Fee \$1.00)

July 6 6:00 pm

____ Open sight – 3P 50 feet

____ Aperture/Peep sights -3P 50 feet

____ Air Rifle (Fee \$1.00)

July 8 6:00 pm

____ BB – Junior only

____ Pellet Intermediate

____ Pellet Senior

____ Muzzle Loading (Fee \$1.00)

July 10 9:00 am

____ Small Bore Pistol (Fee \$1.00)

July 10 1:00 pm

____ Air Pistol (Fee \$1.00)

July 10 2:00 pm

____ Shotgun

July 10:00 am – 2:00 pm (Pin Oak)

____ Sporting Clays (Fee \$15.00)

July 1:00 pm (Macon 63 Gun Club)

____ Trap (Fee \$11.00)

____ Skeet (Fee \$11.00)

____ Archery (Fee \$1.00)

July 11 @7:30 am'

____ Recurve – Accessories (sights)

____ Recurve – No Accessories (instinctive)

____ Compound – Fingers

____ Compound – release

____ Hunting & Outdoor Skills (Fee \$1.00)

July 11 1:00 pm

____ Small Bore Rifle Silhouettes (Fee \$1.00)

July 13 5:00 pm

4-H Certified Leaders require that FFA members attend at least two practices before the contest event to better know their safety skills and have a Health form in the Leaders hand.

Total Number of Events _____ Entry Fee \$ _____

Late Fee \$ _____ (+\$25/event after May 25)

Total Entry Fee \$ _____ Ck# _____ Cash _____

Linn County Shooting Sports Awards Ceremony July 14 7:00 p.m.

ARCHERY RULES

Linn County 4-H Shooting Sports

- For SAFETY and consideration to others, ALL PARTICIPANTS WILL ABIDE BY ACCEPTED SAFETY RULES AND ALL SPECIFIC RANGE AND EVENT RULES OR THEY WILL BE DISQUALIFIED. Enforcement of these rules is the responsibility of the Range Officer and Range Master.
- The archery match will consist of a combined score of the modified contests of the NFAA 300, American 600, and 3D.

For All Archery Events

1. Equipment: BOWS and Accessories – (for all archery events) All types of bows (except foot-bows and crossbows) are permitted, i.e., long bows, recurve, takedown, stick bows, and compound bows.
 - a. Maximum peak draw weight - 60 pounds.
 - b. String peeps and optical sights are permitted (except for traditional recurve). Sights that project an image onto the target are not allowed.
 - c. Stabilizers – any length, no restrictions.
 - d. A mechanical release must be used in Compound Release event; for all other shooting events the use of fingers, finger tab, shooting glove is required. A chew strap may be used in place of fingers when applicable.
 - e. **All bows are to be in a case of some sort at check-in and prior to being called to the line. Recurve bows are to be brought unstrung and will be strung when on the line.**

2. Equipment: ARROWS – (for all archery events)
 - a. All arrows shall be equipped with target or field points. **NO HUNTINGPOINTS.**
 - b. Point must be the same size as the shaft or only slightly over size. External inserts are allowed. If unsure whether your arrows meet the requirement, please check with meet officials prior to the event.
 - c. Shafts - aluminum, fiberglass, graphite, carbon, and other manufactured and commercially available shafts are allowed.
 - d. A minimum of 2 extra matching arrows (same length, weight, shaft & fletching color) is recommended. This would be 7 for the 300 and 8 for the 600 round. More is better! Arrows can be damaged or lost.

- 3 Accessories: A quiver is required and must be used by each archer. Arrows will not be permitted to lie on the ground. Hip mounted quivers are preferred, bow mounted or ground (arrow tube) quivers are permissible. Finger protection is required for each archer. **No bare fingers permitted!** In the Compound/Release class a release is required; all others shooters must use a finger tab or archery shooting glove.

4. NFAA and American 600 Targets used in these events can be found at <http://www.mapleleafpress.com>

5. All equipment will be inspected and approved by Range Officers prior to shooting. Draw weights may be checked at any time prior or during the competition.

6. Shooters will straddle the firing line for the American 600 & NFAA 300 events.

7. Equipment Failure: All shooters will start and finish each end during the scoring period allowed except in the case of equipment failure. A shooter whose equipment has failed must notify a range officer and will be allotted 15 minutes for repair. The archer will be allowed to shoot any arrows not completed - after the final end. One practice end (5 arrows) will be allowed after the repair is completed and before scoring continues. If equipment is not repaired within allotted time, the shooter must take score before the equipment failure. NOTE: Lost or broken arrows will not be considered equipment failure; bring adequate number of arrows.

8. Scoring
 - a. Scoring will be done at the completion of each end while the arrows are in the targets. Practice ends will not be scored. Scoring will be done by appointed scoring officials...unless otherwise noted herein or announced on the day of the competition. SR division shooters may be asked to score/record other SR shooters – so should be knowledgeable about the score card and scoring procedure.
 - b. The archer should check and verify that the scorer has recorded each arrow's score correctly. If the archer and the scorer cannot agree on the score, an appeal should be made.

- c. All scores may be appealed to Range Officer. Appeals should be made immediately by the archer. Once an arrow is pulled, there can be no challenges.
 - d. NO ARROWS OR TARGETS MAY BE TOUCHED UNTIL SCORED. Any arrow or target touched before scored will be scored as a zero.
 - e. Scoring is determined by the position of the shaft in relationship to the scoring rings. The shaft must touch the scoring ring of the higher score in order to score the higher value.
 - f. Tie scores will be broken by the number of "Xs". An "X" is scored when the shaft touches the inner most circle of the target, the "X" ring.
 - g. Witnessed bounce-outs or arrows that pass completely through the target will be re-shot. A dropped arrow may be replaced by a spare arrow, if the dropped arrow is within 10 feet of the shooting line. Under no condition is an archer to step in front of the shooting line to retrieve an arrow.
9. No harassment of an archer, by anyone, will be tolerated. If done by another archer, they will be disqualified and may be ejected from the archery range. If done by a spectator, the spectator will be ejected.
10. Score keepers are not allowed to give out scores. Please don't ask nor interfere with their work. The line scores and standing will be posted as soon as they become available.
11. Any rules not covered in these rules will be determined by the NFAA rule book OR F.I.T.A. rulebook as appropriate.

NFAA 300 Rules –

1. Target: 40cm Indoor target- Single bull or 5-spot. We use the Dual 40cm target. (This is the "old" event that we have always shot)
2. Equipment Classes (4):
- a. Traditional recurve/longbow, bare bow with no sights or accessories;
 - b. Freestyle recurve/longbow, with sights and accessories
 - c. Compound, Release - release aids, sights and accessories permitted; and
 - d. Compound Fingers (no mechanical releases) sights and accessories permitted. Must meet general archery equipment restrictions listed above.
3. Course of Fire/Age divisions (Age is as of December 31st of the 4-H year)
- a. Junior (age 8-10) will shoot 30 arrows at 10 yards.
 - b. Intermediate (age 11-13) will shoot 30 arrows at 15 yards.
 - c. Senior (age 14-18) will shoot 30 arrows at 20 yards.

Each participant will shoot 8 ends of 5 arrows each: 2 ends for practice (10 arrows) and 6 ends for score (30 arrows) per line. Maximum score is 150 points.

4. Time Limits: A maximum of 4 minutes per end of 5 arrows is allowed.
5. Scoring: (single bull, 5 ring)
- a. The scoring point value is 5, 4, 3, 2, 1 from the spotout.
 - b. X-rings shall be counted and used as tie breakers and will be considered part of the official score.
 - c. Archer shall record X's and numeric values of each arrow in each scoring box before touching or drawing any arrows from the target. No archer may touch the target face before all arrows are scored.
 - d. Witnessed bounce outs or arrows passing completely through the target will be reshot.
 - e. Hits on the wrong target will be scored as misses.
 - f. If an archer shoot more than the prescribed number of arrows in an end, the excess arrow or arrows of higher value will not be scored. A penalty of one point will be assessed for each arrow shot over the prescribed number of arrows.
 - g. If an archer shoot less than the prescribed number of arrows in one end he/she may shoot his/her remaining arrows if the omission is discovered before the end is officially completed; otherwise they shall be scored as misses.
- Scoring (Five spot target)
- h. An archer may shoot the 5 spot target in any order and shoot as many arrows into any spot as the archer desires, not to exceed the prescribed number of arrows per end.
 - i. Scoring shall be 5 points for the combined four cm. X-ring and 8 cm. white ring; and 4 points for the combined twelve cm. and sixteen cm. blue rings.

Modified American 600 Rules

1. Target: 5-color, 122cm FITA- style target face with ten equal and concentric scoring rings.

2. Equipment Classes (3)

- a. Recurve – bare bow recurve or long bow, no accessories
- b. Recurve – with accessories
- c. Compound – with or without use of release aid

Must meet general archery equipment restrictions listed below.

3. Age Divisions: (3)

- a. Junior
- b. Intermediate
- c. Senior

4. Course of Fire: 18 arrows for score, beginning with the furthest distance Junior:

- a. 25 yards – 1 ends of 6 arrows
- b. 20 yards – 2 ends of 3 arrows
- c. 15 yards – 2 ends of 3 arrows

Intermediate:

- a. 50 yards – 1 ends of 6 arrows
- b. 40 yards - 2 ends of 3 arrows
- c. 30 yards – 2 ends of 3 arrows

Senior division:

- a. 60 yards – 1 ends of 6 arrows
- b. 50 yards – 2 ends of 3 arrows
- c. 40 yards – 2 ends of 3 arrows

5. Time limits: Four (4) minutes for each round of 6 arrows.

6. Scoring: 180 points possible

- a. From the center of the target (inner gold-color area) outward, the scoring areas are 10, 9, 8, 7, 6, 5, 4, 3, 2, 1.
- b. The lines between scoring areas are part of the higher value scoring area. A shaft touching a scoring line receives the high point value. Shots outside the scoring areas are misses and receive no score.
- c. Ties broken by the number of Xs; if still tied then by the number of 10s, then 9s, etc.

7. Procedures:

- Multiple shooters (3-4) will be shooting at the same target butt at the same time, therefore
- Each arrow must be identified somehow with the shooter (name with sharpie on fletching or shaft)
- Seniors will score this event (opponent) so bring a pencil

8. The modified American 600 round is an adaptation of the NFAA 900. The NGB is the National Field Archery Association:

<http://www.nfaa-archery.org/depot/documents/170-2005404-Archery%20Range%20Guidelines.pdf>

3-D Archery Rules

1. Course of Fire: 3-D targets will be placed in natural cover and at unmarked distances from designated shooting stakes. One or more stakes may be placed for various classes and age groups of shooters at the option of the shoot management. Only one arrow will be shot from each shooting station/stake by the archer.

2. Age divisions/Course of fire

- a. Junior - 10 targets at unknown ranges.
 - Compound from 5-30 yards
 - Recurve at 5-20 yards
- b. Intermediate- 10 targets/unknown ranges.
 - Compound from 5 – 40 yds.;
 - Recurve from 5 – 30 yds.

- c. Senior - 10 targets/unknown ranges.
 - Compound from 5 to 50 yards;
 - Recurve from 5 to 40 yards.
- 3. Equipment Classes
 - a. Recurve
 - b. Compound
- 4. Optics - Binoculars are permitted but **no range finders** will be allowed on the 3D course. This applies to everyone: parents, coaches and spectators as well as the shooters.
- 5. Scoring
 - a. Scoring will be based on available targets and announced prior to the start of competition
- 6. Procedures
 - a. Participants will move through the course expeditiously and avoid delays. Each shooter has a maximum of 2 minutes to take the shot.
 - b. Lost arrow search is limited to 2 minutes. Spectators may help search for lost arrows – after scoring is completed.
 - c. In consideration of time, no shooter may glass the target from the shooting stake after taking his or her shot. Participants may glass the target prior to shooting, but are reminded of the time restriction for their shot.
 - d. Shooters will be assigned to squads. Squads will be formed by age and class when possible.
 - e. Scoring will be done by the shooters but all members in squad must agree before arrows are removed from target.
 - f. All other Missouri State 4-H state archery rules will apply for equipment and safety.
 - g. Some body part must touch the stake when shooting
 - h. National governing body rules will be followed unless otherwise noted in these 4-H rules. NGB: International Bow hunting Organization (IBO)
<http://www.ibo.net/pdf/2015/2015%20Trad%20Rules.pdf>

BB GUN RULES

Linn County 4-H Shooting Sports

- 1. Age Divisions
 - a. Junior (ages 8-10) - prone position only.
 - b. No Intermediate or Senior Competition

Definition and pictures of the 3 positions are included with these official rules. Both Air Rifle and .22 Rifle positions are acceptable.

- 2. **Target:** AR 4/10 – (12 bull target) 10 bulls for score, 2 bulls for sight in. **Target Height:** Targets will be positioned at a uniform height for all firing points. Prone – center of target 16” (+/- 4”) above ground level; Kneeling - minimum of 30” (+/- 4”); Standing - maximum of 50” (+/- 4”) above ground level.
Target Distance: 5 meters (16 ½ feet).

Silhouettes: 1/10 scale targets may also be incorporated into the competition. Juniors will shoot prone and intermediates and senior shooters will shoot standing.

- 3. **Equipment:**
 - a. BB Gun – Any shoulder held smoothbore BB gun with metallic sights, in which the propelling force is developed through use of a compressed spring, gas, or compressed air.
 - b. Stocks – Factory stocks may be altered in length. When shortening or lengthening a stock the butt must be identical to the original. However, the butt may be roughed, checkered, or scored to provide a non-slip surface. Not other modification is allowed. Material such as sandpaper, emery paper, adhesives, rubber or rosin may not be added to any portion of the stock or forearm.
 - c. External modifications – except as noted for stocks, the only modification can be a single layer of tape or non-glare paint may be placed on the barrel for the purpose of reducing glare.

- d. Weight Limit – Weights may be added internally to either the fore-end or the butt of the stock. No weights may be added to the shot tube or barrel. The total weight of an unloaded BB gun may not exceed 6 lbs. excluding the sling.
- e. Sights – Aperture or open sights are permitted. Fiber optic or “hi-viz” sights are permitted. Optical or optically assisted (telescopic) sights are NOT permitted. Sights projecting an image (laser) are NOT permitted.

Sight modifications may be made only as follows:

- 1) Metallic receiver sights from any manufacturer may be substituted for factory sights
- 2) Adjustable rear-apertures with eye cups are not permitted. A blinder for the non-shooting eye maybe attached to the rear sight.
- 3) A hooded front sight with interchangeable inserts may be used, however, no portion of the front sight may extend past the end of the barrel
- f. Slings – Slings not exceeding 1 ¼ inches in width with moveable keepers are permitted. Sling cuffs and pads are prohibited. Slings are to be attached to the BB gun at a fixed attachment point on the forearm. No other type of adjustable sling attachment is permitted.
- g. Spotting Equipment – permitted (not provided)
- h. Clothing – Ordinary sports or casual clothing, suitable for the prevailing weather must be worn. No special “shooting” pants, vest, jackets, gloves, padding, etc.

- 4. **Ammunition:** Each shooter must provide their own BBs. No ammunition will be provided.
- 5. EYE PROTECTION IS REQUIRED for the shooter and any coach or assistant on the firing line and must be provided by the shooter.
- 6. Coach/spotter: One coach or spotter must accompany each Junior Age Division shooter to the firing line. A coach/spotter may accompany an Intermediate-age shooter to the firing line. See General Rule #7 for guidelines.
- 7. Sight-in shots: 3 sight-in shots permitted at each target change. Two minutes’ maximum time allowed for sight in.
- 8. Record Shots - Time limit is 1 minute per shot. (10 minutes pertarget)
 - a. Each shooter must start and finish each target within the allowable time, except in the case of equipment failure. A shooter whose equipment has failed must notify the Chief Range Officer and will be allotted 20 minutes to repair equipment. If the equipment repair is allowed, the shooter will be excused from the current relay and range officials will re-schedule shooters for a later relay.
 - b. All shots fired before equipment failure will count toward score. If equipment is not repaired or replaced within allotted time; or shooter cannot make the re-scheduled relay, the shooter must take score before equipment failure.
- 9. Scoring:
 - a. When the shot hole cuts or touches the edge of bulls-eye or scoring ring of a target it is given the higher value.
 - b. CROSSOVERS: (shots on another shooter’s target)
The person crossing over will lose the score on that round. The target crossed onto will be scored for the highest point total. Shooters should immediately notify the range officer when a cross-over is suspected OR a neighbor’s cross over may penalize the shooter.
 - c. Excessive shots – If a shooter through their own mistake shoots more than the required number of shots on a target and/or bull, he/she will be scored with the required number of hits of lowest value AND, in addition, lose one penalty point per extra shot fired.
 - d. For purposes of this match only, any shot scoring a 10 will be considered and recorded as an “X”.
 - e. Tie scores will be broken by the highest number of “10” or “X” scores recorded. Then if needed by the highest number of “9” scores, then “8”, etc. until tie is broken.
 - f. Shots in dispute shall be scored with the aid of a “plug” type gauge. The plug gauge may be inserted only once. Two scorers will evaluate the shot and indicate their decision by writing a “+” or “—” on the target indicating higher or lower value AND then initial it. No challenge can be made for shots marked appropriately, as a hole can be plugged only once.

10. For safety consideration, all participants will abide by range rules or they may be disqualified. Second chances may not be offered. Enforcement of these rules is the responsibility of each Line Officer.
11. NRA BB Gun rules book (CC16410) will address any rules not covered by state shooting sports rules. Rules can be viewed online and downloaded:
<http://compete.nra.org/documents/pdf/compete/RuleBooks/Bbgun/bb-book.pdf>

3-P AIR RIFLE RULES

Linn County Shooting Sports

1. This is a three-position air rifle (pellet) match: Prone, Standing, Kneeling at 10 meters (33 ft). Definition and pictures of the three positions are included with these official rules. Air Rifle and small Bore rifle positions are acceptable.
2. Competition will be staged in 2 age classes each.
 1. Intermediate: 11-13 will shoot 3 positions.
 2. Senior 14-18: will shoot 3 positions.
3. **Target:** - AR-5/10, 10 meter, 10 scoring bulls Air Rifle target. Three targets will be fired for score consisting of 10 rounds for each relay. Three (3) sight-in shots will be allowed at each target change. **Target Height:** Targets at all firing points will be hung at a uniform height. Prone: 20" (+/- 4"). Standing: 55" (+/- 2") Kneeling: 32" (+/-4").

Silhouettes: 1/10 scale targets may also be incorporated into the competition. Juniors will shoot prone and intermediates and senior shooters will shoot standing.

4. **Equipment/Gear:**

- a. **Rifle:** Any .177 caliber - pneumatic, spring air, compressed air or CO2 - rifle with a conventional appearance that is a common retail or readily available catalog item.
Weight: Total weight of the rifle with sights and attachments (sling not included) may not be more than 7.5 pounds

Stock: The stock must have a conventional design and be symmetrically shaped so that either a right or left-handed competitor can use it. The stock may be adjustable, but must remain the same in all three positions and may not be changed during a competition.

Sights: Open sights, Fiber optic or "hi-viz" sights and aperture or peep sights are permitted. **No** optical or optically-assisted (telescopic) sights **nor** sights that project an image on the target are permitted.

- b. **Sling & Sling Swivel:** A sling may be used in prone and kneeling positions, but not for standing. The sling, no more than 1 1/4" in width, must be a simple web, leather or synthetic strap, with no padding, lining or special shaping. A sling swivel or hand stop that is attached to a rail in the fore-end may be used. The swivel may remain on the sporter rifle in the standing position, but may not contact the left hand or glove when it remains on the rifle in that position.
- c. **Glove:** Any ordinary glove or shooting glove is permitted. There is no thickness limitation for sporter class gloves, however the glove may not be so stiff or tight that it artificially supports or binds the wrist so that it cannot bend.
- d. **Ammunition:** Only .177 caliber lead wadcutter pellets allowed in this competition. NO specialty pellets permitted –only true wadcutters. No domed, pointed, round, semi-wadcutter, or hollow point pellets. Ammunition will be checked by the range officials at check-in and also immediately upon arriving at the firing point. Ammunition must be labeled/marked with the name of the shooter.
- e. **spotting equipment** is allowed, but must be provided by the shooter.

5. Coach/spotter: A coach/spotter may accompany a Intermediate age shooter to the firing line. Senior shooters may not have a coach/spotter. See General Rule #7 for guidelines.
6. Time limit: 3 minutes is permitted for each group of sight-in shots. 10 minutes per target for record shots.
 - a. Each shooter must start and finish each target within the allowable time, except in the case of equipment failure. A shooter whose equipment has failed must notify the Chief Range Officer and will be allotted 20 minutes to repair equipment. If the equipment repair is allowed, the shooter will be excused from the current relay and range officials will re-schedule shooters for a later relay.
 - b. All shots fired before equipment failure will count toward score. If equipment is not repaired within allotted time, shooter must take score before equipment failure.
7. Scoring:
 - a. A shot is given the score of the highest value scoring ring touched by that shot hole.
 - b. Excessive shots: If a bulls-eye has more than the correct number of shots, the competitor will be penalized 2 points for each excessive shot. If a target has more than the required number of shots, the value of highest scored shot(s) will be lost...unless a crossover has been reported.
 - c. **CROSSOVERS**: (shooting at another person's target). The person crossing over will lose the score on that shot. The target crossed onto will be scored using the highest point. Suspected crossovers should be immediately reported to the line officer.
 - d. Ties will be broken by the highest number of 10 points center shots or "X's" ...which is determined when the shot completely removes the 10 ringdot.
8. **EYE PROTECTION IS REQUIRED** for all shooters and any coaches or assistants on the firing line and must be provided by the individual.
9. For **SAFETY** consideration, all participants will abide by the Range Rules or they will be disqualified. Enforcement of these rules is the responsibility of the each Line Officer.
10. NRA Sporter Air Rifle Rule books (CA16320) will address rules not covered by state shooting sports rules. Rule book is also available online: <http://compete.nra.org/documents/pdf/compete/RuleBooks/SAR/sar-book.pdf>

SMALLBORE RIFLE RULES – 3-Position Linn County Shooting Sports

1. Definition and pictures of the positions are included with these official rules or the NRA rulebook for small Bore rifle. The three positions are: prone, standing and kneeling; and will be shot in that order.
2. EVENTS: Please read carefully.
Light Rifle 3-position, 50 ft. - 30 rounds for score, plus 9 sight-in shots Standard Rifle, Any rifle with open sights (A-32 target)
 - a. Junior 8-10; prone position only.
 - b. Intermediate 11-13; 3 positions.
 - c. Senior 14-18; 3 positions.Aperture Rifle: Any rifle using any form of peep/aperture sights. (A-17 target)
 - a. Junior 8-10; prone position only,
 - b. Intermediate 11-13; 3 positions
 - c. Senior 14-18; 3 positions.
3. Targets: 50 ft. match: Standard rifle (open sights) **A-32**, 2 shots per bull; Aperture sight rifle - **A-17**, 1 shot per bull.
4. Course of fire: Three positions: Prone, Standing, Kneeling. (Youth Division shoot all rounds in Prone position).
 - a. **50-ft. 3P** - A total of 30 rounds for score (+ 9 sighters). Three targets of 10 shots each – 1 target per position (300 points). 2 shots per bull. Youth shoots prone position only. INT. & SR. shoot all 3 positions.
5. **AMMUNITION – Will NOT be provided; participants must PROVIDE THEIR OWN Ammo.**
 - a. Bring ammunition with you when you check-in; it must be approved before you are assigned a firing point. Range officers will also check the ammunition when you arrive at the firing line.
 - b. Ammunition must be in the original carton/box and must be labeled/marked with the name of the shooter.
 - c. **Ammunition must meet the following specs:**
 - .22 LR; 40 grain solid round nose bullet; 1250 fps or less
6. Eye and Ear Protection: All shooters, coaches, and spotters at the firing line are required to wear approved eye and ear protection and must be provided by individual.
7. **NRA 3-Position, 50 feet matches**

Equipment:

- a. **Rifle:** Any rifle capable of firing standard velocity .22 rimfire ammunition is acceptable. No restrictions on weight, stock/barrel design or dimensions. The rifle must be plugged or otherwise prepared so they may only be loaded and fired in single shot fashion; therefore, **tubular magazines are discouraged!** Muzzle control must always be a priority.
- b. **Sights:** No optical or optically assisted (telescopic) sights are allowed; only rifles with open sights or rifles with aperture sights are permitted.
- c. **Slings** are allowed for prone and kneeling, but must be removed for the standing position.
- d. **Kneeling rolls** or sandbag may be used for the kneeling position only.
- e. **Spotting equipment:** Shooters are encouraged to use spotting equipment, but must provide their own.

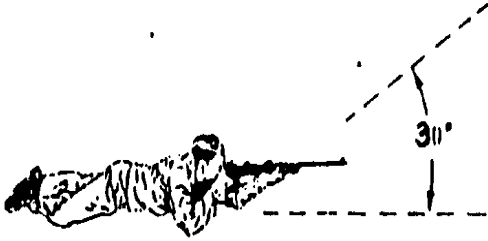
Three (3) sight-in shots will be allowed for inspection prior to each string of 10 shots.

Coach/spotter: One coach or spotter must accompany the Junior Division shooter to the firing line. A coach/spotter may accompany an Intermediate Division shooter. No coach/spotter on the line with Senior Age shooters.

Time limit: One (1) minute per shot; 10 shots (10 minutes) per target. 20 minutes allowed for equipment failure.

10. Scoring will follow NRA guidelines.
 - a. A shot hole which comes in contact with the outside of the bullseye or scoring rings of a target is given the higher value (including keyhole or tipped shots even though the hole is elongated).
 - b. If there is more than the required number of shots on a target card, only the required number of hits will be scored. The lowest values on the individual bullseye(s) on which the excessive hits occurs will be used for scoring. There will be one penalty point deducted for each excessive hit on each individual bullseye(s).
 - c. If rule 12.b. does not apply, individual bullseye(s) with excessive hits will be scored the actual value of each hit, minus one penalty point for each excessive hit on each individual bullseye(s).
11. Crossovers: shoots on another person's target).
 - a. The person crossing over will lose the score for that shot. The target crossed over onto will receive the higher point value from that shot.
 - b. Shooters should notify R.O. immediately if they suspect a crossover.
12. Ties will be broken by highest number of (X's).
 - a. A-17 (X's): any shot hole touching the 10 ring, but not touching the outside edge of the 9 ring.
 - b. A-32 (X's): any shot hole within the 10 ring which does not touch the outside edge of the 10 ring.
 - c. A-51 (X's): any shot hole touching the inner 10ring.
13. Scores will be posted as they are scored. PLEASE LEAVE THE SCORER ALONE SO SCORES CAN BE POSTED AS SOON AS POSSIBLE. After targets are scored, coaches may review under supervision of the scorer.
14. FOR SAFETY AND CONSIDERATION, all participants MUST abide with accepted safety rules or will be disqualified. Enforcement of these rules is the responsibility of the range officers. The #1 SAFETY RULE is to always keep the muzzle pointed in a safe direction (down range)!
15. NRA Small Bore Rifle Rule book (CR16750) will address rules not covered by state shooting sports rules.

POSITIONS - RIFLE



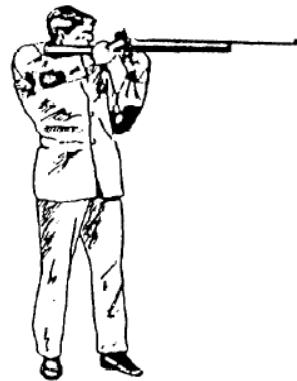
Prone: Body extended on the ground, head toward the target. The rifle will be supported by both hands and one shoulder only. No portion of the arms below the elbows shall rest upon the ground or any artificial support, nor may any portion of the rifle or body rest against any artificial support. The forearm supporting the rifle shall form an angle with the line from the point of the elbow contact, to the target of not less than 30 degrees. (Measured through the axis of the forearm.)

Kneeling: Buttocks clear of the ground, but may rest on one foot. The rifle will be supported by both hands and one shoulder only. The elbow of the trigger arm will be free from all support. One knee must be touching the ground or shooting mat. A roll, as described in Rule 3.14 of the NRA, rules may be placed under the instep provided the foot is placed toe down at an angle not greater than 45 degrees from the vertical. Only the trousers and underclothing may be worn between the shooters buttocks and heel. The jacket or other article may not be placed between these two points. (Elbow is defined as above)

If the kneeling role is not used, the foot may be positioned at any angle, to include placing the side of the foot and the lower leg to contact with the ground.



Standing: Erect on both feet, no other portion of the body touching the ground or any supporting surface. The sling cannot be used. The rifle will be supported by both hands and one shoulder only. The elbow or upper arm may be placed against the body or rested on the hip.



SMALL BORE RIFLE SILHOUETTE RULES (half of standard distance) Linn County Shooting Sports

1. Standard small-bore silhouettes (1/5 scale) will be used as targets. They will be placed at one half the standard small-bore range distance. The course of fire will consist of the following:

Stage1	10 shots at chickens	22 yards
Stage2	10 shots at boars	33 yards
Stage 3	10 shots at turkeys	42 yards
Stage 4	10 shots at rams	55 yards

2. The targets in each stage may be engaged in any sequence. Any target toppled will count as a hit. A turned, but untoppled target will count as a miss.
3. A maximum time period of 5 minutes will be allowed for each stage. All four stations will be fired at the same time. Competitors will rotate through the stages in sequence, beginning at stage 1. Magazines may be loaded during a load/preparation time period, but a round may not be chambered until the commence fire command is given.
4. Any .22 caliber rimfire rifle (no .22 mag) may be used. Any sight system including scopes will be allowed.
Competitors will provide their own ammo. Ammo will be checked by Range Officer.
5. Intermediate and senior competitors will shoot only from the standing position. Junior competitors will shoot only from the prone position. Only Junior shooters will be allowed to use a sling.
6. Junior competitors may be verbally coached and physically assisted during loading. A single individual outside the shooting box may verbally coach intermediate and senior competitors, but no physical assistance may be given during a stage.
7. **ALL COMPETITORS, COACHES AND SPECTATORS ENTERING THE FIRING RANGE MUST WEAR EAR AND EYE PROTECTION AT ALL TIME DURING FIRING!**
8. All firearms must be cased or have actions open whenever on the range except during firing. Semi-autos without a bolt hold open feature shall have a chamber flag or block to keep the bolt open. Open bolt indicator will be used.
9. The range will not be available for sight in prior to shooting. You will need to be sighted in prior to arrival.
10. In the event of a tie, the competitor with the most Ram hits will be declared the winner. If they have the same number, turkeys, boars then chickens will be used to break the tie.
11. **FOR SAFETY CONSIDERATIONS, ALL PARTICIPANTS WILL ABIDE BY THE RANGE RULES OR THEY WILL BE DISQUALIFIED. THIS INCLUDES COMPETITORS, COACHES, SPECTATORS, ETC. ENFORCEMENT OF THESE RULES IS THE RESPONSIBILITY OF THE RANGE MASTER.**

AIR PISTOL RULES

Linn County Shooting Sports

SPECIAL NOTE: Missouri 4-H will be transitioning to a one-hand support sling for the Intermediate age group. This year the use of the support sling (counterbalance & pulley) is optional. The two-handed standing for Intermediate is still acceptable. Beginning in 2017, the two-handed grip/stance is no longer an option for Intermediate Division; only the one-handed, standing, with support sling will be permitted. See this link for description of one model of the Air Pistol Support Sling (counterbalance & pulley T-stand): https://www.usashooting.org/library/Youth_Development/Z_PPP_Counterbalance_T_Stand.pdf

1. Only 4-H members receiving a minimum of 10 hours of direct instruction during the current year from a properly enrolled and 4-H pistol-certified volunteer are eligible to compete.
2. Competition will be held in all age divisions. **Course of Fire:**
 - a. Junior (age 8-10) 40 rounds, any of the 4 basic supported positions, as appropriate for age and experience: seated at a table and sand bags or other supporting material; or seated, using the air pistol support sling. (see above). 5 shots per bull (see positions below)
 - b. Intermediate (age 11-13) 40 rounds total, standing position. All rounds may be shot two-handed, unsupported position OR may be shot one-handed, standing with Support Sling (see above). 5 shots per bull. Shooter choice. (In 2017 only one-handed with support sling will be permitted).
 - c. Senior (age 14-18) 40 rounds total, standing position. All rounds shot one-handed, unsupported; 5 shots per bull.

The permitted two-handed hold is the same as allowed in pistol silhouette. The arm or arms are not braced or supported by other parts of the body. Neither the “trigger” hand (or arm) nor any part of the pistol may make contact with the opposite arm at any point at or above the pivot point of the wrist. See picture included in NRA Pistol rule book and illustrations in Small Bore pistol section for acceptable one-hand hold

In supported positions I, II, and III the shooter is seated. Shooter may use supporting material, such as boxes, duffel bags, bean bags, or sand bags, on the table or bench. The competitor’s shooting arm must be fully extended, with the sights at eye level. The non-firing hand may provide support for the firing hand or the butt of the pistol. **Note: Elbows are not allowed to rest on the table in any of the supported positions.** The table is not considered “supporting material”. Differences noted below.

Supported position IV: Youth division will be seated and must shoot two handed with the support sling. Intermediate division will shoot one-handed, standing - if using the support sling (or use two-handed, unsupported).

Basic Supported – I

The shooter may rest any part of either or both hands and forearms and the pistol, including the barrel, on the supporting material.

Supported -II

Shooter may rest the butt of the pistol on the supporting material.

Advanced Supported -III

The shooter may rest his or her forearm(s) on the supporting material, but no portion of the pistol.

Support Sling – IV (see special note & link above)

The shooter uses a counterbalance and pulley system that will reduce the effective weight of the pistol for a younger shooter, and yet allow the Intermediate Division shooter to use one-handed International Pistol stance/form. This better prepares the young shooter for more advanced competition.

3. **Pistol:** Any 4.5 mm (.177 cal) type of pneumatic, compressed air or CO₂ pistol or revolver meeting the following requirements may be used.
 - a. The weight of the pistol or revolver with all accessories must not exceed 3.3 lbs.
 - b. The trigger pull must be at least 500 grams (17.6 oz), measured with the barrel vertical.
 - c. No part of the grip or accessories may encircle the hand. The heel rest must extend at a right angle not less than 90 degrees to the grip. Any upward curvature of the heel and/or thumb rests and/or downward curvature of the side opposite the thumb is prohibited. The thumb support must allow free upward movement of the thumb. However, curved surfaces on the grips or frame, including the heel and/or thumb rest in the longitudinal direction of the pistol are permitted.
 - d. Overall size of pistol is limited to those dimensions that will permit the pistol to be enclosed completely in a rectangular box having the dimensions of 420mm x 200mm x 63mm (approx. 16.53" x 7.87" x 2.50").
 - e. Sights: Only open sights are allowed. Optics, mirror, telescopic, laser beam, electronically projected dots, etc are prohibited.
 - f. The Range Officer is authorized to inspect each firearm for safety and function.
4. Shooting distance will be at ten (10) meters (33 feet).
5. Official targets will be the B-40/4, a 4 bull target OR the equivalent Orion Scoring System target (single bull) **Target placement** will be as follows: Junior division targets will be placed 36 inches from ground to center of target; Intermediate and Senior division targets will be placed 55 inches (+/- 4") from ground to center of target.
6. Shooters will be required to load and fire one round at a time.
7. Ammunition: **No pellets are provided, each shooter will be required to bring their own pellets.** Ammunition must be .177 caliber, lead wadcutter. No hollow points, domed, pointed, semi-wadcutter or other specialty pellets are permitted – only true wadcutter pellets. Pellets will be approved at check-in and also inspected when the shooter arrives on the firing line. CO 2 cartridges will not be provided - shooters must supply their own, if needed.
8. Time allotted:
 - a. Sighting shots will be permitted and may only be fired before the beginning of the match. Two single- bull B/40 targets will be allowed for sight-in; unlimited shots within a 15 minute time limit.
 - b. Shots will be fired in strings of 10. 1 minute per shot (10 minutes per string) is allowed.
 - c. Each shooter is to start and finish the round within the allotted time limit, except in the case of equipment failure. A shooter whose equipment has failed must notify the Range Officer and may be allowed up to 20 minutes to repair equipment-at the discretion of the RO.
 - d. A maximum of two (2) alibis are allowed per shooter.
9. Scoring:
 - a. Each bull has 50 points possible – 5 shots at 10 points each.
 - b. A shot is given the score of the highest value scoring ring that is touched by the shot hole.
 - c. An inner ten (X) is a shot that touches the smaller ring inside the ten ring. For this competition only, the highest number of Inner ten shots (X's) will be used to break ties.
 - d. Crossovers (shooting at another's target): The person crossing over will lose the score on that round. The target crossed over onto, will be scored using the highest point value. Shooters should notify range officers immediately upon noticing a cross over shot.
 - e.

10. Eye protection is required at all times for shooters or any coaches or assistants when on the firing line and must be provided by the individual.
11. Each shooter may bring his/her own spotting equipment.
12. **Parent/coach responsibility: Junior Division:** A parent/coach must accompany the shooter to the firing line and must load and charge the pistol for the youth. **Intermediate:** parent/coach to be on the line- and may help charge pistol. **Senior:** coach/parent should be available in close proximity but must stay behind the firing line, regardless of weather conditions.
13. For SAFETY considerations, all participants will abide by the range rules (including the CBI requirement) and the directions from the Range Officer or they will be disqualified. Enforcement of these rules is the responsibility of the Range Officer.
14. The Range officer has absolute control of the range and may excuse or disqualify any participant, coach, or parent as he/she sees fit.
15. NRA International Pistol rule book (CI 16500) will address rules not covered by the Missouri 4-H Shooting Sports rules.

SMALLBORE PISTOL RULES

Linn County Shooting Sport

Modified Camp Perry Match

1. This event is open only to 4-H members who are in the senior age division (14-18 yrs), and have met all established requirements for enrollment and completion.
 - a. Successfully completed a minimum of 10 hours of instruction by a 4-H certified pistol instructor that is "small bore" qualified. That is- instructors certified in Pistol, October of 2003 or later. Pistol instructors prior to that date are Air Pistol only. (unless attended a Pistol update)
 - b. Has successfully completed the 4-H pellet pistol program prior to instruction in small bore and been approved by pellet pistol instructor to advance to small bore.
 - c. **Has a permission slip signed by parent on his/her person at all times when in possession of the pistol – including this competition** - as required by Federal law.
2. Pistol: Any factory available semi-auto .22 pistol or .22 DA revolver(no single-action revolvers) with:
 - a. 5 round capacity, and
 - b. Barrel length, including chamber, of no more than 10 inches, and
 - c. Sight radius of no more than 10 inches, and
 - d. Trigger pull no less than 2 pounds
3. Sights: Open sights only with a non-adjustable front sight. Rear sight may be adjustable but must have an open "v", "u" or rectangular notch.
4. Extra magazines and speed loaders are permissible.
5. Course of Fire will consist of three stages; **total of 40 shots for score.**
 - a. Stage 1 - Slow fire. 20 shots - two strings of 10 rounds, 10minutes/string.
 - b. Stage 2 - Timed fire. 10 shots - two strings of 5 rounds, 20 seconds/string.
 - c. Stage 3 – Rapid fire. 10 shots - two strings of 5 rounds, 10 seconds/string.
 - d. Two series of 5 sight-in shots permitted at the beginning of the match; prior to the first shots for score. 2 1/2 minutes for each series.

6. Distance from the firing line to target shall be 25 yards.
7. Target: NRA B-8(T) for all stages;
8. **Ammunition Will NOT be provided; competitors must furnish their own.** The ammunition must be approved by range officials at check-in and again when stationed at the firing point. Ammunition must be in the original box/carton and labeled/marked with the name of the shooter.
Ammunition must these specs: 22 LR; 40 gr. round nose lead bullet; velocity no greater than 1250 fps.
9. Shooting Position: The only acceptable shooting position is standing, one-hand hold, with no artificial support.
10. Range Handling & Safety Procedures:
 - a. Pistol must remain cased until shooter is called to the firing line.
 - b. All actions will remain open and exposed to inspection except when actively engaged in firing or under the direct command of the range officer.
 - c. No pistol will be picked up or handled until authorized by the appropriate command.
 - d. When called to the line the pistol may be uncased.
 - e. Cylinders must be open or slides back and the magazine removed at all times until shooter is at the firing point and the command "THE PREPARATION PERIOD STARTS NOW" has been given.
 - f. Loading - Pistols will remain unloaded on the firing line until the command "LOAD" is given. A pistol or revolver that has a cartridge in the cylinder or in a magazine which has been inserted shall be considered loaded.
11. Spotting equipment is permissible, but the use of spotting equipment must not interfere with other shooters.
12. Eye and ear protection is required for shooters and coaches when on the firing line
13. A coach, parent, or other senior age youth may accompany the shooter to the firing line. Their primary responsibility will be to assure the safety of the shooter, gallery, and range officers. No coaching is allowed. The coach cannot handle the firearm in any way, except to assure safety.
14. Approximately 4 feet of table space will be available at the firing line for use of the shooter. All equipment must be contained within the allowed space.
15. Scoring. Scores calculated by the point value of the shot within the scoring rings of the target.
 - a. If a line is broken the higher point will be awarded.
 - b. Crossovers (shooting another's target). The person crossing over will lose the score on that round. The target crossed over onto will be scored the highest point value.
 - c. When a shot is fired early or late, and the required number of hits are visible on the face of the target; the highest point value shot will be scored as a miss. If fewer than the required numbers of shots are visible, the competitor will be scored a miss for each shot not on the target, and those visible will be scored in the normal manner.
 - d. Ties will be broken by the highest number of 10's, then the number of 9's, then 8's, etc. until the tie is broken.

16. Safety will be the highest priority during the match! All participants are expected to abide by all accepted safety rules, range rules, and to the directions given by the range officer. Failure to do so will result in disqualification. Enforcement of these rules is the responsibility of the range officer. The R.O. has absolute control of the range and may excuse or disqualify any participant, coach or parent as he/she sees fit.
17. Range officers are authorized to inspect each firearm for compliance, safety, and function and may refuse any firearm that he/she considers unsafe or not in compliance with stated rules.
18. NRA Pistol Rule Book CP-16650 will address any rules not listed.



One-handed Hold

5.12 The shooter must stand free, without support, completely within the firing point. The complete firearm must be held and fired with one hand only. The wrist must be visibly free of support. Bracelets, wristbands or similar items which might provide support are prohibited on the hand and arm which hold the firearm



MUZZLELOADING RULES

Linn County Shooting Sports

NO SMOKING! on or within 50 feet of the loading tables or firingline!!!!

1. Each shooter must be accompanied to the loading table with a “coach” whose job is to monitor loading and safety procedures of the participant during competition.
2. Each shooter will shoot from standing position only. See copy of the Standing Position Rule included.
 - a. Legal position would be same as Air Rifle and .22 Rifle.
 - b. Slings or Shooting Sticks (Rests) are not allowed.
3. Competition will be in one event with two (2) age classes.
 - a. Intermediate (11-13 Years of Age)
 - b. Senior (14-18 Years of Age)
4. Course of Fire: **20 shots, paper bulls-eye at 50 yards**. Intermediates and Seniors both:
 - a. Allowed two (2) fouling/sighting shots
 - b. Followed by twenty (**20**) shots for score. (200points)
5. Target: NMLRA (National Muzzle Loading Rifle Association) TG2406 -100 yard, 8 ring black <http://www.nmlra.org/store.asp?CatID=5>
6. EQUIPMENT & SUPPLIES
 - a. Rifle:
 - Caliber -.54 maximum and .32 minimum calibers permitted.
 - Ignition - may be by No. 11 percussion cap, musket cap, or 209 primer. No flintlock.
 - Traditional or in-line rifles. “Set” or “double” triggers are permissible.
 - Sights - Open iron, aperture and fiber optic sights will be permitted. No optical, telescopic or electronic sights.
 - b. Shooting Supplies – All loading supplies and equipment must be supplied by the shooter; this includes powder, patch, ball, caps AND short starters, range rods, capper, powder measure, etc.
 - Powder limit will be a maximum of 60 grains.
 - Powders: Pyrodex RS, Triple Seven, or other equivalent black powder substitute OR 3f black powder. Bring powder in original container and show to range officials for approval before dispensing into a powder flask/horn.
 - No. 11 caps, musket caps, or 209 primers are permitted.
 - Caps/capper and powder must be checked-in with the range officer when you arrive on the range.
 - c. Round ball only. (supplied by shooter) All round balls must be soft lead in composition.
7. PROCEDURE:
 - a. All loading will be done at loading table by the shooter under the supervision of a coach, leader, or parent. The powder container must be capped immediately after filling the powder measure. No loading directly from the powder container to the rifle is permitted.
 - b. After loading, wait until the Range Officer gives the command to approach the firing line.
 - a. Do not cap the rifle until range officer authorizes.
 - b. After firing the shooter will return to the loading table and insert the range rod. Then he/she may begin preparation for loading. No blowing down the barrel!

NOTE →

8. **Hang Fire:** Notify range officer immediately. Keep rifle pointed down range a minimum of 2 minutes. Range Officer will take charge of clearing round from the chamber with silent ball discharge. This will be considered an equipment failure. A dirty, un-fireable firearm will be considered equipment failure after the second attempt to fire. The firearm will not be cleaned by the Range Officer. The 20 minute time limit would begin after the second attempt is cleared by the Range Officer. A roped-off, safe area will be provided and can be used as a pre-shoot cleaning and preparation area.
9. Time limit is 80 minutes to shoot 20 rounds. Time begins after the two fouling shots. (little less than 4 minute per shot)
- Each shooter will start and finish within the given amount of time, except in the case of equipment failure. A shooter whose equipment has failed must notify the chief range officer and will be allotted 20 minutes to repair equipment.
 - All shots fired before equipment failure will count toward a score. If equipment is not repaired within the allotted time, participant must take the score before equipment failed.
10. **Scoring:**
- Point values: 10 points for center ring and X-ring, next outward ring is worth 9 points, with each outward ring worth 1 less point.
 - Ball must touch the scoring ring to count the higher point value.
 - Crossovers (shooting at another person's target). Person crossing over will lose score for that shot. For whomever the shot crossed-over-to, the shot does not count. The shooter must still take the shot.
 - Point value for all 20 shots will be totaled to arrive at final score and placement.
11. **Tie-breaker.** Ties will be broken by:
- Number of "Xs"
 - If still tied, then by number of shots in the 10 ring, then 9 ring, etc...until broken.
12. **Safety:**
- All shooters, coaches or spotters must provide their own eye and ear protection and are required to use them at all times while on the range.
 - The muzzle must be pointed "up" or pointed down-range at all times.
 - The range rod or ramrod will serve as an empty barrel indicator and must be in the barrel whenever removed from the case except when: advancing to firing line, returning to the loading table after firing, during the cleaning, swabbing, or loading process, or when loaded.
 - No smoking allowed by any party anywhere near the Muzzleloading area.
 - A roped-off, safe area will be provided and will be used as a pre-shoot cleaning and preparation area. Shooters must not handle their firearms unless in the prep area or on the line.
- All participants will abide by range rules or will be disqualified. Enforcement of these rules is the sole responsibility of the range master.
13. Rules not addressed will be covered by National Rifle Association Muzzle loading Rifle, Pistol and Shotgun Rules #CB16380.

SHOTGUN SPORTS

Linn County Shooting Sports

Trap Shoot: Macon Gun Club
Skeet Shoot: Macon Gun Club
Sporting Clays: Pin Oak Gun Club

GENERAL SHOTGUN RULES – ALL EVENTS

1. Age Divisions
 - a. Intermediate: age 11-13 (NO Youth Div.)
 - b. Senior: ages 14-18
2. Equipment:
 - a. 12, 16, 20, 28, and .410 gauges of Shotguns are accepted. 10 gauge is not allowed.
 - b. Release triggers are not allowed.
 - c. Eye and ear protection and a shell pouch are required and must be provided by the shooter.
 - d. Case - Shotguns are to be cased and to remain in a case until range official allows them to be racked (immediately prior to shooting). No handling is permitted until called to the field/station.
3. Safety
 - a. **Muzzle Control:** Shooters must maintain control of their muzzles at all times. Firearms must be carried in the muzzle up position whenever uncased. Hinged actions may be carried, broke open, over the shoulder and with the muzzle(s) down and in front of the body...not with muzzle pointing backward.
 - b. Action must be open and empty until on shooting station. Action may not be closed until previous shooter calls for his target.
 - c. Regardless of condition muzzles may not be pointed toward or rested upon any part of the body of the shooter or another person.
 - d. NO resting muzzle on shoe or toe pad. Pads to rest muzzle on is permitted – but must be a pad on the ground...not any part of the body.
 - e. Shotguns are to be cased and to remain in a case until range official allows them to be racked (immediately prior to shooting). No handling is permitted until called to the field/station. Must be cased when moving between ranges.
 - f. Audio headphones or ear pieces are not permitted on the firing line or the field. Once an individual or team is called to compete, ear pieces or headphones must be removed and remain off during the competition.
4. Scoring will be done on the field/range. Challenges should be immediate. Shooters should challenge a ruling on the field immediately, if they feel a referee has missed a call. Once the next shooter has fired, the right of appeal is lost. The range officer in counsel with the scorer will decide the issue. The decision on the field is final and not subject to further appeal.
5. Tie scores: The top three (3) individual places only will be broken by a shoot off. No team shoot-offs. Shoot-offs will be conducted at the completion of all entries within age division. If participant is not present for the shoot-off, he/she will receive the lowest placing of the tie. Range officials will make allowances for participation in other events. It is important that the youth keep range officials informed – if he/she has other events to shoot and will be involved in the “shoot off”.
6. Disqualification: Participants not abiding by range rules, safety rules, and/or 4-H rules may be disqualified without warning and without recourse. 4-H range officials are responsible for the interpretation of rules and given sole responsibility/authority for the enforcement of said rules.

<p>NOTE: Shooters must provide own shells. NO RELOADS permitted!</p>

LINN COUNTY TRAP SHOOT

1. Rules: All General Rules for Shotgun (given above) apply to this event. Additionally, the rules listed below apply. Read all rules, ask questions if you need to. It is the responsibility of the 4-H member to understand and follow all rules.

3. Classes:
 - a. Intermediate. Trap - 50 single targets
 - b. Senior. Trap - 50 single targets

Note – State will have Trap Doubles events at the State Shoot and may be possible at other counties.

3. Entries: A youth may register and compete in 1 singles event – plus 1 doubles event.

4. Ammunition:
 - a. Shooters must **provide their own ammunition**
 - b. Ammunition used must be **factory-produced ammunition** – **NO RELOADS permitted!**
 - c. Ammunition meet the requirements established by the Amateur Trap Association (ATA).
 - No load shall contain more than 1 1/8 ounces of shot.
 - Shot size must be 7 1/2 or smaller.
 - Loads must not have a velocity of more than:
 - 1290 fps with a maximum shot charge of 1 1/8 oz., or
 - 1325 fps with a maximum shot charge of 1 oz., or
 - 1350 fps with a maximum shot charge of 7/8 oz.
 - d. Match officials have the authority to inspect ammunition and make a determination if ammo meets the above requirements.
 - e. Ammunition is available for purchase at the MTA trap range

5. Ties: Broken to determine top 3 individuals and to determine 1st place team (2nd & 3rd if appropriate)
 - a. Individual - Determined by shoot-off. Procedure: 5 shots each – sudden death - at 16 yds. If needed, then increased up to 27 yards.
 - b. Team - Breaking of team ties will be determined by the score of the 5th place team member. (highest score wins tie). If those scores are the same, it will be determined by the score of the 4th place member, then 3rd, etc. IF two or more individuals are tied for 5th position on a team – the longest run will be used to break the tie to determine the 5th person on the team.
 - c. Doubles (individuals) – Pairs from each station for a total of 10 shots. Repeat as needed.

Shooters are expected to remain for the shoot-off to break ties. Check the score board to see if you will be part of a shoot-off. IF not present for shoot-off, shooter forfeits.

6. Voice-activated traps: Shooters should close action when the shooter before them calls "Pull". This will prevent the early launching of targets for their round. The sound of actions closing can activate the trap and waste targets.

7. ATA rules will address only rules not covered by Missouri 4-H state rules.

LINN COUNTY SKEET SHOOT

1. Rules: All General Rules for Shotgun (given above) apply to this event. Additionally, the rules listed below apply. Read all rules, ask questions if you need to. It is the responsibility of the 4-H member to understand and follow all rules.

Remember: The Skeet event is open to any 4-H member enrolled in the Shotgun project. However, the shooter must have shot skeet previously in competition or practice on a regulation skeet field. (per General Rules)

2. Events/Classes:
SKEET - Standard 8 station American Skeet (25 targets per round). May enter 1 singles class
 - a. INT Novice – 1 round of 25 targets. (designed for 1st year skeet shooter, that has not yet broken
 - b. INT – 50 targets; 13 or more targets.)
 - c. SR. – 100 targets;
3. Ammunition:
 - a. Shotgun ammunition must be factory-produced. No reloads allowed.
 - 12 gauge - Lead shot; size 7 ½ & smaller; 1 1/8 oz. shot maximum
 - 20 gauge – Lead shot; size 7 ½ & smaller; 1 oz. shot maximum
4. Shooters will be assigned to squads by the match director. Up to 6 shooters may shoot in the same squad. Shooters are expected to follow the schedule. If not present when called, the participant may be disqualified.
5. Ties: Broken to determine top 3 individuals and to determine top 3 teams.
 - a. Individual – Determined by shoot-off. Procedure: Sudden Death starting station #1
 - b. Team ties – No team shoot-offs. Ties will be broken score of the low man.
6. Skeet Procedures
 - At the beginning of first round the squad shall be entitled to observe two regular targets from each skeet house; one single from each house and one pair of targets (total of 4 targets).
 - Shooters must stay with the squad and can only advance to the next station as a squad.
 - Shooters shall not advance to the next station until the whole squad has finished.
 - Targets declared “no bird” or “no target” shall not be scored.
 - One lost target shall be scored on:
 - a. Balk or failure of the gun to fire due to fault of the shooter (safety left on, failure to load a shell, etc).
 - b. Doubles fired upon in reverse order
 - c. If a shell having once misfired is used again and fails to fire the results shall be considered a fault on the part of the shooter and scored lost.
 - d. Failure to load two shells for doubles.
 - e. Failure to load the shell into proper barrel for singles.

- Gun malfunction
 - a. To establish that a malfunction has occurred the shooter must not open the gun nor touch the safety before the referee's inspection.
 - b. If a shooter is holding the trigger pulled, the referee after seeing that the gun is pointed in a safe direction will place his / her finger over shooters and apply normal pressure. The target shall be score lost if the gun fires.
 - c. If the shooter has released the trigger the referee after seeing that the gun is pointed in a safe direction will exercise extreme caution not to jiggle or attempt to further close the action and will apply normal pressure to the trigger. The target shall be scored lost if the gunfires.
 - d. The target shall be scored lost if the gun is opened before the referee's inspection.
- Defective Ammunition:
 - a. Failure to fire, providing firing pin indentation is clearly noticeable.
 - b. When a target is missed in the case of an odd-sounding shell, which, in the **sole judgment of the field referee**, does not deliver the shot the distance to the target, and therefore does not give the shooter a fair opportunity to break the target. If the target is broken with an odd sounding shell it shall be scored dead.
 - c. Only two instances of defective ammunition are allowed per box of shells. If a new box of shells is not obtained each ammo malfunction shall be scored lost in that round.
- National Skeet Shooting Assoc. rulebook will address only rules NOT covered by these 4-H rules.

LINN COUNTY SPORTING CLAYS

1. Rules: All General Rules for Shotgun (given above) apply to this event. Additionally, the rules listed below apply. Read all rules. Ask questions if you need to. It is the responsibility of the 4-H member to understand and follow all rules.
2. Classes – 2 age divisions of competition
 - a. Intermediate (11-13 yrs.)
 - b. Senior (14 yrs. & older)
 - c. Novice Instructional Class – both Intermediate and Senior age in one class. This is a “Beginners” instructional class – for those who would like to receive basic Sporting Clays instruction. Will not shoot for a score and will not be eligible for any awards. Regardless of age division; all shooters will have 25 targets presented, on a limited course.
3. Course of Fire: Any combination of single or double targets. (novice – 25)
 - a. Walking course with multiple targets at multiple stations
 - b. Intermediates – **50 targets** total @ 5 stations. All pairs; mostly report pairs (at first shot, a second target is immediately thrown) but may also throw some true pairs (both targets thrown simultaneously)
 - c. Senior – **100 targets** total; 10 stations, report and/or true pairs.
4. Equipment: Shotgun - 12 gauge or smaller, in safe working order, and capable of firing two shots.
5. **Ammunition: Shooters are to supply their own ammunition.**
 - a. Must be commercially manufactured. No reloads!
 - b. Lead shot (may be plated) 1 1/8 oz. or less
 - c. No shot smaller than #9 and no larger than #7½
6. Procedures
 - a. Shooters will be assigned to squads by the match director. Up to 6 shooters may be on a squad.
 - b. At each station the squad will be able to “see” each target & target combination thrown-one time, prior to shooting for score.

- c. Shooters will rotate shooting order/position at each station.
 - d. Shooters advance to the next stations as a squad – not individually.
7. Individual ties for awards will be broken by stations picked in advance. Team ties will be broken by score of low person.
8. Unless specifically addressed in these 4-H rules, the National Sporting Clays Association rulebook will be followed.

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HUNTING AND WILDLIFE SKILLS RULES

Linn County Shooting Sports

1. Awards will be presented in three age groups. (Age as of January 1st of the year of the event)
 - a. Junior (8-10)
 - b. Intermediate (11-13)
 - c. Senior (14-18)

2. **Components of the Hunting Skills event:** There are three (3) components to Hunting Skills.
 - a. Written test
 - Each age division will have its own age appropriate test.
 - Test will consist of multiple choice, True/False, fill-in-the blank. May also include “ranking” questions (rank 4 items from best choice to worst).
 - b. Compass Course
 - Junior participants will run one (1) course
 - Int. & Sr. will run two (2) courses
 - c. Shooting
 - Archery
 - Air Rifle

3. **Written Test**

Content:

 - Wildlife Identification: including skulls, fur, tracks, pictures of animals, horns, wings, scat
 - Wildlife habits & habitat
 - Orienteering questions about how to use & read USGS Quadrangel maps
 - GPS questions – basic
 - Basic First Aid questions
 - General and basic questions about firearms, archery equipment and about hunting with firearms & archery
 - Outdoor Ethics
 - Hunting safety

Resources: Study guides and resources for the Missouri Hunting Quiz that will provide answers to all of the questions are:

- Missouri Hunter Education Student Manual "Today's Hunter in Missouri"
- MDC publication "The Wild Mammals of Missouri" second revised edition
- USGS flyer that is titled "Topographic Map Symbols" (free from USGS)

- "Instructions" or "Directions" pamphlet that comes with every compass
- "Be Expert With Map & Compass" by Bjorn Kjellstrom; publisher- Wiley Publishing Inc.
- "Wilderness Navigation" by Bob Burns & Mike Burns; published by The Mountaineers
- "GPS Made Easy" by Lawrence Letham; published by The Mountaineers

The National Invitational 4H Hunting events are based on the content of the:

- 4-H Shooting Sports Hunting curriculum
- NRA Hunters Guide,
- Federal Ammunition-wildlife guides
- 4-H Wildlife Habitat Evaluation Program (WHEP) national manual.

Equipment: Clipboard, pencil, any other supplies needed for the written test will be provided.

4. **Compass Course**

Procedure: The course will be laid out using what is commonly known as a "Silva Compass Course". It consists of a row of numbered flags in a straight line. Participants will be given a course card that dictates starting at a specific flag number. Two or more compass headings and distances will be given on the card – that if accomplished correctly – will bring the participant back to another specific flag. Score is calculated from how close the participant comes to the designated end flag.

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Additional compass course can be added at instructors discretion.

Equipment: Participant may provide their own compass, but it must be approved by the range officer. Some necessary equipment –including the compass, will be provided.

5. **Shooting**: Will not be included in this competition.
6. Restrictions – Participants must not possess references, resources or aides of any kind; written, recorded, or electronic. Individuals with such devices/resources will forfeit their score that that portion of the competition. There shall be no communications between the participants, coaches or other individuals during the competition.

<p>Hunting Skills Sample Questions</p>
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QUIZ

1. If you are outside in cold weather and you get soaked, the best clothing material to be wearing would be
 - a. Cotton
 - b. Nylon
 - c. Polyester
 - d. Wool
2. When discussing firearms the terms sectional density and ballistic coefficient would refer to
 - a. The powder charge in a cartridge

- b. The primer
 - c. The projectile
 - d. The type of powder in the cartridge
3. The best way to prevent the loss of body heat in cold weather is to
- a. Wear tight clothing
 - b. Put on a single large thick jacket made with material such as goose down
 - c. Dress in several light weight layers of clothing
 - d. Be most concerned with holding in the body heat of the central part of the body
4. If you are out in the woods, become totally lost, and you pull out your compass it will tell you
- a. Which way is north
 - b. How to get out of the woods
 - c. The direction you need to travel
 - d. Your back trail
5. Which of the following is **not** in the “dabbler” or “puddle duck” group of ducks?
- a. Redhead
 - b. American Widgeon
 - c. Gadwall
 - d. Northern Pintail
6. The reciprocal heading of 120 degrees is
- a. 240 degrees
 - b. 270 degrees
 - c. 300 degrees
 - d. 330 degrees

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7. You are selecting a binocular to use while hunting whitetail deer in very dense woods where the maximum visual distance will be no more than 50 yards at any time. What item would be most important when making this binocular selection?
- a. The largest magnification possible
 - b. Best light gathering and contrast
 - c. Smallest binocular
 - d. None of these things really make any difference
8. Bright frothy or foamy blood trail from a deer would usually indicate
- a. The liver had been hit
 - b. The deer was hit in the lungs
 - c. Major vein or muscle was hit
 - d. The arrow hit the stomach or paunch of the deer
9. Wounded big game animals will usually
- a. Follow a direct line
 - b. Avoid windfalls, brush piles, or rock piles
 - c. Head down slope or the easiest direction
 - d. All the above

10. When picking up a firearm the first thing that should be done is
- Make sure the safety is “ON”
 - Make sure the chamber is “Empty”
 - Make sure your finger is **not** on the trigger
 - Keep the muzzle pointed in a safe direction

HUNTER DECISION MAKING (rank from best to worst)

11. Best rifle cartridge choice for typical Missouri whitetail deer hunting.
- 22-250
 - .308
 - 375 H & H Magnum
 - .30-30
12. Shot shell recommendation for a Nebraska wild pheasant hunt in late December. 12 gauge
- Winchester AA – 2¾ inch, 1 1/8 oz., 7 ½ shot, 2 ¾ dram equivalent, 1145 fps
 - Winchester Dry-lok Super Steel Non-toxic Magnum – 3½ inch, 1 3/4 oz., #3 steel shot, Mag dram equivalent, 1260 fps
 - Winchester Super X – 2 ¾ inch, 1 3/8 oz., #5 shot, Max dram equivalent, 1300 fps
 - Winchester Super X Heavy Game – 2¾ inch, 1 1/8 oz., #6 shot, 3¼ dram equivalent, 1255 fps

Could be a class of 4 actual items, with a statement or question – and the participant would rank the 4 objects from best to worst in response to that statement/question. Such as:

13. 4 knives are displayed. Select the best knife to cape a trophy whitetail deer in preparation for a shoulder mount.
- Sheath Knife – 10½” blade
 - 2 bladed stockman’s pocket knife
 - Buck Folding – 4 inch blade
 - Sheath blade – 2” drop point blade