

Revised 01/11/2020 NC State 4--H Shooting Sports Match

General Rules

The NC 4--H Shooting Sports match follow the guidelines for 4--H Competitive Events as established by CSREES.

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

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

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

Purpose and Objectives

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

Registration

- No changes in team make up will be allowed after the tournament registration deadline.
- A participant may compete only once per discipline.
- Each team must have a different team name. Clubs are responsible for naming their teams.
- No ATV's, golf carts, Club Cars or similar vehicles allowed.
- The registration fee is nonrefundable.
- Check--in will begin at 7:00 am the day of the tournament, opening ceremony 7:45 am, and events will begin at 8:00 am.
- A safety inspection for each team/individual will be conducted at the range before participants are allowed to shoot.
- Teams and individuals will compete in the junior division (ages 8--13) or senior division (ages 14--18). All ages are determined by the participant's age on January 1st of the year of the tournament. A team's division will be determined by the age of its oldest member, as supplied on the registration form.

Safety Rules

1. All firearms must be cased until the Range Officer has given permission to the participant to remove their firearm. For archery participants, either arrows or bows must be cased at all times until the Range Officer has given permission to the participant to remove their equipment. Cases include hard cases (metal, plastic, etc.), soft cases, or gun socks. Failure to have equipment properly cased will lead to participants being disqualified.
2. Once permission has been given to remove equipment from its case, uncased firearms on the range must have the action open and empty with an open bolt indicator in place, except when on the firing line ready to fire. Arrows will not be knocked until on the firing line.
3. All firearm muzzles will be pointed and bows drawn in a safe direction and down range at all times. **No sky drawing in archery**
4. All firearms with a safety device must have the safety on at all times except during a course of fire, or when an OBI is in place.
5. Participants will be required to provide own ammunition for use. Please see each discipline for ammunition requirements.
6. Only one shell or cartridge will be loaded unless otherwise instructed by the Range Officer.
7. Participants must provide their own eye and ear protection to be worn while on the firing line.
8. Know and obey all range commands.
9. No on--site practice will be allowed.

10. No electronic devices including cell phones will be allowed forward of the observation line, except for hearing protection and medically required devices.

11. See shoe requirements in General Rules which applies to all disciplines.

General Scoring

A. Team scores will be the average of team member's scores.

B. TEAM TIES will be broken in a manner determined by the Shooting Sports Committee.

C. INDIVIDUAL TIES will be broken in a manner determined by the State Shooting Sports Committee.

D. When scoring targets, if a shot breaks or touches the line, it will be counted as the higher score.

E. CROSS FIRES – If a participant's target has been shot more than the rounds fired by the participant, the target has been "cross-fired." The Event Director must determine if the crossfire was unintentionally caused (with no malicious intent) by participants on the firing line. If this is established, the cross-fired target will receive the total score of rounds inside the scoring area (not to exceed the maximum score for that round of shooting). The participant committing a crossfire act will only be scored for the number of rounds inside their actual target's scoring areas. Should the Event Director find that cross firing was an intentional act by participants to gain unfair advantage, all parties involved will be immediately disqualified from the event and will subsequently receive "DQ" (amounting to "0") under both individual and team scores.

F. If the participant entitled to shoot in a tie breaking competition leaves before the shoot begins, or does not report for the shoot within 20 minutes, he or she will be dropped to the next place according to the score he or she shoots in the regular competition.

General Rules

1. 4--H membership – All bona fide, active 4--H Shooting Sports members are eligible to compete in any 4--H shooting sports tournament event. **4--H on-line enrollment is required.**

2. Team Composition – Teams are composed of 3 to 5 individuals.

3. Individual participation – Individuals are eligible for individual recognition and awards.

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

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

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

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

8. Safety – Safety must be the number one priority of range personnel, participants, and spectators. Standard accepted safety rules will be followed at all times, special safety

considerations will be announced at each venue. **The Match Director, Range Officers, or other event staff may dismiss anyone from the range for unsafe behavior.** The score may be forfeited, participant disqualified, or spectators barred at the discretion of the range staff.

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

10. Coaches – Only one coach shall officially represent each team. The coach is the only adult permitted to discuss procedures, ask questions, or advocate for his/her team with Range Officials. The coach should be designated on the entry form.

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

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

13. Alcohol Policy – No alcoholic beverages may be consumed on the grounds during this event. Violation of this policy is grounds for ejection from the property.

14. Dress Code - Participants and coaches are expected to dress appropriately for the events in which they participate. This dress code should be followed at all times during the event –. Team uniforms or shirts are encouraged, but not required. Both young people and adults should wear attire appropriate for the weather while remaining modest. While these codes can leave a lot to interpretation, it is important to recognize that individual choices can at times, bring unwanted attention either to an individual or to the group as a whole.

- **Shorts, skorts, and skirts must be at least finger-tip length, with arms extended and shoulders relaxed, while standing, so that modesty is maintained in all shooting positions.**
- **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.**
- **Leggings (tight fitting/yoga-type stretch pants) are allowed when worn underneath compliant shorts, skorts or skirts.**

4-H agents, range officials, and shoot organizers will enforce dress codes, if required. All participants, coaches, parents, and family members must remember that they may be photographed or interviewed for use by local, regional, or national media. Let's do all we can to make sure that is a positive image for 4-H!

Violation of dress code, not allowed to shoot until corrected,

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

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

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

18. Time limits will be implemented for each discipline. If the shooter is not in line by the end of the allotted time for each discipline, the shooter will forfeit participation in this event. Ranges will be closed at a pre-determined time, announced at the beginning of the day.

19. If anyone leaves the discipline range with their score card it will be an automatic DQ. If the score card is not signed by the time limit by the participant or representative, they forfeit any challenge and the score stands. Archery challenges must be before the arrows are pulled.

Rifle/pistol SCORING Scored targets and score cards will be posted at the rifle range. Must be signed within 1 hour after the relay is over.

Events Offered

The following events will be offered at the Central Regional Tournament:

JUNIORS SENIORS

Shotgun

Small Bore Rifle – O Class CMP Sporter Rifle – O Class

Small Bore Rifle – T Class CMP Sporter Rifle – T Class

Air Rifle Air Rifle

Air Pistol Air Pistol

Archery – Compound Archery – Compound Hunter/Sporter

Archery – Recurve Archery – Compound Match

Archery – Recurve Hunter/Sporter

Archery – Recurve Match

Muzzleloading

Small Bore Pistol

SHOTGUN RULES

1. Shotguns: Safety and courtesy are first. Safety violations will result in disqualification and removal from the range. Shotguns may be no larger than 12 gauge.

2. Ammunition: All ammunition will be supplied by the shooters and will be shells not exceeding 1 1/8oz. shot. Ammunition must be delivered to the Range Officer by the team coach before the relay begins and approved by the Range Officer. **Shots allowed: 7.5, 8, 8.5, 9. 1300 FPS max. No tracker rounds.** ONLY factory loads will be allowed; no reloaded ammunition is allowed.

3. **Juniors will shoot 16yd trap, no oscillation. Seniors will shoot 16 yd oscillating trap.** Each participant will fire one (1) shot in turn from each of the five traps (5) stations until five (5) shots have been fired from each station. On command, contestants will move to the next station and repeat the procedure for a total of 25 rounds (5 at each station) with each break counting 10 points with a possible score of 250. Participants will load only one (1) shell at a time. All other participants will leave the actions open until it is their time to shoot. An assigned 2'x2' area or designated pad will be provided for each participant at each state of the shotgun event. Both feet must be behind the shooting line. **Non--shooting participants may follow the target with open action or finger.**

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

a piece must break off.

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

6. Participants will be required to shoot each target thrown or it will be marked as a “loss.” In the case of a malfunction of a firearm, the shooter will get another target. If the malfunction continues, the shooter will be directed to shoot another firearm. If a shooter forgets to take the firearm off safe, he/she will be given another target, one time only.

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

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

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

10. Scoring for tiebreaker:

a. Individuals will be moved to the next handicap line, using stations #1 and #5, and will shoot one round from each of the two stations. Individuals will be moved to the next handicap line each time they return to station #1. The process will continue until a winner is determined. Team tiebreakers: Teams will be moved back to the next handicap line and shoot a full 25 round course for score. This will continue until a winner is determined.

b. Participants will draw for shooting order in a tiebreaker.

c. Participants DO NOT have the option to pass up targets during the tiebreaker completion. If a good target is thrown for a shooter, he or she must shoot at it or it will be scored as a loss. Wind, or other acts of nature affecting the flight of the target, is not an acceptable alibi for not shooting.

d. In case of malfunction, the participant must shoot at another target from the same station. If the malfunction continues, the shooter will be directed to shoot with another firearm.

e. If the participant entitled to shoot in a tie breaking competition leaves before the shoot begins, or does not report for the shoot, he or she will be dropped to the next place, according to the score he or she shoots in the regular trap completion.

f. **If a team member is not present for a shoot-off, the team will forfeit the shootoff. If both teams are missing team members, both teams will forfeit the shootoff and drop a placing.**

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

Shotgun rules are based on ATA rules. However, 4-H and/or range rules supersede ATA rules.

SMALL BORE RIFLE GENERAL RULES JUNIOR DIVISION

Rifles: The small-bore rifle competition will be O & T classes. All participants will shoot from the standing, kneeling, sitting, and prone positions.

1. Ammunition: .22--long rifle ammunition will be furnished by the participant. Ammunition must be carried by the coach/adult to the ready line.

2. Scoring/Course of Fire

Each participant will fire 5 shots from the prone, sitting, kneeling and standing positions.

All shots will be fired from 25 yards. Each participant will fire one shot at each of the twenty bull's--eye targets.

a. Bull's--eye hits will have a 10--point value with a possible score of 200 points. The highest number of 10X hits will break individual ties. If this does not break the tie, the number of 10X's from the standing position will be used. If an individual bull's--eye target has more than one hole, the highest shot will be scored and any others will not be counted.

b. Participants having an ammunition malfunction will be provided with another round by turning the misfire in to the Range Officer.

c. Repeated malfunctions in the rifle will result in the participant being required to use another rifle.

d. Scored targets and score cards will be posted at the rifle range. Must be signed within 1 hour after the relay is over.

e. Any of the following, are considered to be of a competitive nature and will NOT be permitted:

1. Clothing with added padding or stiffness for support (Shooting Jacket)

2. Adjustable or hook butt plate

3. Palm rests, or forearm stocks exceeding 2--1/4 inches wide

4. Shooting gloves

5. Attachments to the barrel at the muzzle (muzzle brake, compensator suppressor, weight)

6. All classes are required to have trigger pull of at least 3 lbs. **Rifles Can weigh no more than 7.5 lbs., weighed without slings.**

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

7. Slings will be allowed for kneeling, sitting, and prone positions, only.

8. **SCORING** Scored targets and score cards will be posted at the rifle range. Must be signed within 1 hour after the relay is over.

O CLASS

1. The intent of the O Class rules is to promote target competitions with .22 caliber rim--fire rifles that are low--cost, readily available, sporter--type rifles typically used in informal target shooting, plinking, or small game hunting.

The following rifles are allowed to be used in sporter-type, AR style with M-4 stocks, aftermarket stocks for standard rifles (10-22, etc.)

2. Sights will be open with standard front post or bead.

3. Participants are limited to five minutes from commence fire to cease--fire for each shooting position.

T CLASS

1. Peep/aperture sights, scopes up to 6x, hasty type slings, are permitted.

2. All rules stated for "O Class" apply except for sights
3. Participants are limited to five minutes from commence fire to cease--fire from each shooting position.

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

CMP SPORTER RIFLE SENIOR DIVISION

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

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

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

TARGET B--19 CMP Rimfire Sporter Target

DISTANCE 25 yards and 50 yards

COURSE OF FIRE 50 yards: Prone position – 5 shots slow fire and 5 shots rapid fire. Sitting or Kneeling – 5 shots slow fire and 5 shots rapid fire. 25 yards: Standing – 5 shots slow fire and 5 shots rapid fire

TIME LIMIT Slow fire – 5 shots in 5 minutes; Rapid fire – 5 shots in 25 seconds (semi--auto) or 30 seconds for manual repeater.

EQUIPMENT Rifle: Overall weight including sights (without sling), may not exceed 7.5 lbs. Any type of action, semi-automatic or manually operated with a trigger pull of at least 3 lbs.

Stock: Must have standard sporter stock constructed of wood or synthetic material., Adjustable butt plates or cheek pieces, and rails or adjustable (moveable) sling swivels are not permitted.

Sling: standard leather or web sling no wider than 1 ¼" . inches may be used in the prone, sitting or kneeling positions. Must be fixed in at least one position, (rails with adjustable sling swivels are not permitted).

Sights: Open sights may be used; receiver sights or a scope not exceeding 6x magnification is permitted; variable scopes may be used but must be taped and immobilized at the 6x setting.

Barrel: In accordance with the intent of this event – Sporter rifle barrels only. Barrels of special composition (carbon) or non-factory styles (i.e. fluted) are not permitted.

RULES Two classes

Tactical and Unlimited Rimfire Sporter rifle, TU-Class

Will be fired in the T-Class only

TU-Class Rimfire rifles may be rifles configured as Modern Military (AR clones) or they may be rifles with non-standard stocks, barrels or configurations.

Rifles with thumbhole stocks, adjustable stocks(M-4Style) adjustable cheek pieces, orthopedically-shaped check pieces or pistol grips may be fired in the TU-Class provided they comply with weight and trigger pull limitations. The stock may have a swivel in a fixed (non-adjustable) location on the fore-end.

Rifles may be either semi-automatic or manually operated and may have either aperture or optical sights with a magnification no higher than 6X. Rifles that are fluted or have non-standard contours must be fired in the TU-Class. If the butt-stock length of pull or the check-piece is adjustable, butt-stock length and check-piece adjustments must remain the same for all three positions.

CMP rule 2.6

(1) O--Class: OPEN SIGHTS the rifle must be equipped with open rear (U,V or square notched) and an exposed bead or post front sight. Rear sight may be adjustable for windage and elevation.

(2) T--Class: Rifle may be equipped with an adjustable aperture receiver sight or with a telescope (Scope) that does NOT exceed 6x (six power) magnification. Variable power telescope may be used IF they are adjusted to no more than 6x magnification and the adjustment device MUST be secured with tape or other similar means so that it cannot be changed during fire.

INFORMATION Rules are posted on the CMP website at:

<http://www.odcmp.com/Competitions/Rulebook.pdf>

Printed copies of the rules are available at a cost of \$3.00 each.

Contact:

CMP Competitions Department

PO Box 576

Port Clinton, Ohio 43452

Phone: (419) 635--2141, ext. 1132

Junior and Senior Rifle

3.3 Firing Positions

Firing positions used by competitors in CMP Games events must comply with this rule. The use of any form of artificial support that is not specifically described in these rules is prohibited. Rifle magazines may touch the arm or shooting jacket sleeve, but may not touch the ground or be used to provide artificial support.

3.3.1 Standing Position (Rifle) The competitor must stand on both feet while supporting the rifle with both hands, the shoulder or upper arm and the cheek. The arm that supports the rifle may rest on the hip or side of the body. The other arm must grasp the rifle at the pistol grip. A sling may remain attached to the rifle, but it may not be used to support the rifle. Some part of the rear surface of the butt-plate (toe of the butt-plate) must contact the shoulder: the buttstock may not rest on top of the shoulder.

3.3.2 Sitting or Kneeling Position (Rifle) The competitor may elect to shoot in either the sitting or kneeling position. In the sitting position, the competitor sits on the buttocks while supporting the rifle with both hands, the shoulder and cheek. A sling may be used in either the sitting or kneeling position. The legs may be crossed, extended or open. Both elbows may rest on the legs that are extended or crossed in front of the competitor at any point above the ankles. The elbows may not rest on the ground. In the kneeling position, the competitor sits on one foot, which may

be supported by a kneeling roll, while supporting the rifle with both hands, the shoulder and cheek. If a kneeling roll is used, the foot may not be turned at an angle of more than 45 degrees. One elbow may rest on the knee opposite the leg/foot on which the competitor is sitting. No other part of the body or rifle may rest on any object or support. Junior Division must shoot both sitting and kneeling position. Senior Division may shoot either sitting or kneeling position.

3.3.3 Prone Position (Rifle) The competitor lies on the ground, with the head towards the target, with the rifle supported by both hands, the shoulder and cheek. A sling may be used in the prone position. The rifle may not touch the ground or rest on any object or support. No part of the arm ahead of the elbow may touch the ground or any artificial support. The magazine may touch the shooting jacket, but may not compress the jacket sleeve to the ground so as to provide artificial support.

AIR RIFLE RULES

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

1. Distance: 10 meters or 33 feet

2. Target: NRA AR 5/10

3. Course of Fire: 3 x 10 – 10 shots each position:

Juniors - prone, standing, and kneeling or sitting in that order; (30 record shots)

Seniors- prone, standing, and kneeling in that order; (30 record shots)

4. Time Limit: 1 ½ minutes per record shot prone, sitting and kneeling; 2 minutes per record shot standing. Limited sighting shots will be allowed.

5. Equipment: .177 caliber air rifles less than 7.5 pounds with metallic sights (no telescopic sights allowed) are permitted. Trigger pull must be minimum of 1.5 lbs.

Rifles that are officially approved include all those listed in CMP publication “National Standard Three Position Air Rifle Rules” section 4.2.1. Any rifle not included in this list that complies with the requirements of the Sporter Air Rifle Rules must be submitted for a decision prior to the competition and may be added to the list of approved rifles. Slings are allowed for the prone and kneeling or sitting positions. Slings must be 1.25 inches or less in width.

6. **Pellets must be flat nosed or wad cutter type pellets.**

7. Clothing: Recommended shoes are soft, low cut, athletic or street shoes that do not extend above the ankles. Due to outdoor events, hunting style boots are permitted. A shooting glove may be worn, but no shooting jackets are permitted. Up to two sweatshirts are allowed. A pin or button may be used as a sling keeper in the prone and kneeling/sitting positions.

8. Rules are based on National Three Position Rules, Sporter class, for equipment requirements. Rifles are limited to less than 700 FPS for safety concerns.

If the participant entitled to shoot in a tie breaking competition leaves before the shoot begins, or does not report for the shoot within 20 minutes, he or she will be dropped to the next place according to the score he or she shoots in the regular competition.

AIR PISTOL MATCH

All events are “single pistol” matches, meaning participants are to shoot the entire course of fire of that event with the same pistol. No pistol changes will be allowed between stages. When not cased and not in use all air guns are required to have a CBI (Clear Barrel Indicator) in place except as permitted by range officer.

SLOW FIRE BULL’S--EYE

Target: NRA B--40 or B--40/4

Distance: 10 meters or 33 feet

Course of Fire: 20 shots, 5 shot per bull

Time Limit: 5--minute preparation time and unlimited sighting prior to the match start – 1 ½ minutes per record shot (30--minutes total)

Shooting Position: **Seniors: The participant must stand free, without any artificial or other support, with both feet and/or shoes completely within the firing point.**

The pistol must be held and fire with one (1) hand only. The wrist must be visibly free of support.

Juniors: The participant must stand free, without any artificial or other support, with both feet and/or shoes completely within the firing point. The pistol must be held and fired with both hands, one handed at coaches’ discretion. Both arms must be visibly free of support (not braced against shooters body).

Equipment: Any .177 caliber (4.5 mm) air pistol weighing less than 3.3 pounds with a trigger pull of at least 17.6 ounces, metallic sights only. Overall size is limited to those that will permit the pistol to be completely enclosed in a rectangular box having inside dimensions of 420mm x 200mm x 70mm (approximately 16.35” x 7.87” x 2.76”). Pellets must be single loaded.

Pellets must be flat nosed or wad cutter type pellets.

NGB Rules: International Shooting Sport Federation and USA SHOOTING. See all sections that apply at <http://www.usashooting.org/7--events/usarules> i.e. USA Shooting General Regulation Rules; USA Shooting General Technical Rules; USA Shooting Pistol Rules; USA Shooting Rule Update.

ARCHERY RULES

JUNIOR DIVISION

For archery participants, either bows or arrows must be cased at all times until the Range Officer has given permission to the participant to remove their equipment.

1. Hunting type bows, either compounds, or recurve will be permitted.
2. Only fixed hunting signs and bare bows will be permitted. Peep sights will be allowed. Slide bar sights are acceptable. No sight magnification is allowed. Wrist slings are allowed.
3. Any of the following, which is considered to be of a competitive nature and will NOT be permitted:
 - **Extended sight bars that measure more than 7 inches from the front of the sight window to the center of the pin housing.**
 - No type of competition or carrying slings
 - Range finders
 - Crossbows

- Broad--head hunting tips
- “No gloves” or bare fingers (Must use gloves, tabs, or releases.
- 4. Only one (1) stabilizer will be permitted, not to extend more than 12” from the bow riser.
- 5. Any arrow released prematurely that the shooter can’t reach from his/her shooting station will count as a shot.
- 6. Arrow tips must extend 1” (from the point of the tip) in front of the bow riser. (See Diagram 2)
- 7. Mechanical releases can be used on compound bows only.
- 8. If mechanical releases are not used, finger tabs must be used.
- 9. Standard NAA whistle commands will be used.
- 10. All shooters must wear arm guards.
- 11. Hip quiver is required.
- 12. Maximum draw weight: 60 lbs. (Bows may be checked at random.)
- 13. No sky drawing in archery
- 14. If an arrow bounces out of the target, shooter will be allowed a reshoot for that arrow. If arrow is deflected by another arrow, no reshoot allowed.

Scoring

For Compound bows:

- Five arrows will be shot from 10, 15, 20, and 25 yards, at one to five, 40cm, 5-- color, 10 ring bull’s--eye targets for compound bows. Targets will be scored using the colored rings. Each round will shoot beginning with the longest distance and ending with the shortest distance.

For Recurve bows:

- 10 arrows (2 ends of 5 arrows) will be shot from 10 and 15 yards at, at one to five 40cm, 5--color, 10--ring bull’s--eye targets. Targets will be scored using the colored rings. Each round will shoot beginning with the longest distance and ending with the shortest distance.
- Bull’s--eye will have a 10--point value with a possible score of 200 points. Targets will be scored by color ranging from 10 points for a bull’s--eye to 6 points for a hit within the outermost ring.
- Any arrow passing through targets in a scoring area will be re--shot.
- The highest number of 10X hits will be used as a tiebreaker. If this does not break the tie, then the highest number 10X hits from the 25--yard line for compound bows and 10X hits from the 15--yard line for recurve bows will be used. If the tie still exists there will be a shoot off from the 25--yard line (compound bows and 15--yard line for recurve bows). Each participant involved in the tie will draw for shooting order, and one shot per participant will be taken until the tie is broken.
- Any challenge of score must be made to the scorer before the arrow is pulled.
- All participants will be allowed 5 sight--in shots prior to the start of the round.

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

ARCHERY RULES SENIOR DIVISION

Recurve and Compound

North Carolina Senior Archery Tournament will have two divisions.

Philosophy Statement – We strive to encourage and enable youth to set and obtain goals, and we realize that not all youth and their families aspire to compete at the National level. The Hunter/Sporter division allows youth to compete with affordable equipment that can be upgraded if interest and goals change. The Match Division allows youth to learn what it requires to compete at higher levels.

Hunter/Sporter Division

Equipment rules are the same as the Junior Division.

No sky drawing in archery

Course of fire – Recurve and Compound – Five arrows will be shot from 10, 15, 20, and 25 yards, **at one to five**, 40 cm., 5--color, 10 ring bull's--eye targets for compound bows. Targets will be scored using colored rings. Each round will shoot beginning with the longest distance and ending with the shortest distance.

All participants will be allowed 5 sight--in shots prior to the start of the round.

Match Division – Recurve and Compound

Match Division equipment rules will mirror National rules listed below. Arrows must extend at least 1” (from the point of the tip) in front of the bow riser.

State Tournament Course of fire will be 5 arrows shot from 10, 20, 30 and 40 yards, starting at the longest distance. Scoring is by ring count 10 to 1, using the 40 cm, 5 color, 10 ring bull's--eye target.

Regional tournaments will use yardage that is possible for their location. However, all regional participants must shoot and score a total of 20 arrows.

Two archery disciplines are recognized: Recurve Archery and Compound Archery. Both disciplines shoot the same set of three events at the National 4--H Shooting Sports Invitational.

Any bow that uses pulleys or cams is deemed a compound. Note: That while the three governing bodies for the three different events have slightly different requirements or restrictions--for the sake of simplification-- the National 4--H Shooting Sports Invitational uses one standard for equipment – for all events. Procedural rules, course of fire, scoring, etc. will follow the NGB unless otherwise noted.

Equipment Standard:

PERMITTED

RECURVE –

Longbows &

Recurve bows

One adjustable sight pin or multiple hunting style sight pins may be used; clicker and kisser buttons permitted; Participants may have as many sight pins as deemed necessary; Torque compensators are permitted. 60 lb. maximum draw weight.

NOT PERMITTED

String peeps and mechanical release aids.
Optical sights.

PERMITTED

COMPOUND Release aids, string peeps, optical sights, spirit levels; 60 lb. maximum draw weight. Multiple pin sights allowed. Long stabilizers as well as Z and V bars are permitted.

NOT PERMITTED

Overdraws may not place the arrow rest further than 6 cm from the pivot point of the bow.

ARROWS for both disciplines

Must meet AMO minimum weight standard; 6 grains arrow weight per pound bow peak draw weight.

No arrows larger than 27/64ths in diameter are permitted.

Youth can compete in both Hunter/Sporter and Match as long as equipment meets the guidelines. Using a Hunter/Sporter type bow in the Match class is permissible, cannot use a Match type bow in Hunter/Sporter.

MUZZLELOADING

1. All participants will need to bring their own guns, powder and ammunition for muzzleloading.
2. Powder and balls brought in by participants must be secured and in the possession of the shooting sports instructor when not being used on the range.
3. Any safe muzzleloader will be allowed. Just in case there is any confusion we changed from only allowing side lock to allowing ANY, including inlines, because 1) Nationals allow any, 2) it is easier and safer for left eye shooters.
 - a. Sights will be open iron sights, peep or aperture, no telescopic sights.
4. Only patched round ball ammunition is allowed.
5. Maximum load allowed will be 60 grains.
6. A marked range rod for the unloaded muzzleloader must be in the barrel any time it is not in the case or being shot.
7. Targets for Jr. Muzzle Loading will be the **CMP/4-H rifle** at a distance of 25 yards. The target for the Sr will be **the 6 bull SB-1** from the National Muzzleloading Rifle Association at a distance of 25 yards. **Sighter target will be provided**
8. Each participant will have 5 shots for score with sighter shots available within

the 20 minutes allowed for shooting, time begins when the range is called hot (before capping).

9. Tie breakers will be decided by the “X” count, then ring count, then next best shot shoot-off (sudden death)

10. NO wooden range rods.

SMALL BORE PISTOL

The Youth Safety Handgun Act, as included in the Gun Control Act of 1968, puts restrictions on the use and possession of handguns by youth under 18 years of age. Youth participating in 4--H Shooting Sports Matches must, at all times, follow all provisions of this act. Therefore, event officials will require, “the prior written consent of the juvenile’s parent or guardian who is not prohibited by Federal, State, or local law from possessing a firearm.” This written permission must be in possession of the youth – even if a parent/guardian is present. We suggest a simple statement, reduced to wallet size with the name of the youth, a parent’s name, address, as well as their signature, and that of a witness and dates. The participant can laminate this card and keep it with the shooting kit or on their person. This document must be displayed at check--in. Failure to have this document will require the Shooting Sports Committee to disqualify the shooter to avoid violation of Federal law.

All small bore pistols are required to use a CBI (Clear Barrel Indicator) when the handgun is uncased and not being fired. Cased pistols will be the last equipment to be brought to the range and the first to be removed from it.

All events are “single pistol” matches, meaning participants are to shoot the entire course of fire, with the same pistol. No pistol changes will be allowed between stages, and only one pistol per shooter is allowed on the line. Pistols may be replaced only if they are disabled or malfunctioning.

SLOW FIRE BULL’S--EYE

Target: NRA B--8

Distance: 25 yards

Course of fire: 20 record shots at 25 yards

Time Limit: 20 minutes – Four (4) 5 shot strings. 5 shots per string

Equipment: Any pistol (single--shot or semi-automatic) or revolver. The pistol shall most closely match the description of a pistol of the NRA

Production Division -- except as noted in Rule 3.4 or a rule specified in this synopsis. A Production Firearm is one which is or has been a catalog item readily available to the general public, equipped with factory notch and post sights. All standard safety features of firearms must operate properly. The firearm shall have no visible internal or external modifications except as noted in the NGB rules.

- Barrel length, including cylinder, not more than 10 inches.
- Trigger pull not less than 2 pounds.
- .22 caliber rimfire – long rifle
- Any sights, including telescopic, are permitted with the exception of those sights that project an image on the target. Open sights may be adjustable but not over 10--inch sight radius.

Shooting Position: The participant must stand free, without any artificial or other support,

with both feet and/or shoes completely within the firing point. The pistol must be held and fired with one (1) hand only. The wrist and arm must be visible free of support.

Tie Breakers: Tie breakers will be decided by the “X” count, then ring count, then next best shot shoot-off (sudden death)

Rules: NRA Conventional Pistol Rules CP16650 (most recent printing)

Information: <http://compete.nra.org/documents/pdf/compete/RuleBooks/Pistol/pistol--book.pdf>

All shooters must be 14 years of age (as of January 1, of the current year) or older to participate.