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NDSU | EXTENSION



North Dakota 4-H Shooting Sports Match Guidelines

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Shooting Sports Match Guidelines

The following rules will be used in all North Dakota 4-H Shooting Sports Invitational Matches. The follow the guidelines developed by the National and North Dakota 4-H Competitive Shooting Sports Program and supersede any other rules. For rules of each single contest event, a national governing body exists for match procedures. While 4-H modifies some aspects of the match event, the rules of the governing body apply when 4-H rules are not enforced.

Contestant Eligibility

1. All bona fide, active, North Dakota 4-H Shooting Sports members are eligible to compete in North Dakota 4-H shooting sports events. Enrolled youth must be under the supervision of a certified 4-H coach. Open-class participants must be registered in county or district events, under the instruction of a certified (NASP, CMP, or nationally recognized certification) coach, subject to limitations which may or may not be imposed by the specific event. State level national qualifying championships are open to 4-H members only.
2. Competitors must show basic proficiency in the division before competing. By entry in these events, the guardian or team coach is verifying that the youth entered are knowledgeable and proficient in the safe use of the equipment, range safety, and the fundamentals of the event. Matches should not be their first shooting experience. *Match and/or range officials may dismiss a participant if he/she believes the participant does not demonstrate the basic proficiency and knowledge required for safety or participation.*
3. Contestant must have already passed his/her 8th birthday and not exceed 19 years old on January 1. Senior youth may not have passed his/her 19th birthday as of **January 1** of the year in which the National 4-H Championships is held. Minimum age for match participation is listed below:

	<u>Minimum Age:</u>	<u>Age Divisions</u>		
Small Bore Rifle:	11 years old	Junior (11-13)	Senior (14-18)	
Shotgun	11 years old	Junior (11-13)	Senior (14-18)	
Muzzleloader	11 years old	Junior (11-13)	Senior (14-18)	
Archery and Air Rifle	8 years old	Beg (8-10)	Jr (11-13)	Senior (14-18)

Firearm participants must be 11 years old and have taken a state hunter education/safety course.

Event Participation

County and district matches are open to all youth. State 4-H Championships require 4-H membership. Participants must be proficient in their discipline and range safety before they can compete at any match level.

Stipulations as follows:

Individual

Individuals may participate and are eligible for individual recognition and any subsequent event they may qualify. An enrolled 4-H member must be under the supervision of a certified 4-H instructor even if one is not available in the county. Participants that are not 4-H members must be registered in county or district events, under the instruction of a certified (NASP, USA, NRA, CMP, or nationally recognized certification) coach in that discipline. Individuals who compete on an upper age division team will be calculated into that team's score as appropriate. They will remain a participant in their individual age division competition as long as the contest is the same. (example: 3 Position air rifle, barebow indoor archery)

Team

Composition -- A full team is composed three individuals with a fourth member option. A county can have more than one team in any division. The first team will consist of the four highest scoring individuals and the second team of the next four highest scoring. From the roster of county members in that division, the highest three scores are computed for the first team with the fourth individual lowest score dropped. The next four individuals' scores are used in designating the second county team. With advance notice given to the match coordinator, a county can request to move up an individual to a team age division or to add one member from another county to make a team. Teams that are comprised of more than one county (co-op) can be eligible for national competition. Teams comprised of members from multiple counties for the sole purpose of team improvement are not allowed.

Representation -- A shooter may not represent more than one county's 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 as per sponsoring county. If the home county has enough members for a team in an age division, a participant in that age division cannot join or represent another county.

Dual-Enrollment Members – A participant can represent another county when there are no other discipline members available in the home county. Members who enroll in more than one

county must represent the county/club that they practice with. And, they must practice with the county they have joined. The participant must declare the county they represent in matches at the start of the competition season for each discipline. A participant in a second discipline may represent the home county and is not required to use the declaration for dual enrollment. The request to join another county must be approved by the home, joining county, and state program.

Restrictions – An individual or team may only participate in one age division of same age or older. A member can only participate on one team of the same event. A county may not replace a home county member with a member of another county. Counties with less than 3 competitors are not eligible for team awards.

National Contest Qualification

Participants must be enrolled 4-H members and actively participating in 4-H activities. Teams that have the highest overall event score qualify for the National 4-H Shooting Sports Championships in the following year. National qualification does not extend past the year youth have qualified for. They must qualify each season for the next national contest. There must be a minimum of three teams from three counties in the contest for a team to qualify for the national championship.

Team Composition – Youth in the senior age division are eligible to qualify as a team or individual to represent North Dakota 4-H Shooting Sports in the 4-H National Shooting Sports Championships. Youth may compete on the senior division team at 13 years of age but must be 14 on January 1 of the national contest year. The state champion and the top three members from the state champion team will comprise the national team, or all team members if the state champion is a member of that team. The alternate will be the fourth member of the county team if that member was displaced by the top scoring individual. The North Dakota state team will be the top four scorers when the minimum number of teams to qualify is not present.

Exemptions – State qualifying events that do not have three teams for state competition may qualify individuals for the national match by requiring an individual qualifying event or by choosing the highest placing four individuals at the state qualifying match.

For disciplines with few participants, a qualifying contest comprised of two events of three events contained within the national championship can be requested to the state coordinator. The contest must be approved by a state coordinator and conducted by a certified instructor not related to the youth. Generally, a score equal to the 12th place national team or 20th place individual in the preceding year is the benchmark score. This is based on 25 national teams with 50 individuals competing.

Physically Disabled Shooters

A shooter who because of physical disability cannot fire from one or more of the prescribed shooting positions outlined in these rules, or who must use special equipment when firing, is privileged to petition to the match director for permission to assume a special position or to use modified equipment or both. This petition will be in the form of a written request from the person concerned to the match director outlining in detail the reasons why the special position must be assumed or the special equipment must be used. The request should be made at least two weeks prior to the event.

Requests for accommodations to the 4-H Shooting Sports state coordinator are made by the match director as soon as the participant is registered but should be no less than two weeks prior so that resources can be provided for the event.

Event Awards

State level awards will be presented to the top three scoring teams and the five highest scoring individuals in each event

General Match Rules

Behavior and Sportsmanship

All participants and spectators are expected to demonstrate the highest level of sportsmanship, supporting the objectives and ideals promoted by the 4-H program in general and the 4-H Shooting Sports Program in particular. Shooters or coaches will render aid and/or testimony if asked to do so by any match official. All participants and observers are expected conform to the Code of Conduct as supplied, not only to the letter, but to the intent. Sportsmanship behavior includes helping others, scoring correctly, acting courteously, and conducting themselves in a safe manner.

Coaching

As a general match rule, limited coaching is permitted for beginners and junior divisions. However, coaching must never disturb other participants or delay a match event. Each county/team is limited to 1 "coach" per event. For indoors, the coaching line is the waiting line on the indoor range or off the firing line in air rifle and separate from the spectator area. Except during preparation time, coaches are to stay behind the waiting line and in the coaching area. The majority of coaching should be done before the match at home.

Coaches may assist the senior division shooter during prep time only. Once shooting for record begins, no coaching is permitted. Any request for coach assistance is made to the range officer and must be initiated by the shooter; the coach may not initiate contact with the youth. The shooter will put down their equipment, make it safe, leave the line, and then go talk to their

coach. Coaches may ask the line officer to have their youth come back to talk, but is not to initiate contact with the youth. Parents may not interact with their youth during match period.

Coaches may not handle firearms or equipment after the match begins nor advance to the firing line unless authorized by the range officer. A coach may set up his/her own spotting equipment. Specific coaching instructions may be issued at the range for each event.

Exception: Spotters and scorers in silhouette matches--

State team members will be split into different relays to permit shooters to spot for one another. Teams with three competitors may have one of the original pair spot for the third team member. Quiet conversation between the spotter and the shooter is permissible. An official scorer, either from another team or an event official will be assigned as an official scorer. Match directors will provide instruction as needed for scorers.

Cell Phones and Other Electronic Devices

Except in an emergency situation, cell phones, radios, or other electronic communication devices may not be used on or in the immediate vicinity of competitive ranges during active competition. Participants should not bring electronic devices to the shooting range during indoor matches. Electronic devices should be on silent and carried only for emergency uses on outdoor ranges. It is not permitted to wear any device that obstructs vision or hearing during shooting activities.

Drug and Alcohol Policy

No illegal drug use, smoking or vaping is permitted on or near the shooting activity by youth or adults. No alcoholic beverages may be consumed on the grounds during an event. Violation of this policy is grounds for disqualification, program probation or expulsion.

Match Requirements

Rules -- Knowledge of procedures and rules

Where possible, each of the state events have been associated with a National Governing Body (NGB) of which guidelines are located at the end this publication. 4-H retains the right of our match directors to modify contests to adjust for age divisions, facility size, time constraints, safety or individuals in the contest. It is the shooters and coach's responsibilities to read the NGB rule book and understand the procedures used in each event and comply with the rules and standards of the events. The 4-H Match Guidelines are the defining guidelines for any 4-H match. Questions in advance are encouraged to clarify any areas of misunderstanding or ignorance. Participants are responsible to know the rules of their event and stay within them.

Integrity of the Match

Match directors should work to provide a match that all competitors compete with the same requirements under the same conditions. Indoor factors that may change the match experience for some is excessive crowd noise, personal space, lighting, height of the target, and temperature. Outdoor experiences with a factor such as wind, rain, cold etc. cannot be controlled and youth are expected to adapt.

Medical Consent Forms

For 4-H youth not accompanied by a parent, the health/medical release forms must be with the coach or supervising adult at the time of check in at any North Dakota 4-H Shooting Sports Match. It is the responsibility of each team coach to verify with their local extension office that each 4-H participant has enrolled for state sponsored events. This assures participants have completed the appropriate ND health forms and code of conduct, medical and media releases, and shooting sports parent consent, liability waiver and assumption of risk forms.

All volunteers accompanying the team must also have completed health forms. Range officers or other event staff at any shooting event must have immediate access to these forms any time youth are participating in an event.

For non-members at county or district events, they should provide proof they are under the supervision of another accepted shooting sports program. Parents must sign a waiver of liability and behavior consequences to compete.

North Dakota 4-H Shooting Sports Program is not responsible for providing the medical authorization and health history of the non-member participants.

Dress Code

Participants are expected to dress appropriately. Team uniforms or shirts with 4-H or ND Shooting Sports logos are required in matches. Young people and adults should wear attire appropriate for the weather while remaining modest and socially acceptable. Safety equipment and closed toed shoes should be worn for all events. No sandals.

The 4-H logo is trademarked so its appearance cannot be altered in any way. We cannot endorse sponsors. A team or sponsor name cannot be written across or through the logos. The sponsors name or graphics cannot be the dominating feature of the shirt.

Clothing with sexually suggestive or violent wording or graphics; and alcohol, vaping or tobacco advertisement is not appropriate. Range officials have the final word concerning the dress code and may announce or address specific cases. All shooters and coaches should remember that they may be having photographs taken or be asked to interview for the media.

Coaches

Each team shall be officially represented by only one coach or accompanying adult. The coach can represent more than one team within that counties program. This coach is the only adult that permitted to contact range officials to obtain information. Coaches can notify range officers of an issue but cannot interact or interfere in the challenge/decision- making process with youth concerning the issue.

Match Safety

Safety must be the number one priority of range personnel, participants, and spectators. Standard accepted safety rules will be followed at all times; special safety considerations may be announced at each venue. The Match Director, Range officers, or other event staff may dismiss anyone from the range or crowd for unsafe behavior.

Safety Expectation for Matches:

Muzzleloader, rifle, shotgun, and pistol.

1. Coaches should inspect equipment before the match date. All shooting equipment must clear inspection at the site.
2. The equipment is cased until used and put away after the contest.
3. Clean Bore/Empty Chamber Indicator
The CBI or ECI must extend 3 inches beyond the muzzle with actions open or a device placed in the open action. These should be used in
It is expected that:
 - Muzzles pointed in a safe direction at all times. Generally, muzzle up not at the floor.**
 - Actions are open and empty with ECI.**
 - Trigger locks, gun cased, and fingers off until on the range**
4. A contestant may not uncase or handle air shooting equipment or a firearm for purposes other than competing in the match. At no time should a gun be loaded off the range.
5. Wadcutter/match pellets for air rifle, factory loads for shotgun, 50 grain pellet and round ball for black powder are legal ammunition.
6. Eye and ear protection are required for firearms. Eye protection for air equipment. Closed toed shoes for all events.
7. All shooters and other persons on or in the immediate vicinity of the firing line, including coaches, range officials and any spectators must wear adequate eye protection (glasses or goggles) and ear protection. The equipment must protect both eyes.

Archery

1. Coaches should inspect equipment before the match date. All shooting equipment must clear inspection at the site.
2. The equipment is cased until used and put away after the contest.
3. Arrows must be straight and in good condition. Arrow diameter maximum is .422 inches.
4. Target points only.
5. Lighted nocks are illegal.
6. 12 lb. is minimum draw weight. Maximum is 55 indoors/60 lbs. outdoor.
7. Sky jacking – drawing the bow above the target sight line – is illegal. One warning will be issued and second is disqualification.

Match Objections

Match Committee

Membership must be comprised of minimum three and maximum of five certified instructors in the discipline event. A pool should be identified before the event. The committee will work with the state coordinators to certify ranges, apply state match guidelines, shooting sports policy, and to address match challenges and protests. The match committee can convene at a match to make decisions on an issue. A member with a conflict of interest with a team or individual bringing forth an issue must abstain from the process. Committee can refer to this publication or risk management policy to make decisions. If there is a chance of a challenge or protest, notify the state coordinator as soon as possible.

Disqualification and Suspension

A disqualification is determined when an intentional/unintentional act is performed to improve a participant's standing in the competition or to put another at a disadvantage.

Situations that warrant disqualification or program suspension:

- a. Altering scores.
- b. Unsafe range conduct.
- c. Altering equipment outside of match standards.
- d. Using ammunition or equipment outside of match standards.
- e. No use or refusal to use safety equipment.
- f. Exceeds age division limit.
- g. Unable to preform an effective and safe shooting process.

Challenges

Youth can present a challenge. A challenge will be considered a situation that cannot be resolved easily by both parties, match director and committee, and the youth participant. It is a situation that is related to the individual competitor and an interpretation of an action or requirement. A written challenge will be presented to the supervising state coordinator for further action. Photographic evidence or example should be made by the range officer at the time of the challenge.

In archery events, participants may review their partner's targets and ask for assistance for scoring with arrows remaining in the target. Assistance is not considered a challenge but a clarification. A range officer can verify any score and can ask another range officer for assistance. For archers, scoring must be reviewed by each archer before pulling the arrows of each end. Once an arrow is pulled or final signatures are placed on the score cards it is an indication of agreement and, the scoring decision is final. If there is a calculation error, an archer can ask for a correction. Two-minute time limit for shooting per end.

In air rifle, rifle, and muzzleloader events, targets scored by machine or hand will be available for review for 30 minutes after completion. At that time, a participant may challenge or ask for a clarification to a score. It can be rescored by hand or machine with the match director present, the score determined is the final decision. Once the review time has passed, the final score cannot be challenged.

A challenge for air rifle may be the scoring of a shot. For a shotgun event, it may be the foot placement of the shooter on the line for a valid shot score.

Protests

Only youth competitors may protest. Generally, protests are about a range condition, another's equipment, or behavior by another individual which may have given another competitor an advantage.

Situations that may call for protest include:

- a. Competitor feels injustice has been done to them individually.
- b. Conditions under which another competitor was permitted to fire.
- c. Equipment another competitor was permitted to use.
- d. A range procedure that was not followed.

How to Protest

A protest is warranted when a situation that is brought to the range officer and committee by a competitor cannot be resolved by agreement at the immediate time. It must be accompanied

by \$25 fee and a written copy of the protest. It is refunded if it is deemed viable or forfeited if not.

Official protests may be filed by youth in the following order:

1. Range Officer – The protest is made orally to the chief range officer or other official present on the range. If not satisfied or rectified with that immediate decision—
2. Match Director – The protest may be stated orally to the match director, indicating the decision of the range officer. The director will investigate and provide a determination. If not rectified or satisfied with this decision—
3. Match Committee – The match director may convene the match committee for determination and resolution. The match committee with the match director will consider the protest statement and may ask questions of the shooter and range officials. The committee should review match guidelines to discover if the protest is governed by a written policy or rule. If the protest is in direct violation of a match guidelines or 4-H policy, the protest cannot be advanced. The \$25 is forfeited.
4. State Coordinator and Committee - A protest that may not yield a clearly defined answer and is not resolved during the match day must be submitted in writing with any photographic examples to the match director and state coordinator, within 24 hours of the conclusion of the event. The match committee with the state coordinator will consider the statement, may ask questions of the shooter and range officials, and will render a decision in an expeditious manner not to exceed 3 days. The final decision will be rendered by the state coordinator and is final with no further appeal is possible. The \$25 will be refunded.
5. Disqualification – a person can be disqualified from a match or the shooting sports program for unintentional or intentional acts. The degree of disqualification and result will determine the consequence of the disqualification. Unsafe behavior or intentional altering of standards, equipment, or scoring are most common grounds for disqualification.

INDOOR ARCHERY

North Dakota State 4-H 300 Round Guidelines

This is a popular round that is nearly identical to those shot by other local and national archery groups. It is a round that is often shot during archery club leagues. The program does not separate compound or recurve or other bow divisions as there are not enough competitors in those divisions to hold quality contests.



Participants can choose to shoot the single 40 cm spot face or 5-spot target. Scoring on the single-spot is X-5-4-3-2-1 and scoring on the 5-spot is X-5-4, with any arrow missing the scoring rings awarded a score of 0. An archer does not have any requirement to shoot an arrow in each of the five bulls. An archer may choose to complete his end with any numbers of arrows placed as desired. An arrow that breaks the line of a ring is scored the higher value of the next ring. Archers have the choice of 5 bull spot or single 40 cm spot side of target. Archers have

one minute per arrow to complete their ends.

Range Operation and Setup:

During the round a senior participant will shoot 65 arrows total - 5 for warm up and 60 scoring arrows. Arrows are shot in a group of 5 called an 'end'. A perfect score is 300 with 60 X's.

The distances that participants shoot at are 20 yards for Seniors (14-18 yrs.), 15 yards for Juniors (11-13), and beginners (8-10). Juniors and beginners shoot 35 arrows with a practice end of 5 arrows and 6 ends of 5 arrows for score. A perfect score is 150 with 30 X's.

The shooting line spacing recommended by the 4-H program is 36 inches per target (targets butted together) for one archer. Two shooting lines (A and B) are to be formed with each taking a turn to shoot their end. Targets should not be more than one arrow length from the backstop or curtain.

Whistle commands are the preferred way to control the range. Two whistle blasts are used to get bow, one whistle blast to shoot, three whistle blasts to retrieve the arrows. Five or more whistle blasts or a call to cease fire is used as an emergency signal on the archery range.

Equipment Standard for Indoor Contests:

Freestyle - includes all compound bows drawn by a release aide, with sights, stabilizers. Magnification is legal. Target freestyle recurves are drawn by fingers, have sights, and stabilizers. No magnification Maximum poundage indoors is 55 lbs. for all bows.

Arrows with target points only. Arrow diameter maximum is .422 inches. No lighted nocks.

Two minutes per end shooting time limit. A scorecard change must be approved by range officer. Scorecards must be signed by shooting partner.

North Dakota 4-H Barebow Indoor Guidelines



The indoor contest for barebow (recurve or compound) is on the 10 ring 80 cm target face. All archer age divisions shoot 6 ends of 5 arrows at 15 yards for a total score of 300. Each arrow is scored up to 10 points with ties broken by the number of 10s scored. An arrow that breaks the line of a ring is scored the higher value of the next ring. The archers are given one warm up end at the start of the match. Archers have one minute per arrow to complete their ends.

Range Operation and Setup:

Targets can be spaced two arrows apart from bullseye to bullseye. Shooting line would have a minimum individual shooting lane of 30 inches for each archer at one time (targets spaced).

The shooting line recommended by the 4-H program is 36 inches per target (targets butted together) for one archer. Two shooting lines (A and B) are to be formed with each taking a turn to shoot their end. Targets should not be more than on arrow length from the backstop or curtain.

Whistle commands are the preferred way to control the range. Two whistle blasts are used to get bow, one whistle blast to shoot, three whistle blasts to retrieve the arrows. Five or more whistle blasts or a call to cease fire is used as an emergency signal on the archery range.

Equipment Standard for Indoor Contests:

Barebow Compound and Recurve – includes all bows drawn and fired by fingers, tabs, gloves, no sights, stabilizers are legal. Release aides are not permitted. Minimum bow poundage is 12 lbs. Mini-Genesis must be at max. lbs. Maximum bow poundage is 55 lbs.

Arrows with target points only. No lighted nocks. Arrows must be all the same length and in good condition.

Arrow rests should not extend more than $\frac{1}{4}$ inch above the arrow. We understand that some instructors start out with whisker biscuits. We will accept them but youth are expected to be taught to successfully draw the arrow without pinching it or tilting the bow.

Two-minute time limit for shooting per end. Scorecard changes must be approved by a range officer. Scorecards must be signed by shooting partner.

OUTDOOR ARCHERY

All three events are completed for the North Dakota State Match

FITA ROUND

TARGET	122cm and 80 cm faces, full color FITA targets
DISTANCE	Seniors-60, 50, 40, and 30 meters Juniors- 40-30-20 meters
COURSE OF FIRE	2 ends of 5 arrows each from each distance for ND state match. See 4-H National Championships for national match.
TIME LIMIT	4 minutes per arrow end
SCORING	10 pts. -1 pt. from the center outward. Compound teams will score inner 10's as Xs. Ties will be broken by the number of #10's first, then #X's, #9's, #8's etc. until tie is broken.
NGB RULES	World Archery Federation / Target
INFORMATION	https://rulebook.worldarchery.org/PDF/Official/2020-01-15/EN-Book3.pdf

FIELD ROUND

TARGET	NFAA targets of sizes selected by the management and appropriate to the course
DISTANCE	Senior distances within the range of 20 feet to 50 yards. Junior distance is 20 feet to 35 yards.
COURSE OF FIRE	10 targets with at least one fan and one walk-up target, 4 arrows per target
TIME LIMIT	Participants will move through the course expeditiously and avoid delays
SCORING	5, 4, 3 from the center outward. Tie breaks will follow NGB rules.
NGB RULES	National Field Archery Association
INFORMATION	https://www.nfaausa.com/wp-content/uploads/2019-2021-CONSTITUTION-.pdf

3-D ROUND

TARGET	3-D targets as selected and placed by the management
DISTANCE	<ul style="list-style-type: none">• Freestyle Recurve maximum distance: 5 yards to 40 yards.• Freestyle Compound maximum distance: 5 yards to 50 yards• Freestyle Recurve distance for juniors 5 yards to 30 yards.• Freestyle Compound distance for beginners is 5 yards to 25 yards.• Senior barebow distance is the junior freestyle distance.• Junior and beginner distance is the beginner freestyle distance.
COURSE OF FIRE	30 targets, one arrow per target
TIME LIMIT	Participants will move through the course expeditiously and avoid delays. 2 minutes time limit to shoot once archer has approached the shooting stake. Lost arrow search is limited to 2 minutes

SCORING	<p>IBO scoring procedures, dependent upon type of 3-D targets available.</p> <ul style="list-style-type: none"> • +10 pts. Center shot ring • +9 pts. 2nd ring • +7 pts. 3rd ring • +5 pts. Body shot • 0 pts Glance off, miss or hit in horns or hoofs <p>Ties will be broken by the highest number of 10's, 9s, etc.</p> <p>Participants may glass the target prior to shooting but are reminded of the time restriction for their shot.</p> <p>No adjustment of sights will be allowed after an archer has drawn and letdown.</p> <p>No adjustment of sights will be allowed after an archer has glassed the target while at the shooting stake.</p>
NGB RULES	IBO
INFORMATION	https://iboarchery.com/rules-and-regulations

AIR RIFLE

The 3 Position Match is the North Dakota State Match

TARGET	NC 5/10
DISTANCE	10 meters or 33 feet
COURSE OF FIRE	3 x 20. 20 shots each position: prone, standing, and kneeling in that order; (60 record shots)
TIME LIMIT	See Rule 5.3.3, Prone – 20 record shots in 20 minutes, Standing – 20 record shots in 25 minutes, Kneeling – 20 record shots in 20 minutes.
EQUIPMENT	.177 caliber air rifles may not exceed 7.5 pounds; metallic sights are permitted; trigger pull must be a minimum of 1.5 lbs.
APPROVED RIFLES	4.2.1, Approved Rifles/Air Rifles officially approved for Sporter Class air rifle competitions are the AirForce Air Guns Edge, Crosman CH2000 (CO2), Crosman CH2009 (CO2 or compressed air), Daisy M599, Daisy M853/753/953/853CM (pneumatic), Daisy 888/887 (CO2), Daisy XSV40 Valiant (compressed air), Air Arms T200 (compressed air, with nonadjustable cheek-piece and butt-plate) and the Champions Choice T200 (CZ 200T, compressed air, with adjustable cheek-piece and butt-plate). Daisy 887/888 rifles may have 2010 model replacement stocks

CLOTHING	Shoes are restricted to soft, low cut, athletic or street shoes that do not extend above the ankles. No boots are permitted. A shooting glove may be worn, but no shooting jackets are permitted. Up to two sweatshirts are allowed. A pin or button may be used as a sling keeper in the prone or kneeling positions. Shooting shirts and 4-H shooting sports vests are permitted. Compression clothing is not allowed.
RULES	https://thecmp.org/2020-2022-three-position-air-rifle-rules-released/ August 2021 Update
INFORMATION	https://thecmp.org/youth/air/national-standard-three-position-air-rifle-rules/

SPORTER AIR RIFLE EVENT (STANDING)

TARGET	NC 5/10
DISTANCE	10 meters or 33 feet
COURSE OF FIRE	40 shots standing
TIME LIMIT	See Rule 5.3.4, Two stages of 40 record shots in 50 minutes.
EQUIPMENT	177 caliber air rifles under 7.5 pounds with metallic sights are permitted. Trigger pull must be a minimum of 1.5 lbs.
APPROVED RIFLES See National Standard Three Position Air Rifle Rules, 4.2/4.8	Approved Rifles/Air Rifles officially approved for Sporter Class air rifle competitions are the AirForce Air Guns Edge, Crosman CH2000 (CO2), Crosman CH2009 & CH2021 (CO2 or compressed air), Daisy M599, Daisy M853/753/ 953/853CM (pneumatic), Daisy 888/887 (CO2), Daisy XSV40 Valiant (compressed air), Air Arms T200 (compressed air, with non-adjustable cheek-piece and butt-plate) and the Champions Choice T200 (CZ 200T, compressed air, with adjustable cheek-piece and butt-plate). Daisy 887/888 rifles may have 2010 model replacement stocks.
CLOTHING	Shoes are restricted to soft, low cut, athletic or street shoes that do not extend above the ankles. No boots are permitted. A shooting glove may be worn, but no shooting jackets are permitted. Up to two sweatshirts are allowed.
INFORMATION	http://thecmp.org/cmp-air-gun-ranges-receive-electronic-target-equipment-upgrade/
RULES	CMP 2012-2014 National Standard Three-position Air Rifle Rules, 9 th Edition –except for course of fire as noted.

NRA SPORTER AIR RIFLE SILHOUETTE

- NRA Air Rifle Silhouettes, only 10 Meter Sporter Air Rifles approved by CMP Rule 4.2.1 for 10-meter matches will be allowed for Air Rifle Silhouettes.
- In Silhouettes, No shooting boots or shoes, per NRA Rules 3.18 and NRA Rule 3.19
- One sweatshirt will be allowed.
- No sighting shots prior to Match. See NRA Rule 9.2
- No Rifle stands or Gloves allowed
- Butt plates and cheek pieces may be adjustable.

TARGET	1/10 scale, metallic silhouettes
DISTANCE AND COURSE OF FIRE	10 chickens at 20 yards, 10 pigs at 30 yards, 10 turkeys at 36 yards, 10 rams at 45 yards in banks of 5 targets and shooting from left to right on each bank of targets
TIME LIMIT	15 second ready time and 2 ½ minutes firing time for each bank of 5 targets
APPROVED RIFLES	Rifles that qualified for the 3-P and Standing events WILL be used for Silhouettes at the 4-H National Championships. Rifles will not weigh more than 11 lbs. with scope. No restrictions on the power of the scopes. Optical devices cannot project a beam on silhouettes. National Invitational Match rules restrict this event to .177 caliber only.
SHOOTING POSITION	Rule 5.8 - Any standing position without artificial support. The rifle will be supported by the hands and one shoulder. All parts of one hand must be forward of the pistol grip. The chin may not rest on top of the comb. The stock may not be hollowed, altered or manufactured so as to facilitate chin contact. This does not preclude the use of abrasive material or finish. All Air Rifle Silhouette shooters must load and cock their own rifles.
SCORING	Targets knocked down or off the stand, in proper sequence, are scored as hits (1). Targets not knocked over or hit out of order will be scored as misses (0).
SPOTTER	Each shooter may have one spotter with them on the firing line who may have scopes and binoculars to advise the shooter where shots are hitting. The spotter will also keep time and advise the shooter in a quiet voice. The spotter may be from the same team. The spotter may not touch the shooter or the shooter's equipment after the shooter assumes position on the firing line. Coaches cannot spot without clearance.

RULES	NRA Rifle Silhouette Rules (January 2020 Edition) https://competitions.nra.org/media/7825/nra-silhouette-rifle-rulebook.pdf
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MUZZLE LOADING RIFLE

GENERAL RULES

1. Rifles shall have a marked ramrod in the barrel except while loading or firing. Loading will take place at the loading line.
2. No direct loading from bulk containers, cans, bottles, powder horns, etc. is permitted.
 - Charges shall be transferred from horn or flask to the muzzle using a powder measure or similar device at the loading table.
 - No pre-measured powder charges allowed.
 - Capping or charging will take place on the firing line.
 - Except while measuring a powder charge, no powder container shall be left open.
 - Any open container will be confiscated by range staff.
 - No wooden ramrods allowed.
 - Round balls only

EQUIPMENT STANDARD

EQUIPMENT	Rifle: Any traditional or non-traditional NMLRA Conventional muzzle loading rifle (in-lines permitted); Sights: Metallic – non-traditional permitted (open or aperture); Position: Standing –no slings; Ignition: percussion cap, or flintlock. Number 209 primers are permitted; Maximum charge of 60 grains of black powder or its equivalent is allowable. Caliber has no limits. <u>All events are restricted to patched rounds balls only.</u> Spotting scopes are permitted.
RULES	NMLRA Muzzle Loading Rifle, Pistol and Shotgun—except as noted. No rifle may be capped or primed until on the firing line and the command to fire has been given by the range officer.
INFORMATION	https://www.nmlra.org/rules

50 YARD BULLSEYE

TARGET	NMLRA 100 yard 8 ring targets (TG2406)
DISTANCE	50 yards

COURSE OF FIRE	20 shots standing. Sight-in shots permitted but as part of the total running time.
TIME LIMIT	80 minutes total running time. May be run in 2 series of 10 shots - 40 minutes/series
PROJECTILE	Patched soft lead round ball only.
SCORING	Highest scoring area touched by ball. Note: The latter is less stringent than standard NMLRA scoring.

MUZZLELOADING RIFLE SILHOUETTE

This is a 4-H 'hybrid' event that fits neither NRA Black Powder Silhouette nor NMLRA Silhouette. The steel silhouette and distances are used in order to allow the use of an NRA smallbore silhouette range and standard NRA targets. This contest can be age adjusted for junior age division. Paper or posterboard silhouettes regulation size can be used.

TARGET	½ scale metallic silhouettes (NRA Hunter Pistol) 20 targets
DISTANCE	5 Chickens at 40 meters, 5 pigs at 60 meters, 5 turkeys at 77 meters, 5 rams at 100 meters.
COURSE OF FIRE	5 targets at each distance, one shot per target fired upon in order from left to right.
TIME LIMIT	20 minutes per bank of 5 targets.
PROJECTILE	Patched soft lead round ball only.
SCORING	Target must be knocked over or from its stand in order to be scored as a hit (1). Targets not knocked over, or hit out of order, will be scored as a miss (0).
SPOTTER	Each shooter may have one spotter with them on the firing line who may have scopes and binoculars to advise the shooter where shots are hitting. The spotter will also keep time and advise the shooter in a quiet voice. The spotter must be from the same team. The spotter may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line. Coaches cannot be spotters without clearance.

SHOTGUN EVENTS

North Dakota State Match requires all three events to qualify for the National match. At the 4-H Shooting Sports Invitational Shotgun events, release triggers are NOT permitted.

All shotguns must be opened immediately upon being uncased with the muzzle(s) pointed in a safe direction until they are placed in the racks on the range. Shotguns must be carried from station to station with the action open and the muzzle(s) pointed in a safe direction.

SKEET

EVENT	Standard NSSA (American) skeet
COURSE OF FIRE	4 rounds (100 targets) consisting of singles and doubles from stations 1, 2, 6, and 7 and singles from 3, 4, 5, and 8.
SHOOT-OFFS	Doubles from stations 3, 4, and 5, miss and out by station
TIME LIMIT	Participants will fire in an expeditious manner, avoiding unnecessary delay; shooters should be prepared to take the field 45 minutes to 1 hour before any squadding time posted. Those not ready to fire when a squad is called may be denied later entry.
TIE-BREAKERS & SCORING	Ties will be broken by shoot-off (as described above) to establish the top ten individuals and the top five teams only. Team shoot-offs will follow the same procedure, each team firing as a squad at one station. Ties will be conducted as soon as possible once ties have been identified. Any team or individual failing to respond to a call for shoot-offs three times will be considered absent and will be placed behind the team or individual with whom they tied.
EQUIPMENT	Any shotgun 12 gauge or smaller, capable of firing two shots without reloading may be used in skeet. The range facility requires only #9 size shot can be used on the Skeet Range. Factory ammunition is required in this event.
RULES	National Skeet Shooting Association
INFORMATION	http://mynssa.nssa-nasca.org/wp-content/uploads/sites/6/2016/03/2022-NSSA-Rule-Book-1.pdf

TRAP

EVENT	Standard ATA (American) trap (16 yards)
COURSE OF FIRE	4 rounds (100 targets) consisting of five targets from each of five shooting stations at 16 yards.
SHOOT-OFFS	Five targets each from stations 1 and 5 from the 21 yard line. Management may increase the distance to 27 yards if required to break ties.
DELAY OF MATCH	No shooter, coach, or spectator shall delay or interrupt the match. Shooters will take the field when called, call for targets, and fire in an expeditious manner avoiding unnecessary delay. Shooters must be available and ready to take the field 45 minutes to 1 hour prior to their squadded time.

TIME LIMIT	Participants will fire in an expeditious manner, avoiding unnecessary delay.
TIE-BREAKERS & SCORING	Tie break may be done by shoot off (as described above) to establish the top individuals and the top teams.
EQUIPMENT	Any shotgun 12 gauge or smaller firing target ammunition for that gauge with a maximum load of 1 1/8 ounce of size 7 1/2, 8, 8 1/2, or 9 shot may be used in this event. Factory loads are required.
MOVING BETWEEN STATIONS	Shooters shall move to their next station upon completion of the final shot on each station and the referee's command. In the rotation all shooters shall move to the right except for the shooter on station 5, who will move to station 1. No shotgun will be loaded and closed until that rotation is complete.
RULES	Amateur Trap Association
INFORMATION	Amateur Trap Association (September 2021 Edition) https://shootata.com/portals/0/pdf/Rulebook.pdf

SPORTING CLAYS

EVENT	50 target course laid out in natural cover and meeting NSCA standards. Target presentations will remain the same throughout the match and any type of sporting clays target may be thrown.
TARGETS	Any recognized sporting clays target may be used in this event.
COURSE OF FIRE	Any combination of single or double targets as determined by shoot management may be thrown at each station on the course. One single target and two pairs of doubles (simultaneous, following or report) may be thrown.
SHOOT-OFFS	Shoot-offs will be held on a second course with pre-set targets designed to break ties. Ties will be broken only as outlined below.
TIME LIMIT	Participants will fire in an expeditious manner, avoiding unnecessary delay. Shooters should be prepared to take the field 45 minutes to 1 hour before their scheduled firing time.
TIE-BREAKERS & SCORING	Tie breaks may be done by shoot-off described above to establish the top individuals and the top teams. Shooting order and positions will be determined by the match officials.
EQUIPMENT	Any shotgun 12 gauge or smaller firing a shot charge meeting a requirement of the NGB. Chokes tubes may be changed between stands only. Factory loads are required.
RULES	National Sporting Clays Association
INFORMATION	National Sporting Clays Association (January 2021 Edition) http://nsca.nssa-nsca.org/wp-content/uploads/sites/7/2021/03/2021-NSCA-Rule-Book.pdf

SMALLBORE RIFLE EVENTS

General Rules

- All smallbore rifles are required to the action open and a CBI (Clear Barrel Indicator) in place when the rifle is not being fired and is uncased. Either commercial or personally made flags are permitted.
- Cased rifles will be the last equipment to be brought to the range and the first to be removed from it.
- Official weight of a rifle will be determined with the magazine inserted in the rifle.
- The CMP rifle trigger must be capable of lifting and supporting the 3.0 # weight without firing. Triggers which break as the weight is lifted will not pass.
- No cell phones on the firing line

NRA THREE-POSITION

TARGET	USA /A – 50
RANGE	May be either 50 yards or 50 feet depending upon host.
COURSE OF FIRE	20 shots in each position – prone, standing, and kneeling – in that order at 50 meters (or 50 yards); 60 record shots
TIME LIMIT	One (1) minute per record shot prone; two (2) minutes per record shot standing; and one and one-half (1-1/2) minutes per record shot kneeling.
EQUIPMENT	Any safe .22 caliber rimfire rifle chambered for .22 short, .22 long, or .22 long rifle cartridge may be used in smallbore 3-position; no restriction on barrel length, overall weight of rifle or accessories or overall weight of rifle and accessories other than those laid out in NRA Smallbore Three-Position Rifle Rules .
SIGHTS	Metallic sights only
AMMUNITION	Solid point (40 grains) standard velocity; match or target ammunition
RULES	NRA Smallbore Rifle Rules CR16750 (Most recent printing)
INFORMATION	NRA Smallbore Rifle Rules (Revised January 2020) https://competitions.nra.org/media/7745/nra-smallbore-rifle-rules.pdf

SMALLBORE SILHOUETTE RIFLE (NRA Rule 3.2)

TARGET	1/5 scale metallic silhouettes
COURSE OF FIRE	10 chickens at 40 meters, 10 pigs at 60 meters, 10 turkeys at 77 meters and 10 rams at 100 meters
TIME LIMIT	15 second ready time and 2 ½ minutes firing time per bank of 5 targets

EQUIPMENT	NRA Smallbore silhouette rifle rules (rule 3.2) closely follow the high power rule (rule 3.1). A synopsis follows: maximum weight – 10 pounds 2 ounces including sights. Any sights, telescopic or metallic, scopes may not be placed more than 2 inches above the rifle (top of receiver to bottom of scope tube), any safe trigger, release triggers NOT permitted, stocks must be of conventional design, barrel no longer than 30 inches, “chin rest” stocks prohibited, combs may not extend above the center line of the bore, the toe of the stock may not extend more than 7 inches below the center line of the bore, butt plate or recoil pad cannot extend below the lower line of the stock.
AMMUNITION	Cartridges up to .22 rimfire long rifle standard or high velocity may be fired in this event. Hot or hyper-velocity loads, such as stingers are NOT permitted.
SHOOTING POSITION	The standard standing position used in position shooting is permitted.
SHOOTING ORDER	Each shooter will be assigned a firing point and will rotate to the right upon animal changes.
SCORING	Targets knocked down or off the stand in proper sequence are scored as hits (+1). Any target shot out of order is recorded as a miss (0). If a target is not available, the shooter may go to the next available target or return to an earlier target with scorer knowledge and shoot it as a substitute. If no targets are available the shooter will get an alibi target before the next stage begins.
SPOTTER	Each shooter may have one spotter with them on the firing line who may have scopes and binoculars to advise the shooter where shots are hitting. The spotter will also keep time and advise the shooter in a quiet voice. The spotter must be from the same team. The spotter may not touch the shooter or the shooter’s equipment after the shooter assumes their position on the firing line. Coaches cannot spot without clearance.
RULES	NRA Rifle Silhouette Rules CS16820 (Most recent printing)
INFORMATION	http://compete.nra.org/documents/pdf/compete/RuleBooks/Sil-r/sil-rbook.pdf
EXCEPTION	There will be no exceptions to the NRA Rules.

12/2022