

UTAH 4-H SHOOTING SPORTS

SHOOTING SPORTS CHAMPIONSHIP RULE BOOK

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QUICK GUIDE FOR PARTICIPANTS, PARENTS, AND COACHES

☐ Remember that Utah State Championship rules may differ from National Championship rules.
☐ Know the coaching, malfunction, scoring, and tie-break rules for your events.
☐ Follow all Range Officer commands immediately.
☐ Keep cell phones, smart watches, radios, and other electronic communication devices away from active competition areas unless authorized for Range Officer duties.
☐ Wear fully enclosed footwear while on the shooting line.
☐ Wear a visible 4-H patch or acceptable 4-H clover emblem on the upper left sleeve.
☐ Bring all required equipment and ammunition. Ammunition is not provided.
☐ Review the rules for every event entered; equipment, course of fire, scoring, and safety rules differ by discipline.
☐ Confirm eligibility and county approval before registration. Upload Participant Eligibility Assessment with registration.

State Coordinator's Message:

Participants and Parents,

It is the intent of the Utah 4-H Shooting Sports Working Group to provide this Rule Book as a guide for the State Contest to inform and prepare both youth and leaders for the contest. We have tried to align rules to the National Rule Book where we are able. Some rules have been modified for the sake of time restrictions, range availability and age considerations of the participants. We realize that this Rule Book may need editing for future events. Please be respectful with your feedback as we try to implement a consistent statewide program.

We do not have the ability or the means to mimic the National 4-H Shooting Sports Contest. It is the responsibility of the participants and coaches selected to represent Utah at the national level to read and understand the rules, schedules and events associated with that event.

Thank you for your support and dedication to the Utah 4-H Shooting Sports Program.

Brandi Reber

Utah State 4-H Shooting Sports Championships

All Events- It is the responsibility of each county to verify 4-H enrollment and club participation for each of their participants. An adult supervisor should be present at the event site, with immediate access to the health forms and waivers, any time their youth are participating.

Shooting Sports Schedule

Day 1

SMALLBORE RIFLE GROUPS

.22 Rifle Silhouettes
NRA 3 Position
CMP – Utah Modified Targets

MUZZLELOADING

8 Ring Paper Target
Bottle/Critter Combo
Muzzleloading Single Targets

WRITTEN KNOWLEDGE TEST – Administered throughout day

Day 2

ARCHERY

Archery 3-D
Archery FITA
Archery Field

SHOTGUN

Shotgun Skeet
Shotgun Trap
Shotgun 5-Stand or Sporting Clays

AWARDS CEREMONY

General Rules:

Registration

- All registered participants who compete in the Championships are eligible for individual awards.
- Entries must be approved by the County Extension Coordinator responsible for 4-H.
- At the State Championships, youth may participate in any discipline that they have attended in any previous contest or invitational.
- By entry in these events, the County Extension Coordinator is verifying that the youth entered are enrolled and active in the shooting disciplines they have registered for and are knowledgeable and proficient in the safe use of the equipment and the fundamentals of the event. **(See Eligibility Assessment)** Range officials may dismiss or disqualify a participant if he/she believes the participant does not demonstrate the basic proficiency and knowledge required.
- There will not be any ammunition provided for this contest.
- All participants must be in 3rd grade and 8 years old as of September 1st of the current 4-H year (September 1st – August 31st).
- Youth must be enrolled in an active Utah 4-H Shooting Sports Club with a certified Level 1 Instructor in the discipline(s) they are competing in.
- Registration includes code of conduct and medical release forms from participants 4-H enrollment.
- There will be an entry fee for the Utah State Shooting Sports Championships. This fee will cover range fees, targets, awards and costs of putting on the contest.

National Championship Team for Utah

- Only youth Senior age youth (9th-12th grade) of the current year are eligible for the National Championships.
- Parents and youth will indicate their desire to attend the National Championships on their state registration. They will rank the disciplines they would like to compete in at the same time. Only youth indicating a desire to attend Nationals will be considered for a spot on a team.
- Youth are only eligible to go to the National Championships in a discipline event once.
- Utah 4-H will cover the cost of the registration fee for the National Championships. Families are responsible for the costs of travel, lodging, equipment and supplies associated with the contest.

Rules and events for the National Championships may differ from State Championship Rules. It is the responsibility of the participant, parents, leaders and coaches to know and understand the rules prior to the National Championships and make necessary adjustments. That National Synopsis can be found here: **https://4h.unl.edu/statewide-events-opportunities/shooting-sports-program/national-championships/rules-and-forms/**

Safety and Sportsmanship

- These rules for the state championships can be found on the following website: https://extension.usu.edu/utah4h/programs/shooting-sports

- Unsafe behavior by a 4-H member, any family member, or associate on the grounds may be cause for disqualification of the 4-H member from further competition in the event at the discretion of the committee.

- No military/assault type firearms will be allowed at the Utah State 4-H Shooting Sports Contests.

- Any firearm built or modified to give the distinct impression of a modern military style firearm such as an AR or AK is not allowed in the 4-H Shooting Sports Program. Listed below are visual examples of, but not limited to, firearms that resemble those not allowed: muzzle devices such as muzzle brakes, recoil compensators, suppressors and porting, front pistol grips, heat shield/shroud are prohibited. Ported barrels are permitted on shotguns & pistols.



- The Utah State 4-H Shooting Sports Championships Committee will make a final determination regarding questions pertaining to 4-H appropriateness of firearms and components.

- Complaints regarding procedures must be made in writing to contest officials. Communication must be respectful at all times and align with 4-H Code of Conduct practices.

- **Coaching:** Coaches (**designated Instructors**) will be back behind the shooting area at a distance, as designated by the RO, and will not be allowed to contact the shooters during any of the firing periods. If the shooter wishes to consult with the coach during the firing or sighting period, they may ask the range officer to be excused and step back off the line where they can meet with their coach and have discreet discussion where it does not interfere with other shooters, but the clock will still be running. Additional parents, etc., will not be permitted in the shooting area. There is to be no coaching from parents or spectators at any time during the shooting events.

- **Electronic Devices:** Cell phones, smart watches, radios, and other electronic communication devices may not be used by competitors or spectators on or near an active competition range. Range Officers may use electronic devices for official duties. If a timer is needed during competition, it must be a separate device, not a cell phone.

- All rules will be adhered to as closely as possible. The Match Director does reserve the right to modify rules depending on state restrictions, weather, or facility restrictions, etc.

- There will be no wearing of binoculars or binocular cases during competition as they can be used as a stabilizer point for the shooter and create an unfair advantage.

Scoring and Awards

- Once a scorecard is signed by the participant, the score stands.
- All rifle paper targets will be scored by the trained scoring committee using event scoring guidelines.
- **Electronic Scoring:** Orion electronic scoring may be used when authorized by the Match Director or event officials.
- Awards Ceremony will follow the events on Day 2 of the contest.
- In the event of a scoring or recording mistake, efforts will be made to correct the mistake and provide the award, if any, to the deserving individual.
- Scores from the championships and National Teams will be announced in a timely manner following the State Championships.

Dress Code

- Participants are required to wear a 4-H Patch on their upper left sleeve. Any official 4-H patch is acceptable, including Utah 4-H Shooting Sports Rank Patch, Embroidered or screen printed 4-H Clover emblem similar in size to 4-H patch is acceptable. Patch/ Emblem must be visible during the event.
- Footwear - Participants in any shooting event or activity, while on the shooting line, are required to wear shoes that completely cover their feet, including soles. Examples of footwear that are not acceptable include, but are not limited to: sandals, clogs, flip-flops, slippers, house shoes, and bare feet.
- Clothing should be free of any reference to drugs/alcohol/sex/profanity/violence/political affiliation. Shirt tops should reach the top of the waistband while arms are down and relaxed. Pants/shorts should be long enough to ensure safety and comfort in the activity occurring and fully cover your buttocks. Outfits should cover your torso and stay in place while moving about

Contests offered at the Utah 4-H State Shooting Sports Championships

Discipline	Event 1	Event 2	Event 3
Archery Compound	FITA Round	3-D Round	Field Round
Archery Recurve	FITA Round	3-D Round	Field Round
Muzzleloading	25 Yard Bottles and Haffner Critter Combination	50 Yard Bullseye	Muzzleloading Single Targets
Shotgun	Skeet (25 Rounds)	Trap (25 Rounds)	5-Stand or Sporting Clays (25 Rounds)
Smallbore Rifle	Smallbore Hunting Silhouette Rifle	NRA Three-Position	CMP
Written Knowledge Test	25 Knowledge Questions	25 Wildlife Identification Questions	

Written Knowledge Test questions will come from the following resources.

- **Hunter's Ed—National Study Guide**

Federal Premium Ammunition wildlife guides:

- Illustrated Guide to Upland Game Birds
- Illustrated Guide to Ducks, Geese and Swans
- Illustrated Guide to Small Game and Furbearers
- Illustrated Guide to Big Game Animals

Note: The Written Knowledge Test is a stand-alone contest. Participants are expected to adhere to the same principles of sportsmanship and conduct as in any other event. No coaching, help from parents, or cheating is aloud. If a participant is in need or a reader, a non-related volunteer will be asked to assist them.

ARCHERY MATCH EVENTS

GENERAL RULES APPLY: General safety, conduct, dress, electronics, coaching, and contest rules apply unless this section states an exception.

Recurve and compound archery are different competitions BUT will shoot the same events. Even though the two governing bodies for the two events have slightly different requirements or restrictions-for the sake of simplification- this 4-H match will use one standard for equipment – for all events. Procedural rules, course of fire, scoring, etc. will follow the NGB unless otherwise noted.

- Ties of overall archery scores will be broken using the procedures below in the following order:
  - Total number of 10's (including X's) from all events
  - Number of X's (from FITA scorecards)
  - Number of 9's (from FITA scorecards)
  - If a tie remains after the above procedures have been exhausted, a coin flip conducted by shoot management will determine the winner of the tie.

Match Equipment Standard:

	PERMITTED	**NOT PERMITTED**
RECURVE ~ Longbows & Recurve Bows	One adjustable sight pin or multiple hunting style sight pins may be used; clicker and kisser buttons permitted; Participants may have as many sight pins as deemed necessary; Torque compensators are permitted. 60 lb. maximum draw weight.	String peeps and mechanical release aids. Glass of any type in sight. Spirit levels are not permitted
COMPOUND	Release aids, String peeps, optical sights, spirit levels. 60 lb. maximum draw weight. Multiple pin sights allowed**.**	Overdraws may not place the arrow rest further than 6 cm from the pivot point of the bow.
ARROWS for both disciplines	Must meet AMO minimum weight standard; 5 grains arrow weight per pound bow peak draw weight.	No arrows larger than 27/64ths in diameter are permitted. No lighted nocks.
QUIVERS	**Hip quivers are required.**	No back, bow mounted, pocket or ground quivers are permitted.

**** All bows are subject to a draw weight test on the day of the contest. If bows are not at or less than the 60 lb. draw weight, the contestant will be given time to adjust his/her bow and have it retested. If it does not pass, the participant will be disqualified from the archery contest.**

ARCHERY RULES

Two archery disciplines are recognized: Recurve Archery and Compound Archery. Both disciplines shoot the same set of three events at the Championships.

Any bow that uses pulleys or cams is deemed a compound. Note that while the three governing bodies for the three different events have slightly different requirements or restrictions, for the sake of simplification, the Championships uses one standard for equipment – for *all events*.

- Under no circumstance is "sky-drawing" permitted. No competitor shall draw a bow with the bow hand above the top of the head when drawing on a horizontal plane, parallel to the ground. A warning will be given in the first instance. The second instance will require the removal of competitor from the event.
- No arrow twirling or handling of arrows in an unsafe way. Every attempt should be made by the competitor to keep the arrow always pointed toward the ground or target. A warning will be given in the first instance. The second instance will require the removal of competitor from the event.
- Hip quivers are required on the firing line. No back quivers are allowed.
- Arm guards are STRONGLY encouraged.
- In all disciplines, when going downrange, all bows must be grounded.
- No athlete may draw his/her bow, with or without an arrow, except when standing on the shooting line and permission to shoot has been given.
- **Coaching:** General coaching rules apply to all events. The following additional restrictions apply to archery: Only coaches and/or parents will be allowed on ranges for equipment failure or medical reasons with permission from CRO and/or ARO. Once a competitor begins a shooting course, he or she must finish with his or her group unless given permission to leave by a range official, or in the event of equipment failure in his or her shooting group. Any competitor or group that leaves a range without the authorization of a range official will not be allowed to continue.
- Parents, coaches or volunteers may be used to help with scoring as needed or requested by the Match Director.
- The Archery shooting range is defined as the official shooting area. Spectators will be restricted to the spectator area only**. In all events there is no coaching, communication, signaling or contact between competitors and coaches/parents until scorecards are turned in and validated.**
- Dress Code: in addition to the dress code in the General Rules Section, archery participant should take extra precautions. Long hair should be pulled back and secured, jewelry removed, and clothing should have ties or strings tucked inside.

Archery Equipment Malfunction Rules

Competitors that experience equipment malfunctions during the Championships Archery contest shall be allowed **15 minutes** to make the necessary repairs. The 15 minutes start with arrival at the designated area.

Breakdowns will be handled in the manner stated below.

- If a competitor should experience an equipment failure, they must notify the nearest range official to get their approval to work with their coach to attempt repairs. This will be performed under the supervision of a range official while on the clock.
- Once a competitor begins a shooting course, they may not exchange equipment unless there is an equipment failure as set out below.
- Equipment failures must be visible and agreed upon by the majority of the group. Equipment failure will only pertain to functioning parts of the bow, strings, cables, limbs, cams, rest, sight.
- Not included are broken arrows, broken nocks, broken or lost releases, finger tabs, or stickers on sights (sight tapes).
- Reshoots for any reason are at the discretion of the Match Director.

RECURVE AND COMPOUND ARCHERY — FITA ROUND

TARGET	122 cm and/or 80 cm target faces, full color FITA targets
DISTANCE	50, 40, and 30 meters – as range location allows
COURSE OF FIRE	3 ends of 3 arrows each from three distances All competitors must stay on the range for the entire course of fire.
TIME LIMIT	2 minutes per 3 arrow end
SCORING	122 cm face and/or 80 cm 10 pts. -1 pt. from the center outward. Competitors will score inner 10's as Xs. Ties will be broken by the number of 10's (including X's) first, then #X's, #9's, #8's etc. until the tie is broken.

FIELD ROUND

TARGET	Targets of sizes selected by the management and appropriate to the course
DISTANCE	Marked distances within the range of 5 to 50 yards
COURSE OF FIRE	7 targets, 3 arrows per target
TIME LIMIT	Competitors will move through the course expeditiously and avoid delays
SCORING	5, 4, 3 from the center outward. Tie breaks will be greatest #X's, then #5's, #4's, #3's. Then target by target comparison, starting with target #1 until broken.

3-D ROUND

TARGET	3-D targets as selected and placed by the management – 10 Targets
DISTANCE	Unmarked distances from 5 to 50 yards • Recurve maximum distance: 40 yards, • Compound maximum distance: 50 yards
COURSE OF FIRE	10 targets, one arrow per target In consideration of time, no competitor may glass the target from the shooting stake after taking his or her shot. Competitors may glass the target prior to shooting but are reminded of the time restriction for their shot. No adjustment of sights will be allowed after a competitor has drawn and let down. No adjustment of sights will be allowed after a competitor has glassed the target while at the shooting stake. Archer must have a part of the body touching the stake when shooting.
TIME LIMIT	Competitors will move through the course expeditiously and avoid delays. 2-minute time limit to shoot once the competitor has approached the shooting stake. Lost arrow search is limited to 2 minutes.
SCORING	IBO scoring procedures, dependent upon type of 3-D targets available. • +11 pts. 11 ring or "X" ring centered inside the 10 ring • +10 pts. 10 ring • +8 pts. 8 ring • +5 pts. Any other body shot. Hooves are considered body color. • 0 Misses, glancing shots, not touching body color (horns, rocks, logs, etc.) Ties will be broken by the highest number of 11s, then number of 10s, 8s, etc.

MUZZLELOADING RIFLE MATCH

- All firearms must remain in case until given permission to remove by Range Officer (RO).
- All ramrods must be marked clearly to show if a firearm is empty or has a load. It should be obvious and easy to distinguish whether a firearm is loaded or unloaded.
- Unless you are actively loading or firing, a ramrod shall always be placed in the firearm.
- If needed, coaches are expected to help clear or fix a firearm, WITH approval of RO.
- No one may touch, clean, move, or load any rifle while anyone is downrange.
- Any "one-hole group" shall **immediately** be brought to the attention of a RO.
- Only the competitor may challenge a shot or score.
- No unsafe rifles will be allowed to compete or continue a match.
- Once a match is started, a rifle may not be switched out unless it is declared unsafe or a malfunction. If so, it is no longer able to be used for the day.
- No "alibis". If you fail to load properly, all effort will be given to help clear the firearm, as quickly as possible, but does not allow added time to your match.
- Malfunctions (does not include improper loading) have up to 20 minutes to repair or replace rifle. Make up time may go to another relay to prevent other shooters having a delay of match.
- 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 are 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.
- Due to time limitations of the Muzzleloading events, competitors may not share a muzzleloading rifle.
- Commercial powder pellets are not permitted. Only loose powder is acceptable at the state championship. This allows the Match Director to adjust charge maximums if needed due to range conditions.

EQUIPMENT STANDARD

EQUIPMENT	
	Rifle: Any traditional or non-traditional NMLRA muzzleloading rifle (in-lines permitted). **Sights:** Metallic – non-traditional permitted (open or aperture, no magnification). **Ignition:** Percussion cap, or flintlock. Number 209 primers are permitted. **Charge:** Maximum of 60 grains of black powder or its equivalent is allowable. **Caliber:** No limits. Patched round balls only. **Ramrods:** No wooden ramrods allowed. **Position:** Standing – no slings. Spotting scopes, binoculars are permitted

50 YARD BULLSEYE

TARGET	NMLRA 100-yard 8 ring targets (TG2406)
DISTANCE	50 yards
COURSE OF FIRE	10 shots standing. Sight-in shots permitted but as part of the total running time.
TIME LIMIT	30 minutes time for series of 10 shots.
SCORING	Highest scoring area touched by ball. The Orion Scoring System may be used to tabulate scorecards.

25 YARD NOVELTY – Bottles and Haffner Critters Combo

TARGET	NMLRA Bottle Target (TG2427), and NMLRA Haffner Combination Target (TG901)
DISTANCE	25 yards
COURSE OF FIRE	5 record shots on each scoring target, 1 per bull, (10 record shots).
TIME LIMIT	30 minutes total running time, including practice shots.
SCORING	**Bottles:** As outlined on the target. Completely within neck-10 pts; nicking the neck-7 pts; within body-5 pts; nicking the body-3 pts. Bottom 5 bottles will be used as scoring targets. **Haffner:** Highest scoring area touched by ball. X closest to animal's eye will be used for scoring. If multiple shots hit one target, lowest score is counted for target. The Orion Scoring System may be used to tabulate scorecards.

MUZZLELOADING RIFLE SINGLE TARGETS

TARGET	Various sizes and types of targets - 10 targets
DISTANCE	25-100 yard distances as match director sets course.
COURSE OF FIRE	One shot per target fired upon.
TIME LIMIT	30 minutes per bank of targets.
SCORING	Hit or miss scoring.

TIE BREAKERS

50 YARD BULLSEYE	Most – X, 10, 9, 8, 7, 6, 5. If needed, widest shot measured will lose tie breaker.
25 YARD NOVELTY	Most – X, 10, 9, 8, 7, 5, 4, 3, 1. If needed, fewest misses.
SILHOUETTE	Ties will be broken by pre-selected targets by match director.

SHOTGUN EVENTS

GENERAL RULES APPLY: General safety, conduct, dress, electronics, coaching, and contest rules apply unless this section states an exception.

- There will be ZERO tolerance for any firearm to be on your toe. At no time shall the muzzle contact the ground. Magnetic barrel rests may be used at the state contest but are not allowed at the National Championships. Muzzles must always be kept in a safe direction. If any competitor is observed with a muzzle on their toe, on the ground or if they are not safely in control of their firearm; they may be disqualified.
- No release triggers permitted.
- **Single shot shotguns are not recommended for skeet or sporting clays**. P**articipants will shoot a report pair at skeet and sporting clays. If they choose to shoot a single shot firearm, they will forfeit their second clay**
- Ties will be broken by shoot-off for top individuals if needed.
- No reloaded ammunition is permitted.
- All trap / skeet machines WILL be set to height and speed per ATA and NSSA regulation daily before the matches begin. There will be NO changing / adjustment of the machines at any time during the match unless there is a malfunction while the match is in progress. Any malfunction MUST be reported to a match official. No unauthorized person(s) allowed in a trap or skeet house.
  - 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.
  - Squadding: Trap, Sporting Clays and Skeet will be mixed squadding.
  - Coaches and parents are not allowed to touch the firearm or any part of the firearm, including chokes, while the competitor is shooting in competition unless there is a gun malfunction and has permission from a Range Officer to handle the firearm.

SPORTING CLAYS or 5-STAND

EVENT	25 target course.
TARGETS	Any sporting clays target may be used in this event.
COURSE OF FIRE	Any combination of single or double (report and/or true pairs) targets as determined by shoot management may be thrown at each station on the course.
TIME LIMIT	Competitors will fire in an expeditious manner, avoiding unnecessary delay.
SHOOT-OFFS	Shoot-offs will consist of any number of targets of any combination of singles, report pairs, or true pairs as determined by shoot management
EQUIPMENT	Any shotgun 12 gauge or smaller, capable of firing two shots without reloading, and firing target ammunition for that gauge with a maximum load of 1 ⅛ ounce of size 7 ½, 8, 8 ½, or 9 shot may be used in this event. Factory loads are required.
LOADING FIREARM	Competitors may not load firearms unless they are in the station. Must be unloaded prior to leaving the station.

SKEET

EVENT	Skeet
COURSE OF FIRE	1 round (25 targets)
TIME LIMIT	Competitors will fire in an expeditious manner, avoiding unnecessary delay. Competitors should report to their respective fields and be ready to shoot at the scheduled time.
TIE-BREAKERS & SCORING	Doubles from stations 3, 4, and 5, miss and out by station. Any competitor failing to respond to a call for shoot-offs three times will forfeit the tie.
EQUIPMENT	Any shotgun 12 gauge or smaller, capable of firing two shots without reloading may be used in skeet. Factory loads are required. Maximum load of 1 ⅛ ounce of size 7 ½, 8, 8 ½, or 9 shot may be used in this event.
LOADING GUN	Competitors may not load firearm unless on station and must unload firearm prior to leaving the station.

TRAP

EVENT	Standard ATA (American) trap (16-yards)
COURSE OF FIRE	1 round (25 targets) at 16-yards.
DELAY OF MATCH	No competitor, coach, or spectator shall delay or interrupt the match. Competitors will take the field when called avoiding unnecessary delay.
TIME LIMIT	Competitors will fire in an expeditious manner, avoiding unnecessary delay. Competitors should report to their respective field and be ready to shoot at the scheduled time.
SHOOT-OFFS	**Individuals:** two shots from posts 1 through 5 from the 21-yard line (refer to ATA rule book pages 14 and 15) Example: if there are 2 competitors, competitor 1 will start on post 2 and competitor 2 will start on post 4. If there are 3 competitors, competitor 1 will start on post 2, competitor 2 will start on post 3, and competitor 3 will start on post 4. If there are 4 competitors, competitor 1 will start on post 2, competitor 2 will start on post 3, competitor 3 will start on post 4, and competitor 4 will start on post 5. If 5 competitors use all posts 1 through 5, and if more than 5 competitors, will divide the squads as equally as possible.
EQUIPMENT	Any shotgun 12 gauge or smaller firing target ammunition for that gauge with a maximum load of 1 ⅛ ounce of size 7 ½, 8, 8 ½, or 9 shot may be used in this event. Factory loads are required. All guns used by competitors are encouraged to be equipped, fitted, and utilized (shell catcher) so as to not eject empty shells in a manner that substantially disturbs or interferes with other competitors.
MAXIMUM VELOCITIES	Any load with a velocity greater than 1290 FPS (feet per second) with maximum shot charge of 1 1/8 ounces, or 1325 FPS with a maximum shot charge of 1 ounce, or 1350 FPS with a maximum shot charge of 7/8 ounces or less, as measured in any competitor shotshell. These velocities are maximum and no competitor shotshell shall exceed these limits for the designated shot charge. In addition, no load containing more than 1 1/8 ounces or any shot larger than Number 7 ½ can be used.
LOADING GUN	A competitor shall place a live shell in their gun only when on a post facing the traps. In Singles shooting, a competitor may place only one (1) live shell in their gun at a time and must remove it or the empty shell(s) before moving from one post to another. In changing from one (1) post to another, the competitor shall not walk in front of the other competitors.
MOVING BETWEEN STATIONS	Competitors shall move to their next station upon completion of the final shot on each station and the referee's command. No shotgun will be loaded and/or closed until all competitors have rotated to the next station.

SMALLBORE RIFLE MATCH

GENERAL RULES APPLY: General safety, conduct, dress, electronics, coaching, and contest rules apply unless this section states an exception.

General Smallbore Rifle Rules:

- All smallbore rifles are required to have 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.
- Youth, parents, and leaders will be given one verbal warning for a safety violation or behavior. If the offense happens again, they will be asked to leave the contest and will not be allowed to finish the contest.
- Colored flags, markers, or ribbons to specially mark targets, are not allowed. Targets shall be numbered for competitor identification.
- Firearms must meet the equipment requirements in the General Rules.
- Rifles must use .22 caliber ammunition - no air rifles

SMALLBORE SILHOUETTE RIFLE

TARGET	1/5 scale metallic silhouettes (swinging targets shall be used at state)
COURSE OF FIRE	30 Total Rounds 3 different steel silhouettes Distance will range from 40 to 77 yards. Procedure: Load 5 rounds, 2.5 min for target – Repeat Repeat for next two targets Youth will sign scorecard before exiting range
TIME LIMIT	2 ½ minutes firing time per set of 5 shots
EQUIPMENT	• Sights: Open sights or scope • Set trigger weight of 2 ½ lb. or higher. Triggers will be tested upon check-in. • Slings will not be allowed in the standing position • Magazines may only have 5 rounds loaded in them for competition and must be loaded on the firing line.
AMMUNITION	Only factory loaded .22 caliber - short, long, or long rifle.
SHOOTING POSITION	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. Competitors will stand beside the table (either side) with rifle muzzles across the firing line.
SCORING	Targets must have a clear, visible swing to be considered as a hit.
TIE-BREAKER	In the event of a tied score, the scorecard will be reviewed and the competitor with the most Ram hits will be declared the winner. If tie remains, then by the most Pig hits. If all animal hits are the same, a shoot off on Rams will determine the winner. Competitors will fire alternate shots until one competitor misses with the other competitor hitting the target.
SCORER	Each competitor will be assigned a scorer. Scorer will call out hits and misses to the competitor.

CMP – UTAH MODIFIED TARGETS

TARGET	Target will be modified for State Championships. One large for standing, 2 smaller for sitting/kneeling and prone positions.
DISTANCE	25 yards
COURSE OF FIRE	30 shots for record • Prone position –5 shots, Slow fire & 5 shots, rapid fire • Sitting or Kneeling – 5 shots slow fire & 5 shots rapid fire • Standing – 5 shots slow fire & 5 shots rapid fire **Slow-Fire Stages.** Each of the three positions start with a 5-minute slow-fire or precision stage. Competitors must load a magazine with five rounds on command, fire those shots. The object in this stage is to take enough time on each shot to make the best possible shots. **Rapid-Fire Stages. (Senior Division)** Every slow-fire stage is followed by a rapid-fire stage where competitors must move from a standing ready position to a firing position, orient their positions on the target and fire five shots, all within a time limit of 30 seconds. Being able to do this quickly and precisely is another of the rifle marksmanship skills that are tested in course of fire. Competitors are instructed to stand and load five rounds. Range Officers must pay careful attention to making sure semi-autos start with bolts closed on empty chambers, while manually operated rifles start with actions open. Time limits for the five shot series is 30 seconds. After the Range Officer gives the START command, competitors must assume their positions. After they are in position, they can cycle or close their bolts to chamber their first rounds. Then they can shoulder their rifles, adjust their positions to get their sights pointing naturally at their targets and begin shooting. The STOP command is given for all competitors at the end of the 30 second time limit. If a shot is fired after STOP, the highest value shot on that target must be nullified. **Rapid-Fire Stages. (Junior and Intermediate Divisions)** Every slow-fire stage is followed by a rapid-fire stage where competitors begin in their firing position, orient their positions on the target and fire five shots, all within a time limit of 30 seconds. Competitors are instructed to load five rounds. Range Officers must pay careful attention to making sure semi-autos start with bolts closed on empty chambers, while manually operated rifles start with actions open. Time limits for the five shot series is 30 seconds. After the Range Officer gives the START command, competitors can cycle or close their bolts to chamber their rounds. Then they can shoulder their rifles, adjust their positions to get their sights pointing naturally at their targets and begin shooting. The STOP command is given for all competitors at the end of the 30 second time limit. If a shot is fired after STOP, the highest value shot on that target must be nullified.
TIME LIMIT	**Slow fire**- 5 shots in 5 minutes; **Rapid fire**- 5-shot strings in 30 seconds.
EQUIPMENT	• Sights: Open sights or Scope with magnification set at no more than 6X, Scope with magnifications greater than 6X will have the setting taped during the CMP Event as not to be moved greater than 6X. • No red dots permitted • Trigger weight set at 2 ½ lb. Triggers will be tested upon check-in. • Slings will be permitted for Sitting/Kneeling and Prone positions. The use of slings in the Standing position are not permitted. • Magazines may only have 5 rounds loaded in them for competition.

NRA THREE-POSITION

TARGET	50 yd 6 Bull target will be used.
SCORING	Orion Scoring System may be used. Scored by scoring committee
DISTANCE	50-foot indoor range (Cache Range) – may vary at other ranges
COURSE OF FIRE	10 shots in each position (5 shots per bull) – prone, kneeling/sitting, and standing – in that order at 50 ft. 30 record shots
TIME LIMIT	5 minutes per 5 shot set in each bull regardless of position.
EQUIPMENT	• Metallic sights only, non-corrective, no red dots • Trigger weight set at 2 ½ lb. Triggers will be tested upon check-in. • Slings will be permitted for Sitting/Kneeling and Prone positions. The use of slings in the Standing position are not permitted. • Magazines may only have 5 rounds loaded in them for competition.
SIGHTS	(3.7) Metallic sights, non-corrective, no red dots
AMMUNITION	Only factory loaded .22 caliber - short, long, or long rifle.

POSITION DESCRIPTIONS:

Positions - The positions for use in an event shall be stated above. No portion of the shooter's body or body clothing may rest upon or touch the ground in advance of the firing line.

- The Ground - All references to the ground in the following position rules are to be construed as applying to the surface of the firing point, floor, such as shooting mats, or platforms as are customarily used on shooting ranges.
- Artificial Support - Any supporting surface except the ground not specifically authorized for use in the rules for the position prescribed.
- Position of Rifle Butt - In all positions, except standing, the butt of the rifle must be held against the front of the shoulder on the outside of the shooting coat or shirt and must not touch the ground.
- **Prone** - Body extended on the ground, head toward the target. The rifle will be supported by both hands and one shoulder only. No portion of the arms below the elbows shall rest upon the ground or any artificial support, nor may any portion of the rifle or body rest against any artificial support.
- **Sitting** - Weight of the body supported on the buttocks and the feet or ankles, no other portion of the body touching the ground. The rifle will be supported by both hands and one shoulder only. Elbows may rest on the legs at any point above the ankles. (The elbow is defined as 4 inches from the point of the arm when bent.)
- **Kneeling** - Buttocks clear of the ground but may rest on one foot. The rifle will be supported by both hands and one shoulder only. The elbow of the arm supporting the rifle rests on the knee or leg. The elbow of the trigger arm will be free from all support. One knee must be touching the ground or shooting mat. The shooter may be on all, partially on, or all off the shooting mat.
- **Standing** - The shooter shall stand free with both feet on the ground or a thin mat without any other support. The rifle shall be held with both hands and the shoulder (upper right chest) or the upper arm near the shoulder, the cheek and the part of the chest next to the right shoulder. However, the rifle must not be supported by the jacket or chest beyond the area of the right shoulder and right chest. The left upper arm and elbow may be supported on the chest or on the hip. The use of the sling is prohibited in standing positions. (Left-handed shooters reverse these descriptions)

PROJECT ELIGIBILITY ASSESSMENT

In order to participate in the Utah 4-H Shooting Sports Championships, members must:

1. Be current, active members of a 4-H Shooting Chartered Club with a certified leader.
2. Have taken Hunters Education or had at least one (1) year of 4-H shooting sports range experience or have taken an equivalent firearms educational course and/or pass the safe firearm assessment test administered by a trained instructor.
3. Demonstrate the ability to safely handle firearms throughout the course of the project in the judgment of the 4-H instructor.
4. Have written permission from a parent or legal guardian to participate in this project in compliance with the Gun Control Act of 1968 and the Youth Handgun Safety Act of 1994.

The Member:

_____ Has the physical ability to safely manage the firearms used in this project(s).

_____ Exhibits the presence of mind to always keep the muzzle of each firearm and/or archery bow pointed in a safe direction.

_____Demonstrates the ability to safely load and unload each of the firearms used in this project.

_____ Understands why and demonstrates how to clear and make safe the actions of the rifles, shotguns, muzzleloaders, bows and cylinders of the revolvers used in the Shooting Sports disciplines in which they are enrolled and registered for.

_____ Pays attention to the 4-H Shooting Sports Instructor and follows all verbal or written safety instructions and commands.

_____ Is courteous to all adults and fellow 4-H members.

_____ If using their personal firearms, safely brings them to the loading table with actions open and empty and safely returns them to their vehicle in a like manner.

_____ Exhibits an attitude appropriate for an advanced 4-H shooting sports project.

_____Clearly understands the authority of the certified leader and that the 4-H Instructor's decisions are final in all matters related to the 4-H Shooting Sports Discipline enrolled in.

Youth Name: _____County: _____

Age Division: _____Shooting Sports Club: _____

Verified by Instructor: _____Date: _____

(Instructor Signature)

This form must be completed, signed and uploaded in the registration process for the state championships.