

# 4-H SHOOTING SPORTS INVITATIONAL

## TRAP, SKEET AND SPORTING CLAYS RULES

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 rules for the shotgun sports. The 4-H Shooting Sports Program uses current ATA, NSSA and NSCA rules with some modifications to meet the objectives of the program or to increase the success rates of young people participating in the program. These rule books can be obtained from the governing bodies in the sports of interest. In 4-H events, 4-H rules and regulations supersede all other rules where differences exist. All coaches are encouraged to purchase the appropriate rule books and become familiar with their content. This document is intended to help shooters and coaches become familiar with the rules of the formal shotgun sports. Events sponsored by other organizations may involve other rules and requirements.

### 1. COMPETITION

**1.0 4-H competition** - Any competitive shooting event that is authorized or sponsored by 4-H Shooting Sports Program at any level is a 4-H competition. Conduct, range and safety standards must comply with 4-H criteria. In general, criteria set by national or international governing bodies are acceptable.

**1.3 Rules** - 4-H Shooting Sports rules apply to all 4-H competitions in shooting sports. In general rules of national or international governing bodies are acceptable with specific modifications imposed by the 4-H program. Modification of 4-H rules for local events and locally sponsored invitational events is permitted as long as safety and control regulations are not modified. These modifications must be posted and available to all participants.

### 1.7 Types of matches

**Participants** - 4-H Shooting Sports membership is required unless otherwise specified.

**Invitational** - These matches include anywhere the sponsoring 4-H group or organization extends invitations to participate to specified states.

### 2. ELIGIBILITY

**2.1 4-H membership** - All bona fide, active, 4-H Shooting Sports members are eligible to compete in 4-H shooting sports events, subject to limitations imposed by the specific competition.

- They must be 8 by January 1 of current year may not have reached the age of nineteen (19) by January 1 of current year, but they may complete an event that was started while they were eligible to participate.

- Otherwise eligible shooters who are members of organized collegiate or military teams or collegiate or military shooting clubs receiving coaching are **not** eligible for 4-H shooting events. Active participation in other matches or receiving general or specialized instruction in shooting camps, training programs or similar activities (e.g. Junior Olympic Shooting Programs, Olympic Training Center Shooting Camps and state, national or international matches) **does not** disqualify any shooter otherwise qualified from participation in the 4-H shooting sports events.

### **3. EQUIPMENT AND AMMUNITION**

**3.0.1 Eye protection** - All shooters and other persons on or in the immediate vicinity of each shooting field, including coaches, range officials and any spectators must wear adequate eye protection (glasses or goggles). The equipment must protect both eyes. Normal corrective lenses constructed of impact resistant materials may be used.

**3.0.2 Ear protection** - Adequate ear protection must be worn by all competitors, coaches, range officials and spectators on the shooting field during live firing. Both ear plugs and muffs are acceptable.

**3.2 Guns** - All current 4-H shotgun events permit the use of any shotgun 12 gauge or smaller. There are no limitations on action types. Magazines need not be plugged, but no more than two (2) shells may be placed in the firearm at any time during a 4-H competitive event.

**3.2.1 Release triggers** - Shotguns equipped with release triggers may **not** be used in 4-H events.

**3.2.2 Choke tubes and variable choke devices** - The use of shotguns with interchangeable choke tubes or variable choke devices is permitted. Once shooting has begun on a sporting clays station, the competitor may not change chokes or barrels until all shooting has been completed on that station.

**3.11 Personal attire** - It is the responsibility of the individual competitor to appear at the shooting field dressed modestly and in a manner appropriate for a public event. Inappropriate dress is grounds for a warning or disqualification. All shooters are reminded that shoots are public events and that they represent the 4-H Program and 4-H Shooting Sports to the public both on and off the ranges. (See also Rule 10.0.a-c)

**3.16 Compensators and ported barrels** - Shotguns with compensators, ported barrels or similar devices are permitted in 4-H shotgun matches.

**3.17 Ammunition** - Unfired ammunition may not exceed the standard 2¾ inch (70 mm) length. Ammunition is subject to inspection by the referee or the shoot management. Handloaded ammunition is permitted, but it must be loaded conventionally with standard components and safe charges of powder and shot. Handloaded ammunition is subject to inspection. No internal device to increase the spread of shot is permitted. Shooters using handloaded ammunition assume responsibility for both their own safety and that of other shooters relative to that ammunition.

**3.17.a. American Skeet and Trap** - Shot size may be no larger than US # 7½ fine. Pellets must be composed of lead or lead alloy and spherical in shape. Plated shot is not permitted. Maximum shot charge is 1 1/8 ounces of shot. Handloaded ammunition may not exceed 507 grains in overall weight. Powder charges may not exceed 3 dram equivalents.

**3.17.b. Sporting Clays** - Shot size may not exceed US #7½ fine. Shot must be composed of lead or lead alloy and spherical in shape. Maximum shot charge is 1 1/8 ounces of shot. Any safe powder charge may be used.

**3.18 General** - Any device, equipment or apparel which is not specifically mentioned and may be of questionable status must be submitted to the shoot management for approval prior to its being used in the match.

### **4. TARGETS**

**4.1. Specifications** - Standard clay targets of consistent coloration must be used in all 4-H shotgun events.

**4.1.a. American trap and skeet** - Standard targets of good quality measuring  $4\frac{5}{16}$  inches (109.5 mm) in diameter and 1 1/8 inches (28.5 mm) in height are used in both trap and skeet. A tolerance limit of 5 percent in both measurements is permitted.

**4.1.b. Sporting clays** - Any standard sporting clays target may be used at the discretion of the shoot management, provided the types of targets used for any given stand remain the same for the entire duration of the tournament or match. Standard, midi, mini, battue, rabbit and ZZ targets are all permissible.

## **5. SHOOTING POSITIONS**

**5.1 Shooting stations** - The shooter must stand with both feet within the boundaries of the shooting station.

**5.2 Calling for the target** - When the shooter is in position and ready for the target, he or she calls crisply and clearly "pull" or some other signal or command that clearly indicates that the target is to be thrown. Once the shooter has called for the target, he or she must remain in the ready position (see rule 5.3) until the target emerges from the trap house. The target may be thrown any time within a three (3) second time period.

**5.2.a. American skeet and American trap** - The target shall be thrown immediately upon the call, however slight delays are acknowledged in the rules. Only the field referee may determine a late pull.

**5.2.b. Sporting clays** - The target may be thrown immediately or with a delay of up to 3 seconds after the shooter's call. The shooter must remain in the ready position until the target is visible.

**5.3 Ready position** - In sporting clays, the shooter is required to keep the gun at a ready position until the target is visible. Mounting the gun prior to the emergence of the target and failing to return it to the ready position prior to that emergence results in the target being scored as a "no bird".

**5.3.b. Sporting clays** - The butt of the gun must be held below the arm pit until the target appears.

**5.5 Physically handicapped shooters** - Physically handicapped shooters may petition to have either temporary or permanent adjustments in the rules to permit them to compete. Medical evidence is required and each situation is considered individually. Our objective is to permit anyone to participate whenever possible.

**5.6 Muzzle control on the range** - Each shooter is responsible for proper muzzle control on the range at all times. No firearm may be pointed toward any person, live animal or portion of the shooter's own person while on or in the vicinity of the ranges. All actions must be open and firearms empty until on the shooting station and in immediate preparation for the shot.

**5.6.a. Resting the muzzle on the foot** - Resting the muzzle on the foot or other portions of the anatomy is strictly forbidden, as is resting any part of the body on the muzzle of a firearm.

### **5.6.b. Penalties**

**5.6.b.1. Warning** - Any shooter violating this rule for the first time in any round shall be warned by the field referee.

**5.6.b.2. Disqualification** - Flagrant violation of this rule or repeated violations after a warning has been issued may result in disqualification from the current round of targets and forfeiture of any targets remaining. Repeated violations in later rounds will be grounds for forfeiture of all remaining targets in the event.

## 6. RANGE STANDARDS

**6.1 Range orientation** - Whenever possible, ranges should be laid out so the shooting is in a N to NE direction, keeping the sun to the shooter's backs as much as possible.

**6.2 Skeet fields** - A skeet field consists of two houses (High house and Low house) and eight shooting stations arranged around a segment of a 21 yard (19.2 m) circle with a base chord exactly 120 feet 9 inches (36.80 m) in length drawn 6 feet (5.49 m) from the center of the circle. The center of the circle is the target crossing point and is marked by a stake. When facing the center stake from the periphery of the circle, station one is located on the left end of the base chord in front of the high house and station 7 is located on the right end of the base chord in front of the low house. Station 8 is at the midpoint of the base chord. Stations 2 through 6 are equally spaced along the periphery of the arc, with station 4 in line with station 8 and the center of the circle. Stations are located exactly 26 feet 8\_ inches (8.13 m) apart on centers.

**6.2.a. Shooting station size and orientation** - Stations 1 through 7 inclusive shall each be square areas three feet (91 cm) on a side with two sides of stations 1 and 7 parallel to the base chord and two sides of stations 2 through 6 parallel to a radius through the center of the station.

**6.2.b. Station 8 size and orientation** - Station 8 is a rectangular area three feet wide and six feet long centered on the base chord and with the long axes of the area parallel to the base chord.

**6.2.c. High house and low house targets** - Targets thrown from the high house emerge three feet (91 cm) behind station 1 and 10 feet (3.05 m) above the ground level. Targets thrown from the low house emerge three and one-half feet (1.07 m) above the ground from a position three feet (91 cm) behind and two and one-half feet (76 cm) outside the base chord from station 7.

**6.2.d. Target crossing area** - Targets properly released must pass through a circular area three feet (91 cm) in diameter located with its center 15 feet (4.57 m) above the target crossing point, which is the true center of the field layout.

**6.2.e. Nominal target carrying distances** - In calm weather the targets for American and international skeet should carry approximately 60 yards and 65 to 67 meters, respectively.

**6.5 Shooting boundaries** - The boundary markers for shooting at stations 1 through 7 are placed at 44 yards (40.23 m) from the trap from which they are thrown and on a line with the target crossing area. The boundary for shooting on station 8 is the line drawn through the station connecting station 4 with the target crossing area. These shooting boundaries should be marked with suitable markers as should the locations of legal targets.

**6.8 Trap Fields** - Although the international bunker is used in international trap, most 4H events are fired using a modified or wobble trap on an American trap field. The use of a bunker is encouraged for those who wish to continue into higher levels of competition. Modified or wobble traps are acceptable alternatives. For information on international bunker set up consult the USA Shooting Shotgun Rules or the UIT Regulations for Clay Target Shooting: Olympic Trap and Skeet.

**6.8.a American trap field layout** - An American trap field consists of a single trap house with five shooting stations 16 yards behind the front center edge of the trap house. Station 3 is centered behind the center of the trap houses with stations 1 and 2 centered six yards and three yards left of station 3 on the arc of the 16 yard circle (when facing the trap house) and stations 4 and five centered three yards and six yards to the right of station 3 on the arc of the circle. Shooting stations are three feet square. **If a regulation trap field is unavailable in the county, youth may qualify for State level competition by filing a letter of exemption with the YD/4H Specialist.**

**6.13 Target distances, angles and elevation** - Oscillating or multi-oscillating (wobble) machines must be equipped with a device to interrupt their movement preventing the shooter from predicting the pattern of target angles.

**6.13.b American trap** - Traps shall be adjusted to throw targets a minimum of 48 yards from the front of the trap house. Lateral oscillation shall be a minimum of straight away from stations 1 and 5, measured through the center of the trap house (approximately 22 degrees right and left of a line drawn through the center of station 3 and the center of the trap house). The maximum lateral oscillation is 25 degrees wider or 47 degrees right or left of the centerline, measured 15 to 20 yards from the trap house. Vertical height is a nominal 9 feet at 10 yards from the trap house, with a tolerance of 8 feet to 12 feet permissible. Stakes should be placed on the arc of a 50-yard circle centered on the center front of the trap house and in line with that point and the centers of stations 1 and 5 to assist in setting the trap angles.

**6.13.b.1 Wide targets** - Only the referee on the field may make a determination that a target exceeds the oscillation limits and declare it a “no target.”

**6.14 Trap houses** - Trap houses should be no less than 7½ feet (2.3 m) or more than 8½ feet (2.6 m) in either width or length. Their height above the plane of station 3 should be at least 2 feet 2 inches (0.7 m) and no more than 2 feet 10 inches (0.9 m).

## **7. COURSES OF FIRE**

**7.0.2 American trap and skeet** – Beginners shoot 1 round (25 targets), Juniors shoot 2 rounds (50 targets), and Seniors shoot 4 rounds (100 targets). Ties are only broken for placings that will receive high individual or team awards.

**7.0.2.a Trap** - Ties are broken using the following:

- a. score for Round 1
- b. score for Round 2
- c. score for Round 3
- d. score for Round 4
- e. longest run in any round

If a perfect 100 is shot by more than one individual, a shoot-off of 25 targets will occur. If still tied, a sudden death format will be used until the tie is broken.

**7.0.2.b Skeet shoot-offs** – Ties are broken by taking the scores from 5 targets, to be determined by the competition committee before shooting begins.

**7.0.2.c Sporting clays** – Sporting clays ties will be broken by taking the scores from 10 targets, to be determined by the competition committee before shooting begins.

**7.0.3 Course of fire in American skeet** - Shooters will compete in standard skeet rounds featuring single high and low house targets and a simultaneous pair from stations 1, 2, 6 and 7, and single targets only from stations 3, 4, 5 and 8. An optional target will be taken on the first target missed or as a second target on station 8 Low. When shooting doubles, the target from the nearer house (out-goer) must always be taken first.

**7.0.5 Course of fire in American trap** - Shooters will compete in standard trap rounds consisting of five targets each from each of the five stations with shooters changing positions at the end of each of their five-target sequences.

**7.0.8 Course of fire in sporting clays** - Shooters will compete in five stand sporting clays, shooting a total of 50 targets laid out at the discretion of the shoot management. Targets will remain the same throughout the competition.

## **8. TIME LIMITS**

**8.1 Arrival time** - Each competitor is responsible for reporting to the field when his or her squad is called to shoot with the appropriate equipment and ammunition to complete their event. At the 4-H Trap, Skeet and Sporting Clays Shoot squads should be prepared to take the field 30 to 45 minutes prior to their assigned shooting times. Any shooter who does not appear promptly when their squad is called may be disqualified or moved to a later squad at the discretion of the shoot management. Failure to appear within five minutes for a shoot-off event disqualifies the participant from that shoot-off unless mitigating circumstances prevail. Decisions of the shoot management are final and not subject to appeal.

**8.2 Loading and calling for the target** - Each competitor must take his or her position on the station, load and prepare to fire in an expeditious manner to avoid delaying the completion of the round.

**8.5 Trial targets** - Competitors may ask for a trial target after an irregular target is thrown in skeet or after a delay of five minutes or more in either trap or skeet.

## **9. RANGE OPERATION AND REGULATION**

**9.1 Handling guns** - All shotguns, even when empty, must be handled with the greatest of care. All shotguns must be pointed in a safe direction, empty and with the actions open except while on the shooting stations. Shooters must keep the muzzles pointed in a safe direction at all times - downrange, up or at the ground. In no event should a shotgun be pointed toward the gallery or any other individual.

**9.3 Loading** - Shotguns may only be loaded when the competitor is on or in the shooting station facing the shooting area with the shotgun pointed downrange.

**9.3 a. Skeet** - The shooter may load only after taking their position on the shooting station.

**9.3.b Trap** - The shooter may place a cartridge in the chamber or magazine of his or her firearm after they have shot, leaving the action open until the person preceding them in the firing order has fired. The firearm must be completely unloaded while moving between stations.

**9.3.c. Sporting Clays** - The shooter may place cartridges in the chamber or magazine of his or her firearm after they have shot, but the action must remain open until the person preceding them in the order of fire has shot. The firearm must be completely unloaded while moving between stations.

**9.4 Cease firing** - Any command to cease firing requires that all firing immediately cease and that all chambers and magazines be emptied of ammunition until firing is permitted to resume.

**9.6 Changing guns** - Shotguns may be changed between stations on the same round only if they are malfunctioning or disabled. In that case the referee may permit replacement of the malfunctioning parts or the entire shotgun.

**9.7 Regular target** - A regular target is one that complies with the rules of the event and is released according to those rules on the call of the competitor.

**9.7.1 Irregular target** - A target that deviates from the specifications of a regular target as determined by the referee. The referee **only** has the right to determine whether a target is irregular.

**9.7.2 Broken target** - A broken target is any target that is not whole. Results of shots at broken targets shall not be scored, and the shot will be repeated.

**9.8 Shooting order** - In all trap and skeet events the shooting order is determined by the order listed on the official score card. In sporting clays, either the shoot management or the shooters may determine a different order for each field, making sure that the official scorer is notified of any change.

**9.9 Ammunition malfunctions** - Any failure to fire when the primer has been fairly struck by the firing pin and the entire load, including the wad, has not left the bore or any separation of the ammunition during cycling of a magazine firearm during doubles shooting may be termed an ammunition malfunction. Shooter error (e.g. failure to load, loading the wrong barrel, re-using ammunition that has previously been determined to be faulty) does not constitute an ammunition or firearm malfunction and will result in a lost target or targets. A maximum of two malfunctions of either ammunition or firearm is permitted in any round. Additional malfunctions will be scored as lost targets.

**9.9.b American trap** - Only one (1) failure to fire due to ammunition or firearm malfunction is permitted per round. Additional failures to fire will be scored as lost targets.

**9.9.c American skeet** - Shots missed due to defective ammunition shall be repeated and shall not be counted as firearm malfunctions.

**9.9.c.1 Procedures for a misfire** - The shooter experiencing a misfire shall keep their finger on the trigger with the muzzle pointed downrange until the referee has determined whether a shooter error or firearm malfunction has taken place. Referee decisions on faulty ammunition are final.

**9.9.c.2 Examples of defective ammunition** - Defective ammunition is that which has not fired when struck by the firing pin, has fired only the primer, has been loaded without powder, has left the wad and/or shot charge in the bore, has experienced a head separation causing either the case body to discharge from the firearm or pulling the head off the case body during the cycling of the firearm between shots at doubles.

**9.9.c.3 Bloopers or soft loads** - Loads in which the components leave the muzzle, except as outlined above are NOT considered defective ammunition and are scored as shot.

**9.9.c.4 Reuse of a defective round** - Using a cartridge that previously has been ruled defective is considered shooter error, and the target shall be scored as "lost."

**9.9.d Sporting clays** - Each shooter is permitted a total of three failures to fire due to defective ammunition or firearm malfunction in any day. Subsequent failures to fire will be scored as lost targets.

**9.10 Disabled firearm** - Any firearm which cannot be fired safely, which doubles automatically, which fails to ignite the powder charge or fails to eject the spent cartridge due to mechanical defect or damage shall be declared disabled and may be repaired or replaced. If it cannot be repaired or replaced within three minutes, the shooter may finish the round at a time determined by the shoot management.

**9.11 Firearm malfunctions** - Failure of the shotgun to fire due to mechanical defect shall be considered a firearm malfunction. Shooter error in loading or operating the firearm does not constitute a malfunction. Examples of shooter error include failure to load the firearm or to load the proper barrel, failure to place the safety in the "fire" position, failure to load two cartridges when shooting doubles, failure to properly close the action or operate the slide on a pump action shotgun, loading empty shells or using improper sized ammunition.

**9.11.b American trap** - A maximum of one malfunction shall be permitted per round of 25 targets, with additional failures to fire being scored as lost.

**9.11.c American skeet** - A maximum of two malfunctions with a given gun by a given shooter are permitted in any round of 25 targets. Excessive malfunctions will be scored as lost targets.

**9.11.d Sporting clays** - A maximum of three failures to fire due to defective ammunition or firearm malfunctions is permitted for any shooter in a day. Excessive malfunctions are scored as lost.

**9.12 Viewing targets** - Rules for viewing targets vary with the disciplines.

**9.12.b American trap** - The squad leader may request to see one target prior to the start of each round, after an irregular target is thrown or after a delay due to trap or other equipment failure. Any shooter who is thrown two consecutive irregular targets may request to see a legal target before calling for the next record target.

**9.12.c American skeet** - At the beginning of a round the squad is permitted to see two targets from each trap machine. The shooter also has the right to view a legal target after each irregular target is thrown. If adjustment of a trap is required during the course of the round, the shooter shall have the right to view targets as well.

**9.12.d Sporting clays** - At the commencement of shooting or if competitors have not been on the line for three minutes or longer, targets may be presented for viewing from the areas normally accessible to spectators. No targets may be viewed from the shooting stations.

**9.15 Number of shots** - One shot per target is permitted in American trap and skeet. In sporting clays, the shooter may fire only two shells per pair of targets, but they may both be fired at the same one if desired.

**9.18 Advancing to the next station** - No shooter shall advance to the next station prior to the completion of all shooting at the current station or in such a manner as to interfere with other shooters.

**9.20 Shouldering and sighting** - Sporting clays shooters may shoulder the gun and take a preliminary swing prior to returning to the ready position. Trap shooters may shoulder their firearms prior to calling for the target, and American skeet shooters may take a brief practice swing prior to calling for the target.

**9.21 Dead target** - A target is scored as dead (hit or broken) when at least one visible piece is broken from the target within the shooting boundaries. Dust is not considered a visible piece.

**9.22 Lost target** - A target is scored as lost when:

- a. It is not hit during its flight or is hit outside the shooting boundaries
- b. A target is "dusted", but no visible piece falls
- c. The shooter balks, failing to fire at a regular target for which he or she has called
- d. The shooter was unable to fire due to shooter error (safety not released, action not closed properly, (firearm improperly operated, failure to load)
- e. If the shooter opens the firearm or touches the safety mechanism prior to inspection by the referee after a firearm malfunction
- f. If an excessive malfunction occurs
- g. Targets are fired upon out of order
- h. The shooter's position or gun position is in violation of the rules after having been warned of the rule violation
- i. The shot is not fired for any reason attributable to the shooter.
- j. A "poison bird" or "protected species" is fired upon by the competitor in sporting clays.

**9.23 No bird or no target** - Targets may be declared "no bird" or "no target" only by the referee. Handling of repeat targets is outlined below. A target declared "no bird" or "no target" by the referee must be repeated regardless of the actions of the shooter or the results of any shot.

**9.24 Repeat target MUST be thrown** - In the following situations, a repeat target or pair must be thrown regardless of the shooter's response to the target.

- a. A broken target was thrown

- b. The target was thrown from the wrong house or group of traps
- c. Two or more targets are thrown simultaneously during singles shooting
- d. A target of distinctly different color is thrown (except for sporting clays "poison" birds)
- e. Either target in a simultaneous pair is irregular
- f. A single target is thrown for a double
- g. The competitor fires out of turn
- h. A shooter mounts his or her shotgun prior to seeing the target in sporting clays

**9.25 Repeat target MAY be thrown** - If the competitor does not fire at the target, a repeat target may be thrown under the following conditions:

- a. The target was thrown before the shooter called for it
- b. The target was not thrown within the allowable time limits
- c. The shooter's position or shotgun position violated the rules but they had not been warned
- d. The target flutters, takes an irregular course or has inadequate velocity
- e. An allowable ammunition or firearm malfunction occurs

**9.26 Target MUST be repeated** - A repeat target must be thrown even if the competitor has fired when:

- a. The shooter was visibly disturbed
- b. Another competitor fired at the same target
- c. The referee cannot for some reason decide whether the target is dead, lost or no bird (consultation with flanker referees is required in the international events)
- d. The shot is fired involuntarily prior to calling for the target (Note: accidental discharge may result in a penalty or disqualification!)

**9.27 Repeat or proof doubles** - Rulings on repeat doubles differ among the three current 4-H events where those simultaneous or following pairs are thrown.

**9.27.2 American skeet** - Proof doubles will be thrown to establish the scoring on one or both targets under the following conditions

**9.27.2.a Nothing established** - Under the following conditions, the proof double will establish the scoring for both targets

1. The first target is thrown broken
2. The targets collide before the result of the first shot is established
3. The first target is irregular and the shooter refrains from shooting
4. An allowable malfunction occurs preventing the first shot
5. The shooter suffered from interference and refrained from firing on either target

**9.27.2.b First shot established as shot** - A proof double will be thrown to establish the scoring on the second target (both targets must be attempted in proper order) under the following conditions

1. The second target was thrown broken
2. The second target collides with fragments of the first target
3. Both targets are broken with the same shot
4. The second target is irregular and the shooter refrains from shooting
5. The second target fails to emerge on the call
6. The wrong target is broken with the first shot
7. The first shot is lost and the targets collide before a second shot can be taken
8. An allowable malfunction occurs after the first shot
9. Interference occurs between the first and second shots

**Note: Shooting at the wrong target first in a proof double where the first shot is established results in the second shot being scored as "lost"**

**9.27.2.c Excessive malfunctions in a double** - If an excessive malfunction occurs on the second shot of a double, it shall be scored as "lost" with the first target scored as fired. If it occurs on the first target, the first target will be scored as "lost" and a proof double will be thrown to determine the scoring of the second target.

**9.27.3 Sporting clays** - Failure to complete a pair or multiple target sequence requires the pair be repeated, including any timed reload, to establish one or both targets.

**9.27.3.a Nothing established** - A proof double is required to establish both targets under the following conditions:

1. Failure to have a "fair pair in the air" when two or more targets are thrown simultaneously
2. An allowable malfunction occurs on the first target

**9.27.3.b First target established** - In the following circumstances the first target of a pair is established as shot and a proof double is thrown to establish the score on the second target. In the event of a proof double, both targets must be fired upon.

1. An allowable malfunction occurs after the first target has been broken
2. An irregular second target in a following or report pair is thrown
3. The second target is broken by pieces from the first target

**9.44 Interference** - Interference is defined by the referee on the field and it entails any loud or disturbing noise, including conversation as well as distracting conditions related to field maintenance, persons, wildlife, wind-blown objects or any other condition deemed distracting by the referee. No claim of interference can be made if the shooter accepts the target(s) by firing at it (them). Sun angle does not constitute interference.

## **10. RANGE CONTROL**

**10.0 Code of conduct** - The current 4-H code of conduct will be enforced on and off the fields during all 4-H shooting events and activities. Voluntary compliance is expected, and coaches or parents are responsible for the behavior of their team members. Shooters, volunteers, family members or observers may be expelled from the event, match or the grounds for failure to comply.

**10.0.a Caps or hats** - Caps or hats are encouraged both as safety devices and to shade the eyes. Caps may be worn backwards only when specific reasons appropriate to the shooting situation make it appropriate, e.g. where targets are emerging from behind the shooter.

**10.0.b Clothing appropriate to conditions** - Clothing appropriate to the weather conditions may be worn. Men and women must wear shirts or blouses appropriate to an active sport.

**10.0.c. Appropriateness of logos, imprints or messages** - Any messages, images and advertisements on clothing must comply with the image of 4-H and the 4-H Shooting Sports Program, therefore clothing advertising alcohol or tobacco products, or presenting lewd, suggestive or crude images or language is prohibited in 4-H Shooting Sports events.

**10.1 Discipline** - The safety of all persons in the vicinity of the range requires continuous attention to the highest standards of safe firearms handling and strict self-control. Self-discipline is the key to proper range behavior and safety. Where self-discipline is inadequate, it is the responsibility of all range personnel to enforce discipline on the fields. Coaches and competitor share the duty of assisting with such enforcement.

**10.1.a Disorderly conduct** - Disorderly conduct, including the use of controlled substances, is strictly prohibited on the range or in the gallery during matches. Anyone failing to comply with this rule may be expelled from the event, match or grounds, by the match director, referee or

extension personnel. Such expulsion shall be referred in writing to the State Shooting Sports Coordinator for appropriate action.

**10.1.b Refusal to obey** - No person shall refuse to obey the duly executed orders or instructions of any range official or match management personnel given in conduct of their official duties.

**10.2 Loud, foul or abusive language** - The use of loud, foul or abusive language on or near the shooting fields is not permitted in 4-H events. The first instance of such behavior may result in a warning. Repeated or severe instances will be referred to the shoot management or shooting sports coordinator and may result in forfeit of all entry fees and expulsion from the event or match.

**10.3 Alcohol Use** - The consumption of alcoholic beverages by participants, coaches or observers during any 4-H Shooting Sports event is strictly forbidden. Violators of this rule will be asked to leave the grounds. Failure to comply will result in expulsion from the event with additional referral to the event management committee for additional sanctions of the individual or individuals involved.

**10.4 Delaying a match** - No shooter may delay a match or event through willful tardiness or excessive delay in preparing to fire.

**10.5 Firing and test firing** - Shots may be fired only when it is the shooter's turn to fire in an event, the range is safe, the shooter is on station and the targets have been thrown. Test firing may be done only at the beginning of a round (two shots maximum) ONLY if permitted by the referee. All test shots must be fired into the air and downrange.

**10.6 Sighting** - Sighting is permitted only on the shooting station, during the practice round or in a designated safe area. Sighting or shooting at another competitor's target or at any live animal is strictly forbidden.

**10.7 Open and empty requirement** - The shooter may not turn from or leave the shooting station until he or she has opened the action and removed all ammunition from the firearm. Actions will be opened and ammunition removed during any stoppage of fire. All firearms being carried to or from the fields will be open and empty.

**10.6.a Pointed in a safe direction** - All firearms will be pointed in a safe direction at all times, including loading, facing away from traps being cleared and turning between shots on skeet station 8.

**10.6.b Racked or cased firearms** - Firearms not in transport to the fields or in active use shall be racked, cased or otherwise safely stored.

**10.6.1 Loading and closing trap guns** - Trap shooters may insert a cartridge into an open firearm after firing at a target. They may not close the shotgun until the shooter ahead of them in the rotation has fired at a regular target. The shotgun may NOT be loaded when changing stations.

**10.7 Misfires or malfunctions** - Shooters must remain on the station with the shotgun pointed downrange after any misfire or malfunction. They must not touch the safety or manipulate the action until the arm is inspected by the referee.

**10.10 Interruption** - Shooters may not cause an interruption in shooting other than those permitted in the rules. In the international events, conversation shall be limited to that necessary for the conduct of the shooting. American event and sporting clays shooters may converse or encourage others as long as that conversation and encouragement does not interfere with the other shooters.

## **11. SHOOTER AND COACH RESPONSIBILITY**

In all circumstances, shooters, parents and coaches are responsible for their actions and upholding the standards of the 4-H Shooting Sports Program. All of us are expected to behave in a manner suitable for the promotion of a 4-H youth development program, high ideals and the promotion of shooting sports in the United States. Cooperation, self-control, self-discipline and high standards of sportsmanship are expected at all times.

## **14. SCORING**

**14.1 Scoring on the field** - The official score is kept by the referee on the field. Flanker referees may be employed to score or to settle disputes over scoring that may arise. The decision made on the field is final and may not be appealed after the score sheet has been delivered to the statistical office by the squad leader. Score sheets kept by parents or coaches are unofficial and will not be used under any circumstance to verify scores kept on the field.

**14.2 Signing the score sheet** - After each round of 25 targets is completed, each competitor should verify their score and sign or initial the score sheet. All score sheets will be returned to the statistical office by the squad leader immediately upon completion of the course of fire and verification of the scores.

**14.3 Verification and posting** - Verification of all score sheets will take place in the statistical office, and scores may be adjusted to reflect true scoring without regard to signatures. Scores verified on the score sheets in the statistical office are the official scores and should be those that are posted. Errors in posting do not require appeal.

## **16. PROTESTS AND APPEALS**

**16.1 Right of appeal or protest and lack thereof** - The right of appeal 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 appeal 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 or the 4-H Shooting Sports Committee. Formal reports of such behaviors and sanctions may be shared within the Extension Program or in any official organ of the 4-H Shooting Sports Program.

**16.2 Field protest or appeal** - A shooter who disagrees with a call on any target may appeal by raising an arm and saying "appeal." The referee will immediately suspend shooting temporarily and consult with flanker referees. After consultation, the referee will make the final decision. The decision of the referee on the field is final and questions of hit, missed or irregular targets may not be appealed further.

**16.3 Formal protests** - A shooter ONLY may formally protest:

- a. Any injustice he or she feels has been done to them (except as noted in 16.2 above)
- b. The conditions under which another shooter was permitted to fire
- c. The equipment that another shooter was permitted to use

**16.4 Protest committee** - 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), the chief referee for the event 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.

**16.5 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 field referee, if not satisfied by the decision then;
- b. State the complaint orally to the chief referee, if not satisfied by the decision then;
- c. File a written protest with the chief referee within one hour, but as quickly as possible after completion of the record rounds.

**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 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(es) 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 in that event.

**16.6 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.

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