

South Dakota 4-H SHOOTING SPORTS

.22 PISTOL RULES (Smallbore and Silhouette)

Shooting sports events are a functional part of the 4-H Shooting Sports Program. They are not the objective. Kids and youth development are the primary objectives of the program. We are seeking to educate young people and introduce them to some activities that are enjoyable, socially acceptable, mentally and physically challenging and useful in building character. Rules are part of every formal game. While we have tried to keep rules to a minimum, the nature of these sports results in abundant rules, some of them very specific. Fun and safety are primary products of the program. They are deeply intertwined with these rules, formalizing courtesy and maintaining order.

This is a synopsis of smallbore pistol rules. The 4-H Shooting Sports Program uses current NRA rules with some modifications to meet the objectives of the program or to increase the success rates of young people participating in the program. In 4-H events, 4-H rules and regulations supersede NRA rules where differences exist. All coaches are encouraged to purchase an NRA pistol, international pistol, and pistol silhouette rule books and to become familiar with their content. This document is intended to help shooters and coaches become familiar with the rules of pistol shooting. Events sponsored by other organizations may involve other rules and requirements. WHERE APPLICABLE, THE RULE NUMBERS CORRESPOND TO RULE NUMBERS IN THE NRA RULE BOOK.

COMPETITION

1.0 Types of matches

- a. **Invitational matches** - These matches include any where the sponsoring 4-H group or organization extends invitations to participate from specified counties or groups.

ELIGIBILITY

2.1 Age classifications - All 4-H shooting sports members who are 11 years but not 19 by January 1 of the current year. 4-H Age is determined by the age of the youth on January 1.

11 – 13	Junior (JR)
14 and up	Senior (SR)

2.10 Team representation - No shooter may be a member of more than one team or represent more than one county shooting sports program in any given event. All members or any team in 4-H events must meet the eligibility requirements, including enrollment in the shooting sports program of their sponsoring county.

3. EQUIPMENT AND AMMUNITION

3.0.1 Eye protection - 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). The equipment must protect both eyes.

- a. **Corrective lenses** - Normal corrective lenses constructed of impact resistant materials may be used.

b. ISU glasses - ISU (UIT) shooting glasses may be used only if an impervious shield for the non-shooting eye is firmly attached to the frames to adequately protect the non-shooting eye.

3.0.2 Ear protection - Adequate ear protection must be worn by all competitors, coaches, range officials and spectators on the range during live firing with smallbore or larger pistols. Either ear plugs or muffs, singly or together, are acceptable.

3.2 Smallbore hunter's pistol – (for silhouette) A factory-available .22 caliber rimfire pistol chambered for .22 Short, .22 Long or .22 Long Rifle cartridges, weighing no more than 4½ pounds and having a safe trigger and a barrel no longer than 10¾ inches measured from breech face to muzzle may be used in smallbore hunter's pistol competitions. The pistol may be of any action type, but it must conform to original factory specification in all respects except:

a. External finish - External finish and embellishments including engraving, inlays and decorative or protective finishes may be added.

b. Sights - Any sights may be used, including telescopic, metallic or other optical sights. The sight radius on metallic sights may not exceed 15 inches, and the center of the sighting plane may not be more than 2 inches above the barrel or receiver.

c. Replacement grips - Custom or hand made grips and forends are permitted as long as the grips do not encircle the hand or provide additional support to the shooter.

d. Gas venting systems - Porting of the barrel is permitted.

e. Trigger and hammer - Wide target style triggers, trigger shoes and hammers are permitted.

f. Rebarrelling - Pistols may be rebarrelled with barrels from the same manufacturer and appropriate to the model being used.

g. Hammer extensions - Addition of hammer extension to clear scopes is permitted.

h. Crowning barrels - Barrels may be crowned to a depth no greater than 1/8 inch inward from the muzzle, but the overall length of the barrel may not be altered.

i. Hot or hyper-velocity loads - Excessively hot or hyper-velocity loads, such as "Stingers," are not permitted.

3.4 .22 caliber pistol or revolver – (for bullseye) Any pistol (single shot or semi-automatic) or revolver using the .22 caliber rimfire cartridge (having a total length not more than 1.1 inches and a lead or alloy bullet no more than .23 inches in diameter and weighing not more than 40 grains) with a barrel length, including cylinder, of not more than 10 inches, sight radius of no more than 10 inches, trigger pull of at least 2 pounds, and functional safety features may be used. Any sights, including telescopic sights, may be used with the exception of sights that project an image on the target or operate the firing mechanism.

3.6 Grips - No part of the grip or firearm may be extended in any way to provide support beyond the hand. The wrist must be free and visible during firing.

3.8 Spotting Scopes - The use of the telescope to spot shots is permitted.

3.9 Shooting kit - A shooting kit may be used provided it is not of a size and shape to interfere with other shooters.

3.9.1 Shooting screens - In the smallbore bullseye events, open mesh shooting screens may be attached to the shooting kit to deflect empty cases, but the screen may not provide a wind barrier.

3.11 Gloves - Gloves which do not form an artificial support may be worn.

3.16 Release triggers - Release triggers may not be used in any event.

3.17 Ammunition - Any safe ammunition may be used in these events.

4. Targets

4.1 Official bullseye targets

b. Smallbore pistol - The standard target for all stages (slow fire, timed fire, rapid or sustained fire) is the B-8 target.

d. Smallbore hunter's pistol silhouette - One-half scale ($\frac{1}{2}$ scale) metallic silhouettes are used. Chickens may be made from $\frac{3}{8}$ inch stock, turkeys and pigs from $\frac{1}{4}$ inch stock, and rams from $\frac{3}{16}$ inch material. If paper targets are used, they will be TQ-12 and TQ-13.

5. Positions

5.1 The Ground - References to the ground refer to the surface of the firing point.

5.2 Artificial support - Any clothing or appliances (gloves, wrist bands, watches) that provide support for the shooting hand and wrist are prohibited. Physically handicapped shooters may be permitted to fire using approved types of artificial support.

5.3 Ready position - The pistol must be held in a safe forward position with the finger outside the trigger guard. The pistol may be pointed forward and downward at an angle of no more than 45° to the body or held pointing upward and downrange with a bent arm.

5.5 Firing positions - Competitors must take their positions on the firing point so they do not interfere with shooters on either side of them.

a. Smallbore and bullseye events

- 1) **Juniors** -The pistol may be supported with one or two hands. All parts of the shooter's clothing, body and gun must be clear of artificial support. No part of the shooter's body may touch the ground in advance of the firing line.
- 2) **Seniors** - The pistol must be supported with one hand only with the other hand providing no support for the pistol. All parts of the shooter's clothing, body and gun must be clear of artificial support. No part of the shooter's body may touch the ground in advance of the firing line.

5.8 Smallbore hunter's silhouette - Pistols may be held in one or both hands, but the hands or arms may not touch at any point closer to the body than the wrists. The arms must not be supported against the body or any artificial support.

5.14 45 degree cone - In silhouette shooting, no part of the shooter's body may protrude into a cone projected from the centerline of the bore at the muzzle.

6. Range Standards

6.1 Firing line - The firing line is immediately in front of the firing points. All measurements of range are taken from the firing line to the face of the target.

6.2 Firing point - The part of the range provided for the competitor immediately behind the firing line. Firing points will be numbered to correspond to the numbers on the bank of targets. Firing points should have a minimum width of 4-6 feet.

6.3 Shelter - Firing points on outdoor ranges may be covered.

a. Silhouette firing points - Firing points may not be wholly or partially enclosed unless using paper targets.

b. Smallbore pistol - Ranges may be wholly or partially enclosed provided that openings no less than 6 square feet in area are provided toward the targets at each firing point and ample room for range personnel is available.

6.4 Distances

a. Silhouette - Distances may be measured in either meters or yards, and a ± 1 percent variation is permitted.

1) Smallbore hunter's pistol - Standard smallbore hunter's pistol distances are 40 yards or meters, 60 yards or meters, 77 yards or meters and 100 yards or meters. If using paper targets, the distance will be 50 feet. (See courses of fire below).

c. Smallbore pistol - The smallbore pistol event is fired at 25 yards for all stages.

6.6 Target numbers - Target numbers corresponding to the firing point numbers will be attached to the target frames.

6.8 Targets frames - No more than one record target will be exposed at each firing point at any one time. Where possible, rotating target frames will be used for the timed and rapid fire stages.

6.9 Range flags - Range flags of any bright color except red or orange will be provided for each bank of silhouette targets.

7. Courses of Fire

7.1 Courses of fire - The courses of fire listed here are those currently in use by the 4-H Shooting Sports Program. Modifications of these courses of fire are permissible as long as the course of fire is listed in the bulletin or announcement of the event.

b. Smallbore pistol - Shooters will fire a Camp Perry Course or National Match Course at the discretion and announcement of the shoot management consisting of three stages on the B-8 (or B-8 and B-6) target. Each junior or senior competitor will fire a 10 shot slow fire string in 10 minutes followed by a timed fire stage consisting of two 5-shot strings fired in 20 seconds each and a rapid fire stage consisting of two 5-shot strings fired in 10 seconds each.

d. Smallbore hunter's pistol silhouette - Targets in each bank will be fired upon in order from left to right, one shot per target. Targets hit out of sequence will be scored as misses. After a 30 second ready period, shooters will have a two (2) minutes to fire on each bank of five (5) targets.

- 1) Course of fire** – metal target - Shooters will shoot a 20 target course of fire consisting of 5 chickens at 40 meters or yards, 5 pigs at 50 meters or yards, 5 turkeys at 75 meters or yards, and 5 rams at 100 meters or yards.
- 2) Course of fire** – paper target – Shooters will shoot a 20 target course of fire consisting of 5 shots each at chicken and pig target at 50 feet, and 5 shots each at turkey and ram target at 50 feet.

8. Time Limits

8.1 Running Time - In nearly all 4-H events, time is computed as a running total. Times for individual shots are not observed, but a total time is allotted for firing an entire record string, bank of targets, stage or match. The shooter is responsible for pacing their shooting to meet the time limitations.

a. Precedence of posted limits - Posted time limits supersede standard NRA time limits for each event.

b. Time allowances - See time allowances posted above.

8.2 Time allowances (silhouette)

a. Ready time - Thirty (30) seconds will be allowed after the command "READY" or "LISTO" before the command "FIRE" or "FUEGO."

b. Shooting time - Two (2) minutes will be permitted after the "FIRE" command for each bank of targets.

c. Alibis - Thirty (30) seconds will be allowed for each unfired round for which an alibi is permitted.

d. Shoot-offs - In the event that shoot-offs are required, thirty (30) seconds per shot will be permitted.

8.4 Shooter Responsibility - Shooters are responsible for knowing the posted time limits for each event and for pacing their shooting to the time limits. Range officers may be asked about the passage of time or time remaining, but they are not charged with doing so.

9. Tournament regulations

9.1.a Actions open - All actions will remain open and exposed to inspection except when actively engaged in firing or dry firing under direct command of the range officer. No pistol will be picked up or handled until authorized by appropriate command. Under **NO CIRCUMSTANCES** will careless handling be permitted.

9.1 Changing pistols - Pistols may be changed during the match only if they are disabled, but changing barrels, weights or similar features is not restricted.

9.2 Sighting shots

a. Smallbore, and smallbore hunter's pistol silhouette matches - No sighting shots are permitted during this match, but practice or sighting targets may be permitted if all participants have an equal opportunity to participate and practice or sighting shots do not interfere with safe, efficient and scheduled operation of the program.

9.4 Defective cartridge - Defective cartridges are defined as (a) those with evident structural defects that cause the pistol to misfire or fail to function, (b) those which fail to fire, or (c) those which fire but fail to propel the bullet from the barrel.

9.5 Disabled pistol - A disabled pistol is one (a) that cannot be safely aimed or fired, (b) has suffered damage so it cannot be fired or will not function properly, or(c) has suffered loss or damage to the sights. Improperly adjusted sights do not constitute a disablement.

9.6 Malfunction - Failure of the pistol to function properly because of mechanical defects or defective ammunition.

9.7.1 "In-a-row" - Competitors may be awarded five-in-a-row pins for hitting all five targets in any bank of targets or ten-in-a-row pins for hitting all 10 targets in both banks during the same course of fire.

9.8 Weighing triggers - In silhouette events any safe trigger may be used. In smallbore bullseye events, triggers must have a minimum pull weight of 2 pounds.

9.9 Competitor's position - A competitor's position on the firing line may not interfere with the shooters on either side. No part of the shooter's body may rest upon or touch the ground beyond the firing line.

9.10 Coaching - Where rules permit, coaches may spot for and advise their shooters to help them shoot to the best of their ability. Coaches may not touch the shooter or handle any of their equipment after the preparation period has been completed or after the shooter has taken a position on the firing line **except** at the direct instruction of the range officer.

a. Coaching in individual matches - Coaching is NOT permitted in individual matches except in silhouette matches, where each shooter may have a spotter or coach to call shots as long as they do not interfere with other shooters.

b. Coaching in team matches - Coaching is permitted on the firing line in team events.

c. Coach behavior - Coaches must conduct themselves in a quiet, supportive and cooperative manner at all times.

d. Removal of coaches - Range staff or the 4-H Shooting Sports Coordinator may remove a coach from the firing line if they violate rules, distract other shooters or appear to distract their own shooters. In the event that a coach is removed, a replacement **may** be permitted at the discretion of the range staff. Continued disruption shall be deemed cause for disqualification.

9.10 Interruption of fire

a. Timed or rapid fire - If one or more competitors are prevented from completing their course of fire for any of the following reasons, the affected individuals will be offered the opportunity to re-fire the entire string without being able to look at their targets. If they elect not to re-fire the string, their target will be scored in the normal fashion. If they elect to re-fire, the new string will be scored and the old one completely disregarded. Reasons for this procedure include: 1) Failure to allow the full time, 2) failure of the targets to operate properly or uniformly, 3) failure of the targets to remain in position on the frame or carrier, 4) damage to the target making scoring or aiming impossible, 5) appearance of some object in the line of fire constituting a hazard, 6) any incident involving a range officer or competitor on the firing line, or 7) unintended moving of the target during fire.

b. Excessive time during timed or rapid fire - If faulty target operation or error in timing permits some competitors to have more than the permitted time, those targets will be disallowed and a complete new string will be fired for record. Targets fired in the same relay for which the legal time expired will be scored as usual.

c. Slow fire - In slow fire if a target is moved unintentionally out of firing position just as a shot is fired, the shot will be circled and disregarded if it can be identified. If it cannot be identified, the shooter may accept the score as fired or fire a completely new string.

d. Excessive hits - see rule 14.10

e. Target falling from target frame or carrier - If a shot hits the target frame or carrier causing the target to fall, the range officer will be notified immediately. The target will be rehung and if the shot causing the problem strikes outside the scoring rings, it will be scored as a miss. All other shots will be scored as record shots. In slow fire, the competitor will be permitted to continue

firing any unfired shots. In timed or rapid fire another string will be fired as outlined in rule 9.14 below.

9.13 Interference - The firing points and firing line will be kept clear of all individuals except for competitors and range staff. Note that junior shooters must have a qualified adult at each firing point.

9.13.1 Target interference - Competitors may not handle their targets or interfere with handling of those targets by range officials until after the final score has been determined.

9.14 Re-firing - No competitor may fire more than one score for the same stage except as provided in the rules.

a. Single stage matches - In single stage matches composed of several strings of fire, only one re-fire per match will be allowed.

b. Multiple stage matches - In multiple stage matches one re-fire will be permitted in the slow fire stage and one re-fire will be permitted in the combined timed and rapid fire stages.

c. Slow fire - Re-fires in slow fire stages will be fired immediately after the relay in which the reason for the re-fire occurred.

9.25 Cross fire and excessive hits - No shooter will knowingly fire at the target of another or fire more than the required number of shots on his/her own target. In addition, no shooter will fire more than the required number of shots including any hits on targets of other shooters.

9.27 Disorderly conduct - Disorderly conduct or the use of alcohol is strictly prohibited on the range, and anyone guilty of the same will be expelled from the range. Any competitor who is expelled will forfeit all entry fees.

9.27.1 Willful destruction of range equipment - Deliberate damage to range equipment is grounds for expulsion from the range as outlined in rule 9.27.

9.28 Refusal to obey - No person will fail to obey instructions of any range or match official if instructions are given in the conduct of their appropriate offices.

9.29 Evasion of rules - No competitor will evade, attempt to evade or condone evasion of match rules. Failure to testify to evasion of the rules constitutes condoning such evasion and may result in disqualification of the shooter.

9.30 Behavior of participants - Safe, circumspect and respectful behavior is expected of shooters, coaches and spectators at all 4-H shooting events at all times. Disorderly or unsafe conduct has no place on the shooting range and will not be permitted. At the discretion of the range staff or shooting sports coordinator, any shooter, coach or spectator displaying such conduct **may** be **warned** (maximum of one warning). Spectators may be ejected from the grounds, and competitors or coaches may be **penalized** (score reduced by an appropriate amount) or **disqualified** (ejected from the competition). Any disqualification will be reviewed by the shooting sports coordinator and a jury assembled for the purpose of determining additional sanctions, if any, to be applied.

10. Range Operation and Regulation

Standard range safety and operation commands are essential in 4-H Shooting Sports events. NRA commands as listed in section 10 of the rule manuals, 4-H basic or expanded range commands as outlined in the appendices of the 4-H Shooting Sports Guide or their equivalent are acceptable. Range control and safety are the **PRIMARY** concern of range staff.

10.1 Discipline - The safety of all persons involved in shooting matches requires attention by all concerned to the careful handling of firearms and caution in moving about the range. Self-discipline is essential, but any person observing an unsafe act or a potentially unsafe act is responsible for immediately correcting that situation, assisting range personnel in enforcing rules of conduct.

10.1.1 Action open - Unless pistols are holstered or cased, actions must be open (cylinders open or slides back and magazines removed) at all times until the competitor is in position at the firing point and the command "THE PREPARATION PERIOD STARTS NOW" has been given.

10.1.1S Actions open (silhouette) - All actions must be open, detachable magazines removed and pistols kept in a case or other safe place except when on the firing line after the command "READY" or "LISTO" has been given. Holstered or cased pistols must be empty at all times. Immediately upon the command "CEASE FIRE" or "ALTO" pistols will be unloaded and placed on the stand, bench or pad or, in the event that the competitor has completed firing, holstered or cased prior to removal from the firing line.

10.1.2 Pistols unloaded - Pistols may not be loaded until the competitor is on the firing line with the pistol pointed downrange and the command "LOAD" has been given.

10.1.2S Pistols unloaded (silhouette) - Pistols may not be loaded until the competitor is on the firing line with the pistol pointed downrange and the command "READY" or "LISTO" has been given.

10.1.3 Pistols loaded - Any pistol with the action closed or with a round in the chamber or magazine is considered loaded and ready to fire.

10.1.4 Cease firing - All persons are responsible for issuing the command "CEASE FIRING" in the event of any condition that may result in harm to any living creature on the range. In all other cases the command will originate with the range officer. All pistols will be opened, unloaded and placed on the surface of the firing point or station immediately upon that command.

10.1.5 Not ready - Any competitor who is not ready at the command "READY" (silhouettes) or "IS THE LINE READY?" (bullseye events) must immediately notify the range officer by stating "Not ready on firing point #). Failure to do so may cause the shooter to forfeit the opportunity to fire in the match.

10.2 Range courtesy - All persons in attendance at 4-H shooting events will conduct themselves in a courteous and responsible manner. Loud or abusive language will not be permitted, and range personnel will limit their conversations during firing to official business. No smoking will be permitted on or in the immediate vicinity of the firing line or ready area.

10.3 Delaying a match - No shooter will willfully delay the start of a match through tardiness or undue delay in preparing to fire.

10.3.1 Preparation period (bullseye pistol events) - Competitors have 3 minutes to come to the firing line and prepare to fire after the relay is called to the line. Dry firing will be permitted during this period.

10.3.1S Preparation period (silhouette) - Shooters may handle their pistols, dry fire and load during the thirty (30) second period between the commands "READY" or "LISTO" and "FIRE" or "FUEGO". If the firing is interrupted during any given bank of five targets, the competitors will be given another ready period before completing the firing as outlined in NRA Handgun Silhouette Rule 10.3.2.

10.4 Policing the range - It is the responsibility of all competitors to police the range, keeping the firing points clean after each match or stage.

10.7B Firing line procedures and commands - When the range officer is ready, each relay will be called to the line when he/she calls "RELAY(#), (named) MATCH, ON THE FIRING LINE" Competitors will report to their positions on the firing line and prepare to fire, but may NOT load. Once the Range Officer has determined that all shooters are in their places, he/she will announce "THE PREPARATION PERIOD STARTS NOW." Shooters may handle their firearms and dry fire during this three (3) minute time period. At the end of that period, the Range Officer will announce "THE PREPARATION PERIOD HAS ENDED."

After making sure the range is clear, the Range Office will announce:

In slow fire: "10 SHOTS SLOW FIRE, 10 SHOTS IN 10 MINUTES, LOAD"

Or in timed or rapid fire: "WITH 5 ROUNDS LOAD."

This is followed by the query, "IS THE LINE READY?" Any shooter who is not ready will respond "Not ready on target (#). In that case, the Range Officer will state "THE LINE IS NOT READY" wait until the problem is fixed, and repeat the query. Once the line is ready the Range Officer will announce "THE LINE IS READY." Next he/she calls "READY ON THE RIGHT, READY ON THE LEFT." Competitors may point their pistols at the target after the "Ready on the right" command. Next he/she states "READY ON THE FIRING LINE." Approximately THREE (3) seconds later the targets will be exposed or the command "COMMENCE FIRING" will be given. Timing of the strings will begin with the "Commence firing" command or with full exposure of the targets.

"CEASE FIRING" signals the end of the time period or any other condition that requires that all firing cease immediately. **Shooters must stop firing immediately upon the command "CEASE FIRING."** Actions must be opened immediately by swinging the cylinder out, locking the slide back and removing the magazine, or locking the bolt back on their air pistols. Cease firing may be indicated by a verbal command, a sharp whistle blast, or moving the targets out of view. When the cease firing command is given at the end of a string, it is given as follows: "CEASE FIRING-UNLOAD-CYLINDERS OPEN-MAGAZINES OUT-SLIDES BACK-GUNS ON THE TABLE. ARE THERE ANY REFIRE?" This is followed by "IS THE LINE SAFE ON THE RIGHT? IS THE LINE SAFE ON THE LEFT?" Range officers and assistants check each firing point to determine that the pistols are safe and the line is clear before signaling the Range Officer that their areas are safe. When all areas of the firing line have signaled that they are clear, the Range Office will command "THE LINE IS SAFE, GO FORWARD AND CHANGE TARGETS."

When everyone has returned to the firing line, the Range Officer will command "THE RANGE IS CLEAR, YOU MAY HANDLE YOUR GUNS."

Other commands may be used less frequently, including:
POLICE FIRING POINTS - picking up fired cartridges, cartridge boxes or other litter about the firing line.
AS YOU WERE - disregard the command just given and continue with what you were doing before the command was given.
CARRY ON - Continue with what was going on before an interruption took place.

10.7S Firing line procedures and commands (silhouette)

a. Range commands and procedures - Upon being called to the line, competitors will place their pistols and 5 rounds of ammunition on the firing point surface and may not touch them again until the command "READY" or "LISTO." At that time they may handle their pistols, set sights, dry fire and/or load. A thirty (30) second time period will elapse between the Ready command and the "FIRE" or "FUEGO" command. Shooters may commence firing immediately upon that command. In smallbore hunter's pistol a time period of two (2) minutes will be allowed per bank of five targets. In air pistol a time period of two and one-half (2½) minutes will be allowed per bank of five targets. At the end of that period the Range Officer will command "CEASE FIRE" or "ALTO."

b. Hits and misses, range alibis - Silhouettes will be fired upon in sequence from left to right. Hits made out of sequence count as misses. If a silhouette is down before a shot, the shooter will fire on the remaining ones in order, then return to the leftmost target remaining and fire any unfired rounds as required. Shooters who still have shots remaining and no targets remain in their bank, a range alibi will be declared. The bank will be reset and the competitor will be allowed a ready period and 30 seconds for each remaining shot. Ricochet hits that knock down the proper target in sequence count as hits. Targets must be knocked over or from the stand to count as hits. Targets that are tipped onto their nose or tail or that are spun on the stand are counted as misses. No refires or alibis are allowed except for pistol malfunction or faulty cartridges.

c. Malfunction - Shooters experiencing an allowable malfunction may use another pistol or cartridge and will be given 30 seconds for each unfired round. This firing may be done immediately or at a later time at the discretion of the range officer and in consideration of the length of the delay involved.

d. Changing pistols - Different pistols may be used in a tournament, but the same pistol must be used throughout a match unless pistol failure occurs and is certified by the Range Officer. Only one alibi will be allowed per match.

e. Coaching - Each shooter may have one coach on the firing line. The coach may spot, advise the shooter on where shots are going, keep time and otherwise advise the shooter. The coach may not touch the shooter or the shooter's equipment once the shooter assumes a position on the firing line.

10.9 Defective cartridge, disabled pistol (silhouette) - If a cartridge fails to fire or a pistol fails to function in silhouette, the shooter will call the range officer. The Range Officer, having determined that a defective cartridge, disabled pistol or allowable malfunction is present, will permit the shooter to replace the cartridge, clear the jam or replace the pistol and continue firing. Additional time equal to

thirty (30) seconds per unfired shot will be allowed. Only one such "alibi" will be permitted in a match. (This does not apply to shoot-offs.)

10.9 Defective cartridge, malfunction or disabled pistol (slow fire) - If a cartridge fails to fire or a pistol fails to function properly during slow fire, the competitor may clear the jam or replace the defective cartridge and continue to fire. Additional time may be allowed any competitor equal to the time lost because of the situation causing a failure to fire. If a malfunction where a pistol or revolver is disabled takes place, the shooter must call the Range Officer.

10.10.a Defective cartridge, malfunction or disabled pistol (timed or rapid fire) - If a shooter is unable to complete a string because of a defective cartridge or allowable malfunction **and** they assume the ready position and raise the non-shooting hand at the end of the time period, the Range Officer will inspect the pistol and determine the number of rounds that were not fired. If satisfied, the competitor will be permitted to fire another complete string on the same target. The competitor will be charged with firing 15 shots minus the number remaining in the pistol or where bullets failed to leave the barrel and will be scored the 10 hits of lowest value. Unfired shots during the refire will be counted as misses. Failure to notify the Range Officer or attempting to clear the pistol before the Range Officer's inspection forfeits the shooter's right to refire.

14. Scoring

14.1 Scoring times - Targets may be scored as designated by shoot management, but usually will be scored after the completion of each stage or bank of targets.

14.2 Scoring location - Scoring for silhouette events will take place on the range. Scoring for bullseye events will take place at locations and times designated by shoot management, either on the range or in the statistical office.

14.2.1 Targets as score cards - When targets are scored in the statistical office, targets serve as score cards and must be retained in good order.

14.3 How to score (bullseye events) - Each shot will be scored by the location of the bullet hole on the target surface. The innermost (highest value) scoring area touched by the bullet hole, even if it is elongated or keyholed is the assigned value of the shot. Scoring gauges may be used to determine the value of close shots. In smallbore pistol events these gauges will be between 0.2225 and 0.2240 in diameter at the flange. Devices other than scoring gauges (like overlays) may be used as aids in scoring targets.

b. Skid shots - In scoring skid shots, the value of the highest area touched by the shot is scored, but the value of the shot may be no more than one ring higher than its point of entry. A bullet that enters off the scoring area but touches a scoring ring will be given the value of the outermost scoring ring.

c. Bullets entering from the back of the target - Bullets entering the target from the back of the target will be scored as misses.

14.3.1 Authorized use of scoring gauges - Only designated range staff and statistical officers are permitted to use plug-type scoring gauges. Overlays may be used in addition to plug type gauges to determine if a shot hole represents more than one hit.

14.3S How to score (silhouette) - All shots are marked as they are fired with either an X for a hit or an O for a miss. Hits out of sequence are scored as misses. All spaces on the scorecard must bear an entry, and it is the shooter's responsibility to check their score after each bank of five targets. The scorer will watch targets closely to determine that the targets were hit by the bullet, not blown off the stand by the wind.

14.4B Misses - Shots outside the scoring area on the targets will be scored as misses except as provided in Rule 14.3

14.4S Misses (silhouette) - Any shot that does not knock the proper silhouette over or from its stand will be scored as a miss. Shots not fired through the fault of the competitor or shots fired at the wrong target count as misses.

14.5B Early or late shots (bullseye) - If a shot is fired early or late (before the signal to commence firing or after the signal to cease fire) and the required number of hits are on the target, the value of the highest hit will be scored a miss. When fewer than the required number of hits are on the target, the competitor will be scored a miss for each shot not on the target and the visible hits will be scored in the normal manner.

14.5S Early or late shots (silhouette) - A competitor firing a shot from the firing line before the "READY (LISTO)" command will be disqualified from the match. Any shot fired between the "READY" and "FIRE" commands will be scored as a miss. Shots fired when closing the action count as shots and are scored as misses. Any shot fired after the "CEASE FIRE (ALTO)" command is also scored as a miss.

14.6 All shots count - All shots fired by a competitor after taking his or her place on the firing line are counted, even if the pistol is unintentionally discharged. Discharge of propellant, whether a pellet is loaded or not, counts as a shot in the air pistol events.

14.7 Hits on wrong target - Hits on the wrong target are scored as misses.

14.8 Ricochets - Ricochets that strike and knock down the properly designated target in silhouette are scored as hits, but holes made by ricocheting bullets will not be scored in bullseye events. Note that keyholed bullets are not necessarily ricochets.

14.9 Visible hits and close groups - Only those hits which are visible will be scored except when a grouping of three or more bullets is so close that a required shot or shots could have gone through the enlarged hole without leaving a mark. If there is no evidence that the shot or shots went elsewhere than through the assigned target, the shooter will be given the benefit of the doubt and scored hits for the non-visible hits. If the hits could have fallen in more than one scoring area, they will be scored in the higher-valued ring.

14.10 Excessive hits - If more than the required number of hits is visible on a target, any shot that can be attributed to another competitor or from a previous string will be marked and disregarded. If more than the required number of hits remain, a complete new score will be fired and the target containing the excessive hits will be disregarded, except:

a. Hits of equal value - If all hits are of equal value, the score will be recorded as the required number of hits of that value.

b. Competitor option - The competitor may accept a score equal to the required number of hits of lowest value.

c. Inadequate number of shots fired - If a competitor fires fewer than the required number of shots through his or her own fault and excessive hits are visible on the target, the competitor will be awarded the number of hits equal to the shots fired of highest value and the unfired shots will be scored as misses.

d. Competitor fires excessive shots - If the competitor fires too many shots by mistake, the required number of hits of lowest value will be scored.

e. Re-fire limits - If the competitor re-fires, the total score may not exceed the total of the required number of hits of highest value on the original target. If the score exceeds the score total of the required number of hits of highest value on the original target, that original score will be posted to the competitor. If it is lower, the re-fired target score will be posted to the competitor.

14.12 Insufficient hits - Shots that are not fired through the competitor's fault are counted as misses.

14.16 Erasures on score cards - Erasures are not permitted on score cards. If a change is necessary because of an error, the statistical officer or range official will strike through the error and mark the proper score above the stricken score. The official making the change must initial the altered score.

15. Decision of ties

15.1 Match - Match as used in this section refers to all individual, team and aggregate matches.

15.2 Value of X - In matches where the X is scored, an X is a hit of the highest value.

15.3S Silhouette tie-breakers - Ties will be broken by shoot-offs immediately following the match unless otherwise specified in the match program. Shooters will fire on individual turkeys, continuing until the tie is broken by the combination of a hit and a miss on the designated targets. Shoot management may designate other methods of breaking ties.

15.3 Single stage - Where a single stage match or a stage tie is being broken, ranking will follow these steps:

a. X's - Shooters will be ranked by the greatest number of X's.

b. Fewest misses - Shooters will be ranked by the lowest number of misses.

c. Fewest hits of lowest value - Shooters will be ranked by the fewest hits of lowest value.

15.4. Multiple stage - In matches fired in stages, ties will be ranked by the following steps:

a. X,s - The first tie breaker will be the greatest total numbers of X's in all stages.

b. Rapid fire stage - The second tie breaker will be the highest score in the rapid fire stage.

c. Timed fire stage - The third tie breaker will be the highest score in the timed fire stage.

d. Slow fire stage - The fourth tie breaker will be the highest score in the slow fire stage.

15.10 Unbreakable ties - Shoot management may decide unbreakable ties by holding a shoot-off or by designating duplicate awards to the tied individuals.

16. Challenges and Protests

16.1 Right of appeal or protest and lack thereof - The right of challenge or protest lies with the shooter who perceives that a target has been mis-scored or an injustice has been done through either errors of commission or omission. Parents, coaches, and other observers have NO right of challenge or protest, and any attempt at exercising such a non-existent right will be considered unsportsmanlike conduct. Such conduct shall be considered just cause for sanctions, removal from the grounds, ejection from the event, or further actions decided upon by the event committee. Formal reports of such behaviors and sanctions may be shared within the Extension Program or in any official organ of the South Dakota 4-H Shooting Sports Program.

16.2 Protest committee or jury - In 4-H events, the shoot management shall have the authority to name a protest committee of knowledgeable persons. Suggested composition includes the state shooting sports coordinator (and/or shoot manager), and two to three persons named by the shoot manager or shooting sports coordinator. This committee will review all sides of the protest and rule on it, either sustaining or denying it. The decision of the committee is final and not subject to further appeal or protest.

16.3 Authority of the jury - Juries assembled for the purpose of hearing challenges and protests in 4-H Shooting Sports events will adhere to the rules of the 4-H Shooting Sports Program and the posted rules of the events being sponsored. 4-H Rules supersede all other rules (NRA, USA Shooting, or others) in 4-H events. Decisions of the juries are final and may not be appealed to any higher level.

16.4 Challenges - Shooters only may challenge the scoring of any shot they feel has been improperly evaluated or scored. Any challenge must be made within the stipulated review period for the targets and must be accompanied by a challenge fee of \$1.00 per shot being challenged. If the challenge is upheld, the challenge fee will be returned and the score will be changed to reflect the revised scoring. If it is denied, the challenge fee will be deposited to the 4-H Shooting Sports General Fund. Challenges will be reviewed in an expeditious manner by the jury assigned by the Match Director or the 4-H Shooting Sports Coordinator. Challenges must be made prior to initiation of the awards programs concerned. No fee is charged for finding mathematical errors. **At the South Dakota State 4-H Match, no challenges will be allowed, because of time limitations.** Perceived errors in scoring may be submitted to the Registration table, for a second check. All targets will be plugged.

16.5 Protest procedure - The purpose of formal protests is to redress injustice, not to alter the results of the competition on the field. Protests should be initiated immediately, and no protest will be considered after the awards ceremony for that event has been initiated. A formal protest may be initiated by the shooter ONLY. Parents or coaches may not initiate a protest or participate in writing a protest statement. The formal protest procedure follows:

- a. State the complaint orally to the range officer or event manager; if not satisfied by the decision then;
- b. State the complaint orally to the event manager or event coordinator, if not satisfied by the decision then;
- c. File a written protest with the statistical office within one hour (as quickly as possible after completion your round).

16.5.1 Protest fee - A protest fee of \$10 must accompany any formal, written protest. If the protest is sustained, the fee will be returned. If it is denied, the fee will be retained by the shoot management and placed in the general fund of the 4-H Shooting Sports Program.

16.5.2 Responsibility of shooters - In the event of a protest, all shooters involved may be asked to provide information to the jury. Failure to do so when requested is a violation of 4-H Shooting Sports Rules. Failure of the complainant to appear at the time and location set for the review will void the protest.

16.6 Protest committee action - The protest committee will act on the formal, written protest in an expeditious manner, bringing it to resolution as quickly as possible. Failure of the protest initiator to make himself or herself available to the committee during their deliberations shall be grounds for summarily dismissing (denying) the protest. Excessive, adversarial or abusive argument by the shooter, coach(s) or parent(s) is grounds for summarily dismissing (denying) the protest. Any action taken by the committee will be announced in private to the shooter filing the protest as soon as possible and prior to the awards ceremony.

16.7 Purpose - The purpose for appeals and protests is to make every reasonable effort to ensure that the conduct of 4-H Shooting Sports events is both fair and reasonable to the participating shooters. The restriction to the shooters themselves is designed to aid in the development of self-reliance and self-expression in a positive framework. Parental and coach actions must be supportive of those objectives. "Fighting for my kid," is inappropriate, incompatible with the objectives of this program and will not be tolerated.

18. Shooter and Coach Responsibility

18.0 Safety - Shooters and coaches are responsible for understanding and practicing the rules of safe firearms handling. The highest standards of safety are to be followed at all times.

18.0.1 Behavior and sportsmanship - The spirit of 4-H sportsmanship and appropriate behavior is expected of all participants in the 4-H shooting sports program.

18.1 Discipline - It is the duty of each competitor, coach, parent and spectator to sincerely and immediately cooperate with range officials in their efforts to conduct a safe, efficient and sportsmanlike

tournament. No competitor, coach or parent may deliberately and knowingly violate the 4-H Shooting Sports Rules or rules of safe firearms handling or permit others to do so.

18.2 Knowledge of procedures and rules - Shooters and coaches will make an effort to understand the procedures used in each event and comply with the rules and standards of the events. Questions are encouraged to clarify any areas 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.

18.7 Reporting - Shooters are responsible for knowing the proper time to report to each event and for reporting for the orientation sessions at least 30 minutes prior to their shooting time or at the posted orientation time and location.

18.8 Timing - Timing shooting within the official time limits is the shooter's responsibility.

18.9 Loading - No competitor will load a gun except at the firing point and after the appropriate command (READY (LISTO) or LOAD) has been given.

18.10 Cease firing - All firing will cease immediately upon the command "CEASE FIRING" and all pistols will be made safe by opening their actions, removing all ammunition and detachable magazines and grounding the pistols on the surface of the firing points.

18.11 Checking scores - Shooters are responsible for checking their scores or score cards for accuracy before the end of the review period or their leaving the range. Failure to sign scorecards forfeits all challenge and protest rights. Failure to observe the targets within the observation and review period forfeits the right of further review and challenge.

18.12 Clearing the firing point - Competitors are responsible for leaving their firing points quickly with pistols unloaded, actions open or cased.

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