

## **Barbers Hill 4H Shooting Team – FAQ and Terminology**

### **Competition Information:**

**County 4H Shoots** – Beginning in February/March county 4H organizations start holding shoots for 4H members. These are individual competitions for Skeet, Trap, Whiz Bang and some have Sporting Clays. Signup information is sent out as it is received and there is a schedule posted on the TPWD site (2016 dates are being posted. Link below)

**San Antonio and Houston Rodeo Shoots (S.A.L.E. and HLSR)** – These shoots are put on by the major Rodeo's and award scholarships, prize money as well as other nice prizes like guns. These are large shoots open to any 4H or FFA shooting team member in Texas that has shot in 4H or Ag Clays competitions previously. These events happen in late February and signups are submitted through the 4H County Office.

<http://www.sarodeo.com/livestock-show/s.a.l.e.-junior-shoot-out>

<http://www.rodeohouston.com/Activities/RanchingWildlifeExpo.aspx>

**State 4H Shoot** – Held mid July at the National Shooting Complex in San Antonio for Texas 4H members. Structured like the county shoots but much much larger (1000 or more contestants).

<http://www.tpwd.state.tx.us/outdoor-learning/hunter-education/shooting-sports-opportunities/sporting-clays-schedule>

**Youth Target Foundation (YTF)** – The YTF organization is separate from 4H with competitions mostly in North Texas and San Antonio but there's usually one or two in the Houston area every year. The State Championship for YTF is usually held in June in San Antonio. YTF is one of the organizations that provides team endowment funds based on the shoots you participate in.

<http://www.youthtargetfoundation.org/>

**Ag Clays** – State Champion shoot for FFA members (High School age only). Held in June the week after school is out. Registration must be submitted through the Ag Teachers. The 4H team leadership will not be involved with Ag Clays. Any questions would need to be directed to the Ag Teachers.

<http://www.tpwd.state.tx.us/outdoor-learning/hunter-education/shooting-sports-opportunities/AG-science-381>

**iClays.com** – iClays is a website used by many shoots for registration services and to provide squad and score information.

<http://www.iclays.com/>

## **Additional Links -**

4H Shooting Sports = [http://texas4-h.tamu.edu/project\\_shooting/](http://texas4-h.tamu.edu/project_shooting/)

4H Online = <https://texas.4honline.com/>

Chambers Co. 4H Office = <http://chambers.agrilife.org/>

IClays = <http://www.iclays.com/>

Winscoreonline = <http://www.winscoreonline.com/>

## **SHOOTING TERMINOLOGY:**

**4H Whizbang** – 4H version of 5-Stand. Shooters rotate through 5 positions shooting 5 true pairs at each position.

**5-Stand** - a compressed version of Sporting Clays; shooters rotate through 5 shooting positions shooting singles, report and true pairs. Each 5-stand has between 6 - 8 different targets to be thrown in a variety of combinations.

**Action** - the moving parts that allow you to load, fire and unload your shotgun.

**Battue Clay Target** - a clay target that is the same diameter of a standard target (108 mm) but is wafer thin. Faster through the air as a result of design, but slows quickly and falls rapidly and is more susceptible to wind changes.

**Bore** - the interior diameter of a gun barrel, which will vary according to the gun's size and intended use.

**Breech** - the end of the barrel nearest to the stock.

**Butt** - the rear of the shoulder end of the gun's stock.

**Comb** - the side of the stock that fits against your cheek.

**Chamber** - the part of the action, at the breech end of the barrel, into which the shot shell is placed.

**Chandelle** - also called “loopers” this target presentation is characterized by the target rising and falling in an large and high arc.

**Choke** - the degree of narrowing or constriction of the bore at the muzzle end of the barrel. Intended to increase the effective range of the gun.

**Cross Dominancy** - when a right-handed shooter's left eye is stronger (more dominant) than the right eye or when a left-handed shooter's right eye is stronger than the left eye. This causes the sight

picture of the shooter to be off; this is corrected with practice, with tape for the dominant eye, or by switching shooting sides. Ex: right-handed, left-eye dominant shooter shooting left-handed, thus allowing the left eye to remain dominant and correcting the sight picture.

**Dead** - term used for a target broken by the shooter. Must be a visible piece broken from the target to count as dead.

**European Rotation**—Individual competitors or groups of two (2) through six (6) competitors will proceed to the various stations at random. Groups may shoot in any order of rotation selected by the shooters and may change the rotation from field-to-field. In European Rotation, a shoot start and shoot end time will be established. It will be the responsibility of each shooter to complete the entire event between these times.

**Forearm** - the part of the stock that lies under the barrel - also called a forehand.

**Full Choke** - the tightest constriction or narrowing of the bore, producing the greatest effective range.

**Gauge** - the term used to describe the interior diameter of the bore. The smaller the gauge number the larger the bore size.

**High House** - Fixed position of a clay target throwing machine located 10 feet above the ground for the game of “Skeet”. Positioned across from the “Low House”.

**iClays** - sporting clay event marketing, registration, event management and scoring program. Entirely internet based, shooters can register for events, change previously chosen rotations or return to add event and options.

**Improved Cylinder** - least constricted or narrowed choke causing shot pattern to widen relatively quickly.

**International Clay Target** - target used for International competitions including the Olympics. Diameter is 110 mm, and weighs 105 grams. Due to size, it can be thrown harder and thus farther and faster than a standard clay target.

**Lost** - Term used for a target that is not broken.

**Low House** - Fixed position of a clay target throwing machine located 3 feet above the ground for the game of “Skeet”. Positioned from the “High House”.

**Malfunction** - includes misfires, jams, or gun problems. Shooter is allowed to have the target rethrown.

**Midi Clay Target** - a smaller version of the Standard and Sporter clay targets, but with a diameter of only 90 mm. Used in Sporting Clays, these targets are often used to create optical illusions, as they can appear to be farther away than they actually are.

**Mini Clay Target** - smallest clay target; used in sporting clays. The flight pattern is initially fast, but they rapidly lose momentum.

**Misfire** - the failure of a gun to fire; can be due to ammunition or the gun itself.

**Modified Choke** - moderate constriction or narrowing of the bore.

**Muzzle** - the end of the barrel from which the shot exits.

**No-Bird** - the call given by a puller or referee that indicates that shooter should not fire at the target.  
Ex: target that is thrown from a target broken, or a when the machine doesn't throw a bird.

**Over-and-Under** - a two barreled shotgun with one barrel placed over the other.

**Primer** - The small cap in the base of the shell that the firing pin hits to set off the reaction inside the shell. See "shot shell" for picture.

**Puller**- Also called a trapper. The person who releases the target from the machine (or trap) by an electric switch.

**Pump** - a type of action that loads and ejects shells by "pumping" the forearm of the stock back and forth

**Rabbit Clay Target** - a clay target that is designed to roll across the ground, not thrown in the air. Same diameter as a standard target (108 mm) but has a tougher outer rim designed to withstand the shock of the ground.

**Report Pair** - A target presentation involving two separate targets being thrown one after another. The trapper throws the first target and immediately upon hearing the "report" of the gun, releases the second target. There is no reloading between targets.

**Rise** - The front point of the stock before it tapers into the grip.

**Safety** - a safety device that, in the "on" position, prevents the gun from firing. In many field guns the safety is automatically engaged when the gun is opened; in other guns, particularly competition grades, the safety must be manually opened.

**Semi-Automatic** - a type of action in which gas from a burning gunpowder in the shell automatically ejects the spent shell that loads another.

**Shot** - round projectiles, usually of lead or steel. See "shot shell" for picture.

**Shot Pattern** - the concentration of a shot measured in a circle at a given range, usually 30 to 40 yards.

**Skeet (American)**, game of - A clay target discipline involving 2 different targets, one each thrown from a "high house" and "low-house." Consisting of singles and pairs, the shooter moves through 8 shooting positions shooting a total of 25 targets for one round.

**Skeet (International)**, game of - a clay target discipline similar to American Skeet but shot in a different pattern. The targets are thrown faster and there is a 1 - 3 second delay between the call of

pull, and the target being thrown. This is one of the shotgun events in the Olympics.

**Stock** - the "handle" of the shotgun, the part held to the shoulder, comprising the butt, comb, grip and forearm.

**Shot shell or Shell** - the ammunition fired by shotguns, consisting of five components: the case, primer, powder charge, wad, and shot/slug.

**Sporter Clay Target** - much like a standard clay target, but weighs a bit less. Used mostly in Sporting clays, but can also be utilized for trap and skeet.

**Sporting Clay**, game of - a clay target discipline that has no standardized distances, angles or target sizes (like skeet and trap). Shooters move through a course, usually comprised of 10 or 12 stations (much like golf), shooting different targets at each station.

**Standard Clay Target** - used in trap, skeet and sporting clays. 108 mm in diameter, 100 grams. Comes in orange, green, white, black and more.

**Squadded** – (as opposed to European Rotation) an assigned group of shooters that will shoot the course together as a squad. The squad is typically assigned a start time and a specific station to start at in sporting clays.

**Teal** - A high rising target, named after the flight pattern of the teal duck.

**Trap (International)**, game of - See Trap (Bunker).

**Trap (American)**, game of - A clay target discipline usually involving 1 target throw from the same machine in a trap house. Shooters rotate through 5 different positions, changing the angle.

**Trap (Bunker)**, game of - also known as "International Trap," this one of the clay target disciplines that are a part of the Olympics. Shooters rotate through 5 shooting positions shooting a single target that is thrown farther and faster than American Trap. Target can come from any one of 15 machines that are in a "house" or "bunker" that is level with the ground.

**Trap (machine)** - The machine used to propel the target.

**Trap house** - the structure that houses the machine for the game of Trap.

**Trapper** - Also called a puller. The person who releases the target from the machine (or trap) by an electric switch.

**Trigger** - finger- pulled lever——single, double and release——that drives the firing point forward and fires the gun.

**True Pair** - The simultaneous release of two targets at the same time.