

Kentucky 4-H State Shooting Sports Education Program Rules

Updated 11/6/2024 – updates **HIGHLIGHTED**

By entry in the KY 4-H Shooting Sports State Competition the county 4-H Agent verifies that those youth entered are enrolled members of the KY 4-H program in their respective counties, knowledgeable and proficient in the safe use of the equipment, and knowledgeable of the general rules of the event. Event and/or range officials may dismiss or disqualify any participant if they believe the participant does not demonstrate the basic proficiency and knowledge required. Violation of any of these policies and/or rules are grounds for disqualification and dismissal from the KY 4-H Shooting Sports State Competition.

Any KY 4-H Shooting Sports State Competition rule will supersede all National Association Rules, but where no 4-H rule has been established, National Rules of the respective shooting sports association will apply. These include:

- NRA Smallbore Rule Book – all rifle (except BB) and pistol disciplines
- NRA BB Gun Rule Book – BB rifle
- Amateur Trap Association Rules – trap
- National Muzzleloading Association Rules – all muzzleloading disciplines
- **National Field Archery Association Rules – all archery disciplines**

SYNOPSIS OF GENERAL RULES/GUIDELINES

Participation

1. **4-H Membership** – All 4-H members participating in the KY 4-H Shooting Sports State Competition must be officially enrolled through 4-H Online in their county 4-H Shooting Sports program and have completed 6 hours of education prior to the event.
2. **Age Requirement** – Participants must be 4-H age (age as of Jan. 1st of the current year) 9 to 18 to compete at the KY 4-H Shooting Sports State Competition. Competitors will be divided into three age categories for the event, 9-11, 12-14, and 15-18.
3. **Individual Participation** – All participants will be entered as individuals in all events and will be competing for individual awards and recognition.
4. **Team Composition** – County teams will be composed of the 4 highest scoring individual competitors from a county in each age division for all events EXCEPT for shotgun which will be composed of the 5 highest scoring individual competitors, and muzzleloading (flintlock rifle), and muzzleloading (pistol) which will be composed of the 3 highest scoring individual competitors in each age division.
5. **Event Participation** – An individual may participate in no more than three events on Day 1 (Saturday) of competition and one event on Day 2 (Sunday).
6. **Event Registration** – All county registrations must be submitted online by the deadline specified by the KY 4-H Shooting Sports/Camping Specialist Associate in that given year. Registration can only be submitted by a county Agent or Extension Staff member.
 - a. A 2-week review period will follow the close of event registration. During this time counties are permitted changes, substitutions, and additions to their county registration. No changes will be accepted

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after the review period has ended.

7. **Event Payment** – All registration fees are due by the deadline specified by the KY 4-H Shooting Sports/Camping Specialist Associate in that given year. All registration fees must be paid in full prior to the event date.
8. **Cancellations** – Any cancellations received prior to the registration deadline will be refunded with a 5% processing fee. No refunds will be given after the deadline.
9. **Volunteer Requirement** – Every county participating in the KY 4-H Shooting Sports State Competition is required to provide 1 (one) volunteer for every four (4) registered participants, or portion thereof, per day of competition. Volunteer sign-ups must be completed by the deadline specified by the KY 4-H Shooting Sports/Camping Specialist Associate in that given year. A county who does not meet the volunteer requirement is subject to disqualification from the State Competition the following year.

Conduct

1. **4-H Image and Honor** – The KY 4-H Shooting Sports State Competition is a youth event showcasing the discipline and hard work of 4-H members from across the state. The scope of this event demands that all involved from the young people participating to the State Coordinator, range officials, volunteers, coaches, and parents put forward the best image of the KY 4-H Shooting Sports Program and KY 4-H program. The use of alcoholic beverages and any use of tobacco products and/or e-cigarettes/vapor cigarettes by youth participants is strictly prohibited. Violation of this policy is grounds for disqualification and removal from the KY 4-H Shooting Sports State Competition.
2. **Knowledge of Rules and Procedures** – All events in this competition have a set of rules provided in this document. Where no KY 4-H Shooting Sports event rule exists the denoted corresponding National Governing Body (NGB) rules will be followed. Participants and coaches are responsible for reading the rules, understanding the procedures for each event, and complying with the rules and standards involved. Questions are encouraged to clarify areas of confusion or misunderstanding. Ignorance of the rules is not an excuse for not following them. Participants are responsible for knowing the rules of their events and complying with them. Learning the rules is part of the educational process for shooting sports participants.
3. **Dress Code** – Participants and coaches are expected to dress appropriately for the events in which they are taking part in. Team uniforms or shirts are encouraged, but not required. Both youth and adults should wear attire appropriate for the weather while remaining modest. Specific guidelines include:
 - a. Shorts should be a modest length. A good length is about mid-thigh. No cut-off shorts permitted.
 - b. All shirts must have sleeves. Spaghetti straps, muscle shirts, bare midriffs, low necklines, or otherwise revealing clothing will not be allowed.
 - c. No clothing with alcohol, tobacco, vulgar language, or sexual reference will be permitted.If a violation is found, the individual will have the opportunity to correct the issue before further action is taken.
4. **Footwear Policy** – Participants are required to wear shoes that completely cover the foot, including soles, during all events. Examples of footwear that are **NOT** acceptable include sandals, clogs, Croc™ style shoes, slippers, house shoes, flip-flops and bare feet.
5. **Behavior and Sportsmanship** – All participants, coaches, and spectators will demonstrate the highest levels of sportsmanship, supporting the objectives and ideals promoted by the 4-H program in general and the KY 4-H Shooting Sports Program in particular. All participants, coaches, and spectators are expected



to conform to the KY 4-H Code of Conduct, not only to the letter, but in its intent. Anyone found to be behaving in any way not in accordance with the Code of Conduct or the rules/policies outlined in this document is subject to immediate disqualification and/or ejection from the event.

Range Protocols

1. There will be no open practicing before or after the event.
2. All ranges will be set-up in the interest of safety and practicality.
3. Participants and County Level I Instructors are required to wear a current State Competition identification badge (templates provided) during the event. Badges must be visible to range officers and volunteers.
4. **Check-in Procedures:**
 - a. **Saturday** - All participants must check in at their ranges **no later than 11:00am ET** and all ranges will close at 2:00pm ET. At the time of range closure, if a participant has checked in but is not present at the range when their name is called, they will be disqualified from that event.
 - i. .22 Target Rifle – youth competing in this event must be checked in at the range by 7:30am ET. They will be the first relay(s) placed on the line at 8:00am ET.
 - b. **Sunday** – Participants will be assigned to squads. The first round of squads will begin at 8:00am ET. Each consecutive squad will begin immediately after the previous squad has finished. Range instructions and equipment inspection will begin prior to the start of the next assigned squad and before the completion of the current squad on the line. It is the responsibility of the competitor to know their assigned range, squad #, and be present in advance of their turn. Any participant not present at the range when their name is called will be disqualified.
5. **Target/Scorecard Labels** – all disciplines (except shotgun) will require competitors to place printed labels or write legibly the below information on the back of all their target(s)/scorecard(s). Any target/scorecard missing this information will be disqualified.
 - a. Target/Scorecard Label Information:
 - i. Name
 - ii. Age Group
 - iii. County
 - iv. Registration Number
 - v. Position (if applicable)
6. **Equipment** – counties/individuals are responsible for providing all necessary equipment, including but not limited to firearms, bows, ammunition, arrows, eye protection, ear protection, etc. All equipment used in competition must meet specifications for that discipline and event as outlined in this document.
7. All firearms and bows will remain cased until the competitor has arrived on the range and been instructed to uncase their equipment by the Range Officer. Arrows must be carried in a quiver or other suitable container. Holsters are not acceptable cases.
8. All firearms will be unloaded at all times with action open until the command to “LOAD” is given by the Range Officer.
 - a. The use of Clear Barrel Indicators (CBIs) made of fluorescent orange (recommended color) or a similar bright colored material and long enough to visibly protrude from both the breech and muzzle when



inserted in the bores is mandatory in all .177 and .22 caliber rifles and pistols where possible.

- b. CBIs shall be inserted before a rifle or pistol is brought to the range or when it is removed from a gun case on the range under the supervision of the range officer.
- c. CBIs may only be removed during preparation, firing and change-over periods. When a stage of fire is completed, a CBI must be inserted and the firearm must be grounded. CBIs must remain inserted after cleared firearms are removed from the firing line and as long as the firearm remains on the range. CBIs may be removed when firearms are replaced in gun cases.

9. The Range Officer shall have the authority to inspect any firearm, bow or equipment prior to, or during competition, for compliance with equipment requirements as well as for safety. Any equipment found to be out of compliance or unsafe will be removed from the line immediately. Competitors will have an opportunity to fix the identified issue or get replacement equipment and may return to the line prior to the closing of the range.

10. Pets will not be permitted on the grounds of 4-H Shooting Sports Education events except those under leash control of the owner. Any pet running free will be impounded and removed from the grounds.

Health & Safety

1. **Medical Consent Form and Adult Supervision** – it is the responsibility of the county to have the appropriate health and release forms on hand or on file for each participant. A parent/guardian or designated chaperone must be present with each participant during the event in case of emergency.
2. **Safety** – Safety is the first priority of all range staff, participants, coaches and spectators. Standard and accepted range and shooting safety rules will always be followed. Any site-specific safety considerations will be announced at the appropriate venues. The KY 4-H Shooting Sports/Camping Specialist Associate, Range Officers, or other event staff may caution, warn, or remove any person on any range for unsafe behavior. Such removal may result in forfeited scores, disqualification, or removal from the grounds. Any spectator contributing to unsafe behavior or rules violations may be barred from the ranges by the KY 4-H Shooting Sports/Camping Specialist Associate, Range Officers, or other event staff at any level.
3. **Cell Phones and Other Electronic Devices** –
 - a. Except in emergency situations, NO cell phones, radios, ear buds, smart watches, or other electronic communication devices may be used by competitors or others on or in the immediate vicinity of the ranges during active competition.
 - b. Essential communication may take place off the ranges where the process will not interfere with competitors or compromise safe operation of the range.
 - c. No hand-held radio communications will be allowed except for State Competition officials.
4. **Eye and Ear Protection Requirement** –
 - a. **Eye Protection:** Adequate eye protection (shooting glasses, safety glasses/goggles or polycarbonate prescription glasses) are required for all competitors. Range officers and volunteers on or near firing lines are subject to the same requirement. Eye protection is recommended for archery.

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- b. **Ear Protection:** Ear protection is required for competitors within the muzzleloading, .22 pistol, .22 rifle and shotgun disciplines. Range officers and volunteers on or near firing lines are subject to the same requirement. Ear protection is recommended for air rifle and air pistol.

Reasonable Accommodation

1. To request any accommodation to participate in the State Competition, the county 4-H Agent **MUST** contact the KY 4-H Shooting Sports/Camping Specialist Associate by the specified deadline shared prior to the event and submit a Request for Accommodation Form.

Coaching

1. **Coaches** – All Certified Level I Instructors should have a State Competition ID Badge (template provided) during the event. Badges must be visible to range officers and volunteers.
2. **Coaching** – Coaching is not permitted during the State Competition once competitors have moved to the firing line. Coaches and parents/guardians may not create a disturbance, upset either their competitors or others, create unnecessary delays, or otherwise interfere with the safe and efficient operation of the range. Unless called to the line by Range Officers, coaches/parents/guardians will remain in the designated spectator's area. Coaches/parents/guardians may **NOT** initiate contact with their competitors. Spotting devices may be used to observe shot placement but may not be used to coach any competitor on the firing line.
 - a. Assistance is permitted on the firing line for competitors in BB, Air Rifle and Air Pistol as need and if an accommodation has been requested.

Challenges and Protests

1. **Challenges** – Only competitors may review their targets and challenge scoring. The challenge period will begin when the score is entered at the clubhouse and will end 20 minutes after that disciplines range has completed for the day. Shotgun competitors have 15 minutes to challenge their score after the final scores are posted and/or announced. Upon competition of that time period, the right to challenge expires, and scores will be deemed correct as posted.
2. **Challenge Fees** – Any challenge must be accompanied by a fee of \$1 per target challenged. Serial challenges (following one challenge with another) are permitted, but once the competitor has reviewed and either challenged or accepted their scores, the right of review terminates. A jury (not including the original scorer) will review each challenge and render judgement to the challenger. No fee is required to point out mathematical errors or similar mechanical problems.
3. **Official Protests** – Youth participants only, or with the support of their Certified Level I Instructor, may protest:
 - a. An injustice they feel has been done to them individually
 - b. Breaking of KY 4-H Shooting Sports Rules and Policies or discipline specific rules
 - c. Crossfires, incorrect calling of hit/miss, or any other specific scoring occurrence on the firing line.
4. **Steps to Filling an Official Protest** - Only competitors affected can make the protest and they must be

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initiated immediately upon the occurrence of the protested incident.

- a. State the complaint verbally to the Range Officer. If the complaint is not satisfied with the decision of the Range Officer, then:
- b. Appeal the decision to the KY 4-H Shooting Sports/Camping Specialist Associate within 30 minutes of the Range Officers decision. The KY 4-H Shooting Sports/Camping Specialist Associate will then assemble a Grievance Committee of at least 5 individuals, composed of themselves, Level II Instructors and 4-H Agents.
 - i. It is the responsibility of the Grievance Committee to interpret and apply the rules and resolve protests. Members may not rule on a matter in which they or their team are personally involved. Decisions by the Grievance Committee must be based on applicable rules or, in cases not specifically covered by the rules, must be governed by the intent and spirit of the rules. The committee may also hear verbal explanations from both the Range Officer and the person making the appeal. No committee decision may be made that is contrary to the Rules. Protests must be decided by a majority of the committee.
 - ii. Findings of the State Competition Grievance Committee are final.

Scoring & Ties

1. Scores posted after the conclusion of the final challenge period are final.
2. Individual and Team ties will be broken in accordance with the discipline specific guidelines provided in this document. Where ties still exist after following those guidelines the National Rules of the respective shooting sports association shall be referenced.
 - a. In the case of an individual/team shoot-off, all original members must be present and participate in the shoot-off or they will forfeit their placing.
3. Awards will be given for:
 - a. Top three individual competitors in each age division in each discipline
 - b. Top three teams in each age division in each discipline



DISCIPLINE SPECIFIC RULES

ARCHERY

- Archery will consist of 5 separate divisions:
 - Bowhunter
 - Target Compound
 - Target Recurve
 - Compound Bare Bow
 - Bare Recurve/Long Bow
- The NFAA Whistle System will be used during competition.
 - Upon two blasts of the whistle: the participant will straddle the shooting line with the lower limb of the bow resting on the toe of the foot closest to the target. No arrows are to be removed from the quiver until one blast is made at which the participants shoot the five arrow end. After shooting, each participant will move back from the shooting line indicating they have completed that end.
 - Upon three blasts of the whistle: the participant is to move to their target but cannot remove their arrows until told to do so by an official scorer.
 - Upon four or more blasts of the whistle: there is a dangerous situation on the range and all participants are to quiver all remaining arrows immediately and step back from the shooting line. If at any time a participant sees a situation that they deem dangerous, they may yell “CEASE FIRE!” Then the range officer will give four blasts of the whistle. The participant may also raise their bow in the air to signal the range officer if they need help on the line.

Equipment Standard

	PERMITTED	NOT PERMITTED
Bowhunter	Stationary pins, release may be used, the length of the stabilizer cannot exceed twelve inches as measured from the factory point of attachment, hunter style sights with multiple factory pins that are adjustable without tools in elevation and windage only.	Back bars, v-bars, scopes, illusion rings, laser sights, shafts or points larger than .366 inches, sliders, or single pins sights. <u>NO sight adjustments allowed.</u>
Target Compound	Micrometer (click) or adjustable sights with or without scopes (no restriction on magnification), release may be used, any stabilizer, any diameter shaft permitted	Illusion rings or lasers
Target Recurve	Adjustable arrow rest, pressure button A bow sight is permitted, but at no time may more than one such device be used. The overall length of the sighting circle or point (hood, tunnel or tube, sighting pin or other corresponding extended component) shall not exceed 2cm in the line of vision of the youth. Long fiber optic pins must bend after 2cm with the opposite end of the fiber optic pin outside of the youth’s line of vision.	No peep sight, no extra markings on string that can aid in aiming. It shall not incorporate a prism, magnifying lens/lenses, or any magnifying device, levelling, electric or electronic devices. Nor shall it provide for more than one sighting point. Finger protection may not incorporate any device that assists the youth to draw and release the



	<p>A sight attached to the bow may have windage and elevation adjustment and is subject to the following provisions:</p> <ul style="list-style-type: none"> • A bow sight extension is permitted. • A scale and or tape with distance marking may be mounted on the sight as a guide for distance markings but shall not in any way offer and additional aid. <p>Stabilizers and vibration dampeners on the bow are permitted. They may not:</p> <ul style="list-style-type: none"> • Serve as a string guide • Touch anything but the bow • Represent any danger or obstruction to other youth on the line <p>Finger protection in the form of finger tape, shooting glove (wrist strap allowed), finger tab or a combination of finger protection to draw and release the bowstring is permitted.</p> <p>Finger protection may incorporate an anchor plate for anchoring, thumb or finger rests for non-drawing fingers, finger straps around fingers to secure finger protection to the hand, finger separator between fingers to prevent pinching the arrow, tab plate(s) for securing tab materials/layers together and plate extension for consistent hand placement may be used. Finger protection may be made of any number of layers and material. On the bow hand an ordinary glove, mitten or similar item may be worn but shall not be attached to the grip of the bow.</p> <p>Arrows may not exceed 9.3mm in diameter</p>	<p>bowstring.</p> <p>No mechanical releases. No part of the finger protection may extend around the hand between thumb and fingers or beyond the wrist joint or restrict wrist movement.</p>
Compound Bare Bow	Bare fingers, gloves, or tabs	Release aids, stabilizers, marked strings or bows, sights or walking of the string.
Bare Recurve	Bare fingers, gloves, or tabs	Release aids or sights, stabilizers, marked strings or bows, walking of the string.
All Divisions		No back quivers



All Archery Divisions

Target	Official Indoor National Field Archery Association (NFAA) Target 20 yard, 16” x 16” or 5 spot Participants may choose either the single or 5-spot target. Once selection is made, they must continue to shoot that target throughout the competition. <ul style="list-style-type: none"> 5 Spot Targets – One (1) arrow in each of five (5) spots. Two (2) or more arrows in same one (1) spot will result in higher scoring arrow(s) being LOST
Distance	9-11 age group – 10 yds, 10 yds & 15 yds 12-14 age group – 10 yds, 15 yds & 20 yds 15-18 age group – 15 yds, 20 yds & 25 yds
Course of Fire	Participants will shoot five arrows at three targets. Two sighting shots will be permitted at each distance for the age group before scoring begins. If a participant shoots more than five arrows at one station, the result will be the loss of the highest scoring arrow/arrows, plus a one-point deduction for each arrow shot over five. In the event of a bounce-out, the competitor will be allowed to shoot another arrow. Only two re-shots allowed per end. Definition of an “end” is five arrows shot per scoring session.
Time Limit	5 minutes to complete five scoring shots at each distance
Tie Breakers	Individual: <ul style="list-style-type: none"> Review the last end scores first, both numbers and X’s. If still tied, review the middle end scores. If still tied, review the first end scores. If participants scores are still tied, then there will be a shoot off between the individuals consisting of complete rounds in their age category until the tie is resolved. Team: The team with the highest individual score, then the second highest individual score, etc. If ties remain (individual or team), refer to the NFFA Rule Book

MUZZLELOADING (RIFLE & PISTOL)

- Participants must furnish their own shooting supplies. Each participant is responsible for their own equipment including a firearm. No sharing of equipment on the line.
- Range officers shall inspect and approve all black powder rifles/pistols brought to the firing line. Any firearm deemed unsafe or not in compliance with these rules shall be disqualified. The participant may participate in the event when he/she presents the range officer with an acceptable firearm.
- Range officers are not to instruct or coach participants on the line. Any participant who does not know how to properly load and use their firearm will be disqualified.
- All flintlock firearms must be loaded with the hammer down and the frizzen up.
- Powder shall not be loaded directly from a powder horn or flask into any black powder gun in either the rifle or pistol events. A powder measure must be used.
- The use of patch knives is permitted. Any participant found to be using a patch knife in an unsafe manner by a range officer will be disqualified.
- The practice of blowing down the barrel after a shot is not permitted.
- **Unless actively loading or firing, a ramrod shall be placed in the barrel. If a cease fire has been called and**



any part of the loading process has been started, then a ball starter must be placed in the barrel.

- After each shot, a range rod must be placed in the barrel. Wet and/or dry patches may be run through the bore but are not required. No patch may be wet from the mouth.

Muzzleloading Rifle

- Muzzleloading Rifle will be divided into 3 divisions:
 - Percussion Sport
 - Percussion Target
 - Flintlock

Target	9-11 age group – NRA B-17 12-14 age group – NMLRA TG2432 15-18 age group – NRA B-17
Distance	9-11 age group – 25 yards 12-14 age group – 25 yards 15-18 age group – 50 yards ** **For county competitions where 50 yards is not available the 15-18 age group should be moved to 25 yards using the NMLRA TG2432 target**
Course of Fire	5 scoring shots. All shots shall be fired from the standing position. No supports shall be used.
Time Limit	25 minutes for five scoring shots after the sighting period. There will be a five-minute period at the beginning of the match for sighting shots ONLY. When the range officer has given this command “This is for score. You may load and commence firing.” You may NOT shoot any sighting shots after you have shot for score.
Equipment	Percussion Sport Percussion rifles with open iron sights, fiber optic, adjusted or fixed. No peep sights permitted Percussion Target Percussion rifles with sights that are adjustable or fixed, open iron, aperture, peep or fiber optic. No magnification, electronic, or telescopic sights allowed. Flintlock Flintlock rifles with open iron sights, fiber optic, adjusted or fixed. No peep sights permitted
Ammunition	All Divisions Only patched round balls shall be used. No more than a maximum of 60 grains per shot shall be allowed Only Triple 7, Pyrodex RS, Select or P; and Black Powder in ffg or fffg granulation is permitted for percussion rifles. Flintlocks may use ffffg or fffffg (Null B) as priming powder. No pellet powder is allowed.
Scoring	Any shot marking the face of the target that has not been marked as a sighting shot will count as a scoring shot. Edge of ball for score. If question about the edge of ball a ball gauge overlay will be used and marked for shot in question
Tie Breakers	Individual: <ul style="list-style-type: none"> • Greatest number of 10 X’s • If still tied, Widest shot – the target with the widest shot shall lose, the target with the



	<p>second widest shot shall lose, etc.</p> <ul style="list-style-type: none"> If still tied, “String Measure” – total distance from the center of “X” ring to center of each bullet hole. Shortest total distance will be the winner. <p>Team: The team with the highest individual score, then the second highest individual score, etc.</p> <p>If ties remain (individual or team), refer to the NMLRA Rule Book</p>
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Muzzleloading Pistol

- Event ages for .22 Pistol are 12-14 and 15-18 years of age

Target	NMLRA TG2412
Distance	25 yards
Course of Fire	5 scoring shots. All shots shall be fired from the standing position. Participants may use one or both hands.
Time Limit	25 minutes for five scoring shots after the sighting period. There will be a five-minute period at the beginning of the match for sighting shots ONLY. When the range officer has given this command “This is for score. You may load and commence firing.” You may NOT shoot any sighting shots after you have shot for score.
Equipment	Any type of muzzleloading pistol allowed with maximum barrel length of 12 inches Only open sights, either fixed or adjustable, permitted Participants using a cap n’ ball pistol may only have one nipple installed in the cylinder allowing only one chamber to be used for shooting. The loaded chamber must be covered by a Black Powder type sealant.
Ammunition	Only round balls shall be used. Only Triple 7, Pyrodex RS, Select or P; and Black Powder in ffg or fffg granulation is permitted for muzzleloading pistols. Flintlocks may use ffff or fffff (Null B) as priming powder. No pellet powder is allowed.
Scoring	Any shot marking the face of the target that has not been marked as a sighting shot will count as a scoring shot. Edge of ball for score. If question about the edge of ball a ball gauge overlay will be used and marked for shot in question
Tie Breakers	<p>Individual:</p> <ul style="list-style-type: none"> Greatest number of 10 X’s If still tied, Widest shot – the target with the widest shot shall lose, the target with the second widest shot shall lose, etc. If still tied, “String Measure” – total distance from the center of “X” ring to center of each bullet hole. Shortest total distance will be the winner. <p>Team: The team with the highest individual score, then the second highest individual score, etc.</p> <p>If ties remain (individual or team), refer to the NMLRA Rule Book</p>



PISTOL (.22 & AIR)

- Event ages for Air Pistol are 9-11, 12-14 and 15-18 years of age
- Event ages for .22 Pistol are 12-14 and 15-18 years of age

Target	NRA B-16 RC
Distance	33 ft. range
Course of Fire	3 scoring targets with five shots each. Three sighting shots will be permitted before scoring begins. Two-handed hold is permitted. All shots are fired from standing position with no support.
Time Limit	5 minutes to complete five rounds, 3 minutes will be allowed for three sight-in shots
Equipment	Any type of .22 pistol allowed with maximum barrel length of 10 inches. Open sights only Glow dots or stick sights are allowed Counterbalances and/or any type of weight system is not allowed.
Ammunition	.22 Pistol Rimfire cartridge .22 short, long, or long rifle Overall length not more than 1.1 inches Hollow points, tracer incendiary or explosive <u>NOT PERMITTED</u> Factory load required. Air Pistol Flat nosed .177 pellets
Tie Breakers	Individual: Value of “X” - In all matches where the X’s are scored, an X is a hit of highest value. Ties will be ranked by applying the following steps in the order listed below: a. By the greatest number of X’s. b. By the fewest misses outside of the 10’s ring. c. By the fewest hits of lowest value. d. By the fewest hits of the next lowest value, etc. e. By the highest-ranking score in the last string, by highest ranking score in the next to last string, etc. Team: The team with the highest individual score, then the second highest individual score, etc. If ties remain (individual or team), refer to the NRA Pistol Rule Book

RIFLE (.22, AIR & BB)

- All rifles must use a two hand, one shoulder support when shooting firearm. A finger touch is not a hand support. No part of the rifle may rest upon any part of the body except the hands (palm) and shoulder.
- Shooting mats in all rifle divisions are recommended but not required.
- .22 Rifle and Air Rifle will be divided into two divisions. Participants may compete in one or both divisions in either discipline. Each division counts as one event on Saturday of competition.



.22 Rifle	
Target	<p>Sport Rifle: NRA A-32 target</p> <p>Target Rifle: NRA A-17 target</p>
Distance	50 ft.
Course of Fire	<p>Sport Rifle: 5 scoring shots from each of the three positions (prone sitting/kneeling and standing in that order) for a total of 15 scoring shots. Two sighting shots will be allowed in the prone position. These two shots will not be scored.</p> <p>Target Rifle: 10 scoring shots from each of the three positions (prone, sitting/kneeling and standing in that order) for a total of 30 scoring shots. Two sighting shots will be allowed in the prone position. These two shots will not be scored.</p>
Time Limit	<p>Sport Rifle: 5 minutes to complete shooting five rounds, including sight-in shots in prone position, except standing position, which will be allowed a maximum of seven minutes thirty seconds.</p> <p>Target Rifle: 10 minutes to complete shooting 10 rounds, including sight-in shots in prone shooting position, except for standing position which will be allowed a maximum of 15 minutes.</p>
Equipment	<p>Rifle must be capable of loading only one shot at a time. Any bolt action .22 caliber rifle allowed. On a tube type bolt action rifle the inner tube must be removed and the outer tube will be checked.</p> <p>Sport Rifle: Open sights only (no micrometer or peep sights allowed). Uncovered front post sight. No shooting jackets or vests, slings, gloves, mitts, barrel weights or similar aids allowed.</p> <p>Target Rifle: Any type of iron sight accepted. No scopes, laser sights. Illusion dots or optics allowed. Shooting coats, mitts, gloves, slings, etc. accepted Adjustable or non-adjustable stocks permitted Rifle may be supported by a sling, in the prone, sitting/kneeling position. The sling must be in the parade position or taken off the rifle in the standing position.</p>
Ammunition	<p>Rimfire cartridge .22 short, long, or long rifle (Factory load required) Overall length not more than 1.1 inches Hollow points, tracer incendiary or explosive NOT PERMITTED</p>
Tie Breakers	<p>Individual: The highest score of the standing position, working back by each position, until the tie is broken. If tie remains, the highest number of 10's, 9's, 8's, etc.</p> <p>Team: The team with the highest individual score, then the second highest individual score, etc.</p> <p>If ties remain (individual or team), refer to the NRA Smallbore Rifle Rule Book</p>



Air Rifle	
Target	AR - 5/10 target
Distance	10-meter, 33 ft. range
Course of Fire	10 scoring shots from each of the three positions (prone, sitting/kneeling and standing in that order) for a total of 30 scoring shots. Two sighting shots will be allowed in the prone position. These two shots will not be scored.
Time Limit	10 minutes to complete shooting 10 rounds, including sight-in shots in prone shooting position, except for standing position which will be allowed a maximum of 15 minutes.
Equipment	Any type of .177 caliber rifle allowed (pump-up, CO2 or compressed air) Peep sights or open sights only (no scopes or laser sights) AIR SPORT RIFLE: No shooting jackets or vests, slings, gloves, mitts, barrel weights set triggers, thumb hole stocks, thumb rests, palm rests, heel rests, hooked butt plates, spirit levels, or similar shooting aids allowed. An adjustable butt plate is allowed but may not be adjusted during competition and must remain fixed in place for all positions. Length of stock and height of the cheek piece may not be altered or changed during the course of fire. AIR TARGET RIFLE Shooting coats, mitts, gloves, slings, etc. accepted. Rifle may be supported by a sling, in the prone, sitting/kneeling position. The sling must be in the parade position or taken off the rifle in the standing position
Ammunition	Flat-nosed pellets
Tie Breakers	Individual: The highest score of the standing position, working back by each position, until the tie is broken. If tie remains, the highest number of 10's, 9's, 8's, etc. Team: The team with the highest individual score, then the second highest individual score, etc. If ties remain (individual or team), refer to the NRA Sporter Air Rifle Rule Book

BB Rifle	
Target	AR - 4/10 target
Distance	5-meter, 16 ft. 4in. range
Course of Fire	10 scoring shots from each of the three positions (prone, sitting/kneeling and standing in that order) for a total of 30 scoring shots. Two sighting shots will be allowed in the prone position. These two shots will not be scored.
Time Limit	10 minutes to complete shooting 10 rounds, including sight-in shots in prone shooting position, except for standing position which will be allowed a maximum of 15 minutes.
Equipment	Must be single cocked, no pump guns Peep sights or open sights only (no scopes or laser sights). Rifle may be supported by a sling, in the prone, sitting/kneeling position. The sling must be in the parade position or taken off the rifle in the standing position.

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Tie Breakers	<p>Individual: The highest score of the standing position, working back by each position, until the tie is broken. If tie remains, the highest number of 10's, 9's, 8's, etc.</p> <p>Team: The team with the highest individual score, then the second highest individual score, etc.</p> <p>If ties remain (individual or team), refer to the NRA BB Gun Rule Book</p>
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SHOTGUN

- No release triggers will be allowed
- Snap caps or recoil reduction devices will be allowed if they are colored safety (blaze) orange to permanently identify them as not being a live or empty round
- Trap participants are to have their own firearm and equipment present and ready when called to the line. No passing of guns or equipment allowed on the line
- A shell bag, shell pouch, shell apron, shell vest or jacket is required to contain all live ammunition while on the line. No carrying boxes or similar devices to the line.
- Any participant who carries shells of more than one gauge to the line or shells of a gauge other than the firearm they are shooting will automatically be disqualified.
- Any changes or adjustments necessary to a firearm must be done on the range under the supervision of the range officers. Firearms must be uncased in the presence of the range officials. The uncasing of firearms by anyone (parents, coaches, or participants) in any other area is grounds for disqualification.
- No competitor shall rest the muzzle(s) of a shotgun or any other firearm on a shoe, toe pad, or similar device such that the muzzle points at any part of an individual's body. Only magnetic muzzle pads are allowed as long as pad is placed on the ground. **While using magnetic pads, no live round shall be placed in the gun while it is resting on the magnetic pad.** No resting or carrying of shotguns over/on the shoulder will be permitted.
- Targets must have a visible piece broken from it or reduced to dust to be scored as broken.

Event	Standard ATA trap (16-yards), each age group will divide into Division I or Division II 25 rounds – Division I (9-11) 50 rounds – Division I (12-14 & 15-18), Division II (9-11) 100 rounds – Division II (12-14 & 15-18) All divisions will shoot from the 16-yard line.
Course of Fire	One sighting target will be thrown. Each participant will then fire at one practice target which will not be entered for a score. There will then be 5 scoring shots fired from each station. Participants will then return to the gun rack, rack their guns, and retrieve their next box of shells. They will get their guns and return to the station from which they originally started. There will be one sighting target thrown. The participants will then fire 5 scoring shots from each station completing the 25/50/100 scored targets.
Time Limit	Competitors will fire in an expeditious manner, avoiding unnecessary delay. Competitors are responsible for being at their range when it is their time to compete. Any participant not present at the range when their name is called will be disqualified.



Equipment	Any shotgun 12 gauge or smaller firing target ammunition for that gauge is allowed. No guns capable of chambering more than one gauge at a time will be allowed unless unused chamber is plugged with a snap cap. All guns used by contestants must be equipped, fitted, and utilized (i.e. shell catcher) so as not to eject empty shells in a manner that substantially disturbs or interferes with other contestants.
Ammunition	Factory ammunition only, no reloads, no shot charge heavier than 1 1/8 ounces, no loads other than lead shot, no shot sizes larger than 7 1/2, no tracer or tracking ammunition. Shells must be in the original containers (box) when reporting to the range.
Loading Gun	All guns will have the action open and contain no live or empty shells at any time, except when the participants are at their post on the firing line facing the trap. Participants must remove live or empty shells before moving or leaving their post.
Tie Breakers	<p>Individuals: two shots from posts 1 through 5 from the following yardages per age group, 9-11: 17-yard line, 12-14: 19-yard line, 15-18: 21-yard line. (Refer to ATA rule book pages 14-15 for shooter positioning). If after one round the tie still exists, all remaining participants will move back an additional 2-yard handicap and repeat until ties are broken. Shoot-offs will not exceed the 27-yard line.</p> <p>Team: two shots from posts 1 through 5 from the following yardages per age group, 9-11: 17-yard line, 12-14: 19-yard line, 15-18: 21-yard line. (Refer to ATA rule book pages 14-15 for shooter positioning). If after one round the tie still exists, all remaining participants will move back an additional 2-yard handicap and repeat until ties are broken. Shoot-offs will not exceed the 27-yard line.</p>

