

## 2010 NATIONAL 4-H SHOOTING SPORTS INVITATIONAL EVENT SYNOPSIS

This Synopsis outlines the events and specific requirements for the 2010 National 4-H Shooting Sports Invitational. The National 4-H Shooting Sports Invitational follows the guidelines and policies for National 4-H Competitive Events as established by National 4-H Headquarters, National Institute of Food and Agriculture (NIFA) at the United States Department of Agriculture (USDA). ***For additional pertinent information for participants and coaches, see the 2010 National 4-H Shooting Sports Invitational GENERAL RULES.***

### EVENTS AT-A-GLANCE

The National 4-H Shooting Sports Invitational consists of 9 disciplines with 3 events in each:

Discipline	Event 1	Event 2	Event 3
Archery Compound	Field Round (1/2 Field Round)	FITA Round (1/2 FITA)	3-D Round
Archery Recurve	FITA Round (1/2 FITA)	Field Round (1/2 Field Round)	3-D Round
Air Pistol	Slow Fire - Bullseye	Air Pistol Silhouette	Timed Fire/Rapid Fire Combo
Air Rifle	National STD Three-position Sporter Air Rifle	Sporter Air Rifle Event (Standing)	NRA Sporter Air Rifle Silhouette
Hunting	Wildlife Identification and Management LF – Sporting Clays	Hunter Decision-Making LF - Archery	Hunting Skills LF –Smallbore Rifle
Muzzle-Loading	50 Yard Bullseye	25 Yard Novelty – Bottles and Haffner Critters Combo	Muzzleloading Rifle Silhouette
Shotgun	Sporting Clays	Trap	Skeet
Smallbore Pistol	Slow-Fire Bullseye – Single Stage	Smallbore Hunter Pistol Silhouette	Camp Perry Round (modified)
Smallbore Rifle	NRA Smallbore Silhouette Rifle	CMP Rimfire Sporter Rifle	NRA Three-Position

## Updates For 2010

- Food and drink may be brought to the range sites noting cautions about food safety. Food and drink will be available on site through the Texas 4-H Shooting Sports Ambassadors and/or range concessions.
- Except in cases of pre-approved necessity or required use by range and/or event management, golf carts, clay cars, and ATVs are not permitted on the range. Prior approval is required to justify necessity.
- National Rifle Association Rules have been revised and are available on their web site. Printed rule books are expected to be available by the end of February.

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## ARCHERY EVENTS RECURVE AND COMPOUND

Two archery disciplines are recognized: Recurve Archery and Compound Archery. Both disciplines shoot the same set of three events at the National 4-H Shooting Sports Invitational.

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 National 4-H Shooting Sports Invitational uses one standard for equipment – for *all events*. Procedural rules, course of fire, scoring, etc. will follow the NGB unless otherwise noted.

### EQUIPMENT STANDARD:

	PERMITTED	NOT PERMITTED
<b>RECURVE ~ Longbows &amp; Recurve Bows</b>	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.
<b>COMPOUND</b>	Release aids, String peeps, optical sights, spirit levels; 60 lb. maximum draw weight.	Overdraws may not place the arrow rest further than 6 cm from the pivot point of the bow.
<b>ARROWS for both disciplines</b>	Must meet AMO minimum weight standard; 6 grains arrow weight per pound bow peak draw weight.	No arrows larger than 23/64ths in diameter are permitted.

### ARCHERY EVENTS

#### FITA ROUND (1/2 FITA)

<b>TARGET</b>	122cm and 80 cm faces, full color FITA targets
<b>DISTANCE</b>	60, 50, 40, and 30 meters in that order
<b>COURSE OF FIRE</b>	3 ends of 6 arrows each from 60 and 50 meters; 6 ends of 3 arrows each from 40 and 30 meters.
<b>TIME LIMIT</b>	4 minutes per 6 arrow end and 2.5 minutes per 3 arrow end
<b>SCORING</b>	10-1 from the center outward, compound teams will score inner 10's. Tie breaks will follow the NGB Rules.
<b>NGB RULES</b>	USA Archery/FITA
<b>INFORMATION</b>	<a href="http://www.archeryworldcup.org/UserFiles/Document/FITA%20website/05%20Rules/01%20C&amp;R%20Book/2008RulesENG_Book2.pdf">http://www.archeryworldcup.org/UserFiles/Document/FITA%20website/05%20Rules/01%20C&amp;R%20Book/2008RulesENG_Book2.pdf</a>

### FIELD ROUND (1/2 Field Round)

<b>TARGET</b>	NFAA targets of sizes selected by the management and appropriate to the course
<b>DISTANCE</b>	Marked distances within the range of 5 to 60 yards
<b>COURSE OF FIRE</b>	14 targets with at least one fan and one walk-up target, 4 arrows per target
<b>TIME LIMIT</b>	Participants will move through the course expeditiously and avoid delays
<b>SCORING</b>	5, 4, 3 from the center outward. Tie breaks will follow NGB rules.
<b>NGB RULES</b>	National Field Archery Association
<b>INFORMATION</b>	<a href="http://www.nfaa-archery.org/field/styles.cfm">http://www.nfaa-archery.org/field/styles.cfm</a>

### 3-D ROUND

<b>TARGET</b>	3-D targets as selected and placed by the management
<b>DISTANCE</b>	Unmarked distances from 5 to 50 yards Recurve maximum distance: 40 yards, Compound maximum distance: 50 yards
<b>COURSE OF FIRE</b>	30 targets, one arrow per target
<b>TIME LIMIT</b>	Participants will move through the course expeditiously and avoid delays. Lost arrow search is limited to 2 minutes
<b>SCORING</b>	FITA recommended scoring procedures, dependent upon type of 3-D targets available. <ul style="list-style-type: none"> <li>• +10 pts. &amp; X 12 ring, if target has a 12 ring, or an inner 10 ring</li> <li>• +10 pts. 10 ring</li> <li>• +8 pts. 8 ring</li> <li>• +5 pts. Any other body shot</li> <li>• 0 Misses, bounce outs, or pass through</li> </ul> <p>Ties will be broken by the number of highest number of X's, then number of 10s, 8s, etc.</p>
<b>NGB RULES</b>	FITA, 3-D
<b>INFORMATION</b>	<a href="http://www.archeryworldcup.org/UserFiles/Document/FITA%20website/05%20Rules/06%20Rules%203D%20Archery/07_Rules_3D_new-e.pdf">http://www.archeryworldcup.org/UserFiles/Document/FITA%20website/05%20Rules/06%20Rules%203D%20Archery/07_Rules_3D_new-e.pdf</a>  In consideration of time, no shooter may glass the target from the shooting stake after taking his or her shot. Participants may glass the target prior to shooting, but are reminded of the time restriction for their shot.

## AIR PISTOL EVENTS

All events are "single pistol" matches, meaning participants are to shoot the entire course of fire of that event with the same pistol. No pistol changes will be allowed between stages. Only one pistol per shooter allowed on the line. When not cased and not in use all air guns are required to use a CBI (Clear Barrel Indicator) in place except as permitted by range officer.

### SLOW FIRE -BULLSEYE

<b>TARGET</b>	NRA B-40 or B-40/4
<b>DISTANCE</b>	10 meters or 33 feet
<b>COURSE OF FIRE</b>	40 shots, 10 shot strings, 5 shots per bull
<b>TIME LIMIT</b>	1½ minute per record shot (15 minutes per string) 10 min preparation time, 15 min for unlimited sighting shots.
<b>EQUIPMENT</b>	Any .177 caliber (4.5 mm) air pistol weighing less than 3.3 pounds with a trigger pull of at least 17.6 ounces, metallic sights only. Overall size is limited to those that will permit the pistol to be enclosed completely in a rectangular box having inside dimension of 420mm x 200mm x 50mm (approximately 16.35" x 7.87" x 1.76"). Pellets must be single loaded.
<b>SHOOTING POSITION</b>	One hand, standing
<b>RULES</b>	<i>NRA International Style Pistol Rules C116500</i> (Most Recent printing)
<b>INFORMATION</b>	<a href="http://www.nrahq.org/compete/RuleBooks/IntlPistol/intl-pst-index.pdf">http://www.nrahq.org/compete/RuleBooks/IntlPistol/intl-pst-index.pdf</a>
<b>TIE BREAKERS</b>	Number of X's, 10's, etc. until ties are broken. Unresolved ties will be broken with shot-by-shot shoot-offs.

### TIMED FIRE/RAPID FIRE COMBO

<b>TARGET</b>	NRA B-40 or B-40/4
<b>DISTANCE</b>	10 meters or 33 feet
<b>COURSE OF FIRE</b>	Total of 40 record shots; strings of 5 shots; 5 shots per bull
<b>TIME LIMIT</b>	Timed-fire: 20 seconds per string of 5 shots Rapid-fire: 10 seconds per string of 5 shots
<b>EQUIPMENT</b>	Only pistols utilizing the 12.0 gram disposable CO <sub>2</sub> powerlets are allowed. Revolver or semi-automatic; capable of firing 5 rounds; .177 caliber (4.5mm) weighing less than 3.5 pounds with a trigger pull of at least 2.0 pounds. Any sights - that do not project an image on the target.
<b>SHOOTING POSITION</b>	Two-handed unsupported. Hands and arms must be free of the body and may not touch beyond the wrists (as silhouette) or one-hand; standing.
<b>RULES</b>	<i>NRA International Style Pistol Rules C116500</i> (Most recent printing)
<b>INFORMATION</b>	<a href="http://www.nrahq.org/compete/RuleBooks/IntlPistol/intl-pst-index.pdf">http://www.nrahq.org/compete/RuleBooks/IntlPistol/intl-pst-index.pdf</a>
<b>TIE BREAKERS</b>	In the following order – Xs, highest Rapid Fire Score, 10s, etc.

## AIR PISTOL SILHOUETTE

<b>TARGET</b>	1/10 scale metallic silhouettes
<b>DISTANCE AND COURSE OF FIRE</b>	10 chickens at 10 yards, 10 pigs at 12.5 yards, 10 turkeys at 15 yards, 10 rams at 18 yards in banks of 5 targets and shooting from left to right on each bank of targets
<b>TIME LIMIT</b>	30 seconds ready time and 2 ½ minute firing time for each bank of 5 targets
<b>EQUIPMENT</b>	Any air pistol caliber .22 or smaller equipped with any sights that do not project an image on the target and having a safe trigger.
<b>SHOOTING POSITION</b>	Only standing positions may be used, two-hand holds permitted but the hands and arms must be free of the body and may not touch beyond the wrists (NRA Rule 5.8).
<b>SCORING</b>	Each target knocked down or off the rail in proper sequence is scored 1, targets missed, hit out of sequence, hit but knocked down or off the rail are scored 0
<b>RULES</b>	<i>NRA Pistol Silhouette Rules CS16830</i> (Most recent printing)
<b>INFORMATION</b>	<a href="http://www.nrahq.org/compete/RuleBooks/SIL-P/silhp-index.pdf">http://www.nrahq.org/compete/RuleBooks/SIL-P/silhp-index.pdf</a>
<b>TIE BREAKER</b>	Ties will be broken first by total number of rams counted for score. If a tie remains, then by the total number of turkeys; then by number of pigs, and then by number of chickens

## AIR RIFLE EVENTS

All air guns are required to use a CBI (Clear Barrel Indicator) when the gun is not being fired.

### NATIONAL STANDARD THREE-POSITION SPORTER AIR RIFLE

<b>TARGET</b>	NRA AR 5/10
<b>DISTANCE</b>	10 meters or 33 feet
<b>COURSE OF FIRE</b>	3 x 20. 20 shots each position: prone, standing, and kneeling in that order; (60 record shots)
<b>TIME LIMIT</b>	1 1/2 minute per record shot prone, 1 1/2 minutes per record shot kneeling, 2 minutes per record shot standing.
<b>EQUIPMENT</b>	.177 caliber air rifles may not exceed 7.5 pounds; metallic sights are permitted; trigger pull must be a minimum of 1.5 lbs.
<b>APPROVED RIFLES</b>	Air Rifles officially approved for Sporter Class air rifle competitions are the AirForce Air Guns Edge, Daisy M853/753/953/853CM (pneumatic), Daisy M888/887 (CO2), Crosman M2000(CO2), Daisy XSV40 Valiant (compressed air), Crosman CH2009 (CO2 & compressed air) and the Air Arms T200 (compressed air) that has a non-adjustable cheek-piece and butt-plate.
<b>CLOTHING</b>	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
<b>RULES</b>	<i>CMP 2008-2010 National Standard Three-position Air Rifle Rules, 7<sup>th</sup> Ed.</i>
<b>INFORMATION</b>	<a href="http://www.odcmp.com/3P/Rules.pdf">http://www.odcmp.com/3P/Rules.pdf</a>

## AIR RIFLE EVENTS

### SPORTER AIR RIFLE EVENT (STANDING)

<b>TARGET</b>	NRA AR 5/10
<b>DISTANCE</b>	10 meters or 33 feet
<b>COURSE OF FIRE</b>	40 shots standing
<b>TIME LIMIT</b>	2 minutes per record shot standing, 80 minutes running time
<b>EQUIPMENT</b>	177 caliber air rifles under 7.5 pounds with metallic sights are permitted. Trigger pull must be a minimum of 1.5 lbs.
<b>APPROVED RIFLES</b>	Air Rifles officially approved for Sporter Class air rifle competitions are the AirForce Air Guns Edge, Daisy M853/753/953/853CM (pneumatic), Daisy M888/887 (CO2), Crosman M2000(CO2), Crosman CH 2009, Daisy XSV40 Valiant (compressed air) and the Air Arms T200 (compressed air) that has a non-adjustable cheek-piece and butt-plate.
<b>CLOTHING</b>	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.
<b>RULES</b>	<i>CMP 2008-2010 National Standard Three-position Air Rifle Rules, 7<sup>th</sup> Edition</i> –except for course of fire as noted.

<b>INFORMATION</b>	<a href="http://www.odcmp.com/3P/Rules.pdf">http://www.odcmp.com/3P/Rules.pdf</a>
<b>NRA SPORTER AIR RIFLE SILHOUETTE</b>	
<b>TARGET</b>	1/10 scale, metallic silhouettes
<b>DISTANCE AND COURSE OF FIRE</b>	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
<b>TIME LIMIT</b>	15 second ready time and 2 ½ minutes firing time for each bank of 5 targets
<b>EQUIPMENT</b>	<p>Rule 3.3 (b) Sporter Air Rifle: Any unaltered factory sporter air rifle that is or was a catalogue item, readily available over the counter to the general public, weighing no more than 11 pounds, with scope and mounts. Rifles utilizing pre-charged systems of any kind other than 12.0 gram disposable CO2 units are prohibited.</p> <p>National Invitational Match rules restricts this event to .177 caliber only.</p>
<b>APPROVED RIFLES</b>	<b>In addition</b> to any rifle that meets the equipment requirement (3.3b) above, officials will allow the use of any rifle listed as approved for the Sporter 3-Position and the Standing air rifle matches.
<b>SHOOTING POSITION</b>	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 materials or finishes.
<b>SCORING</b>	Target must be knocked over or from its stand in order to be scored as a hit. Targets not knocked over or hit out of order will be scored as misses.
<b>RULES</b>	<i>NRA Rifle Silhouette Rules CS16820 – CS16820 (most recent printing)</i>
<b>INFORMATION</b>	<a href="http://www.nrahq.org/compete/RuleBooks/SIL-R/sil-r-index.pdf">http://www.nrahq.org/compete/RuleBooks/SIL-R/sil-r-index.pdf</a>

# HUNTING SKILLS EVENTS

At the National 4-H Shooting Sports Invitational, all hunting skills events will be based on the content of the following resources:

- 4-H Shooting Sports Hunting curriculum
- NRA Hunters Guide  
[http://materials.nrahq.org/go/products.aspx?cat=Hunting\\_books\\_booklets\\_handbooks](http://materials.nrahq.org/go/products.aspx?cat=Hunting_books_booklets_handbooks)
- Federal Cartridge Company wildlife guides:
  - Illustrated Guide to Upland Birds
  - Illustrated Guide to Ducks, Geese and Swans
  - Illustrated Guide to Small Game and Furbearers
  - Illustrated Guide to Big Game  
[http://www.federalpremium.com/hunters\\_education/educational\\_materials.aspx](http://www.federalpremium.com/hunters_education/educational_materials.aspx)
- Host's state's game laws & Federal Laws – a very specific scenario will be provided (see information below) and will concern specific game species, no more than two species, and will be from the nonresident point of view. Only knowledge relevant to that scenario will be used for testing purposes; and only information found in the following online resources will be utilized at the 2010 event hosted by Texas 4-H: **Resources to Be Announced...please check back on the website**

This is a national hunting skills evaluation. Any species covered in the listed resources may be included in the contest, including any game or furbearing animal north of Mexico in North America. Participants may expect some focus on species found in the host state, but events will only include species found in the listed resources.

### Participants must provide:

Clipboard	Pens or pencils	Ruler or Tape
Orienteering compass	Protractor	Eye and Ear Protection
Suitable field clothing and footwear		Sunscreen (recommended)

Shooting Equipment: Participants must provide their own archery equipment, firearms and ammunition for the live-fire events, but they must meet the restrictions listed below. No equipment is provided.

### Prohibited items:

Radios	Cell Phones	GPS Units	Field Guides
Any equipment exceeding event guidelines		Range Finding Equipment (see below)	

## HUNTING SCENARIO/HUNTER DECISION MAKING

<b>RESOURCES</b>	The following and only the following online resources will be used in determining correct answers. 1) ----- <ul style="list-style-type: none"> <li>• ----- 2) ----- SCENARIO TO BE ANNOUNCED...please check back on the website</li> </ul>
<b>EVENT DESCRIPTION</b>	Hunter Decision Making portion of this event follows the familiar form of 4-H judging contests: i.e. a narrative followed by four options. Participants

<p><b>– DECISION MAKING</b></p>	<p>place the options in rank order from best to least suitable, considering only the set of options provided. The problem is based upon objective content, but the determination of rank order of options should consider the both the context and the options available. Any content of the listed materials above may be used in decision-making.</p> <p>Example: Nick and Matt will spend next weekend attempting to harvest a Limit of the larger sub-species of Canada Geese. Nick must decide which ammunition to purchase and use for the hunt. Given that he will be using a 12 gauge shotgun with a three inch chamber and an improved modified choke, rank the following set of loads for the purpose defined:</p> <p>1. Lead BBs    2. #6 steel    3. #2 Bismuth    4. #1 HeviShot</p> <p>Official: Rank order: 3 - 4 - 2 - 1 with cuts of 1 - 5 - 9</p> <p>The primary difference between numbers 3 and 4 is that 4 is slightly heavier and slightly larger in diameter than 3. However, number 3, the HeviShot load, has a slightly higher pattern density with adequate retained energy. Both loads are good choices, essentially interchangeable. Since ties are not permitted and higher pattern density tends to produce more hits, 3 is placed before 4 with a cut of only 1 point. The cut of 5 between options 3 and 2 reflects the severe range restrictions and heavy demand for hunter restraint and skill, because the lower density and small shot size requires close shots, inside 30 to avoid crippling loss. Those restrictions justify a serious cut. The cut between 2 and 1 is massive. While load #1 would have been excellent in some shotguns in times past, the use of lead shot in waterfowl hunting has been banned for many years. Thus a massive cut is required for the violation of both law and ethics.</p> <p><u>2010 Hunting Scenario</u> portion will be based upon a specific hunting scenario for Texas. Questions will be from the viewpoint of an out-of-state hunter and will be limited to information found in the following online resource(s):</p>
<p><b>COURSE TIME LIMITS</b></p>	<p><u>Decision Making:</u> Twenty to thirty decision-making questions will be posed with relative rankings determined by a jury and challenged by one or more persons external to that jury. All elements of the discipline that are amenable to such rankings may be used.</p> <p><u>Hunting Scenario:</u> Questions and testing procedure as determined by officials. Questions may take a variety of forms. <span style="float: right;"><u>Time</u></span></p> <p><u>Limits:</u> Event Officials will determine an appropriate time for the testing and will announce to the group prior to beginning the competition.</p>
<p><b>SCORING</b></p>	<p><u>Decision Making:</u> 80% of score. Hormel cards or their computerized equivalent will be used to determine individual scores on each question.</p> <p><u>Hunting Scenario:</u> 20% of score.</p>

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### **WILDLIFE IDENTIFICATION AND MANAGEMENT**

<b>EVENT DESCRIPTION</b>	This event includes wildlife identification and management, and wildlife management techniques or problems. Participants will be asked to identify specimens or parts of specimens including skulls, skins, wings, feathers, antlers/horns, tracks, scat or other sign. Questions relating to relatively simple wildlife management or ecology may be posed, e.g. habitat preference, breeding or loafing habitat, species specific characteristics or traits, primary activity times, limiting factors, population dynamics, etc.
<b>COURSE</b>	Twenty to 40 stations requiring identification, analysis, or interpretation; up to 100 written questions may be included in this event. Questions may include habitat, breeding seasons, and behavior, external identifying features, fundamental principles of wildlife management, calls and other characteristics. Questions may take any form.
<b>TIME LIMIT</b>	Participants will move through the course expeditiously without undue delay. An appropriate time period will be determined by the officials and announced prior to the competition. The time limit will be enforced. For preparation purposes, Texas has indicated a time limit of approximately 2 ½ hours. If required, reading assistance will be offered.
<b>SCORING</b>	As determined by Event Officials.

### **HUNTING SKILLS**

<b>EVENT DESCRIPTION</b>	<p>This portion of the competition will include:</p> <ul style="list-style-type: none"> <li>• Shooting skills: Live-fire including 10-25 targets for each of the following <ul style="list-style-type: none"> <li>- Archery</li> <li>- Shotgun</li> <li>- Small bore rifle</li> </ul> </li> <li>• Map and compass skills</li> <li>• Other Hunting Skills</li> </ul> <p>Any hunting related skill or any skill-based element in the resource manuals listed may be applied in "Other Hunting Skills". Participants may be asked to perform, interpret, or explain a skill in a written, oral, or practical field exercises.</p> <p>This event may include, but is not limited to:</p> <ul style="list-style-type: none"> <li>• Stand or blind location</li> <li>• blinds and blind use</li> <li>• first aid</li> <li>• cutting instruments</li> </ul>
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	<ul style="list-style-type: none"> <li>• hunting clothing choice/footwear</li> <li>• firearms, ammunition</li> <li>• basic ballistics for hunters</li> <li>• GPS navigation &amp; use</li> <li>• recovering game</li> <li>• post harvest handling</li> <li>• track &amp; sign interpretation</li> <li>• calls &amp; calling</li> <li>• hunt planning</li> <li>• optics</li> <li>• decoys &amp; their use</li> <li>• care &amp; use of hunting equipment</li> <li>• tracking &amp; game recovery</li> <li>• "woodsmanship" &amp; "plainsmanship"</li> <li>• Any other skill included in the reference</li> </ul> <p>No calculators are allowed on the compass course. For 2010 the compass course will run the following units: feet.</p>
<b>COURSE</b>	<p>No set course can be predicted, it will depend on the terrain, facilities, skills selected for testing, etc. Stations for each Hunting Skill task will be designed as needed. Live-fire situations may not be "formal" courses of fire, but will seek to imitate hunting situations. Participants may glass the target prior to shooting if appropriate to the situation, but no shooter may glass the target from the shooting line after taking his or her first shot. The course may not be previewed, scouted, or walked.</p>
<b>TIME LIMIT AND SCORING</b>	<p>As determined by the Event Officials. The three live-fire events will combine to total 25% of this Hunting Skills section.</p> <p>Texas has chosen to use Fred Bear scoring for smallbore rifle and archery targets. i.e. killing shots +10 pts; recoverable fatal shots +5 pts; misses 0 pts, and wounding shots -5 pts. Shotgun targets or scored "hit" or "miss".</p>
<p><b>SHOOTING EQUIPMENT</b></p> <p><i>Necessary equipment and supplies required for the live-fire portions of this event must be provided by the participants.</i></p>	<p>Only in case of malfunction may a participant change firearm or bow during the activity. No Rangefinders permitted.</p> <p><b>Shooting Equipment must meet the following guidelines:</b></p> <p><b>Smallbore rifle:</b> limited to sporter-style rifles (hunting-style stocks, sporter barrel); maximum weight including sights of 8.0 pounds with safe hunting triggers (at least 2.5 pounds). Scopes no greater than 6X. If variable scopes are used, they must be taped by the Range Officer before the beginning of the event at no greater than 6X. Range-finder reticules are not permitted. Standard velocity .22 LR ammunition or high velocity .22 LR ammunition is allowed...no <b>"hyper" velocity rounds.</b> A hunting-style sling no more than 1 ½ inches in width is permitted. All smallbore rifles are required to use</p>

an ECI (Empty Chamber Indicator) or have the bolt removed and action open when the gun is not being fired.

**Shotgun:** 12 gauge or smaller, capable of 2 shots without reloading, with standard target or field loads of no more than 1 1/8 ounces of shot and shot no larger than #7 1/2. No high brass, maximum loads.

**Bow:** Recurve or compound suitable for hunting (no crossbows), drawing no more than 60 pounds with suitable arrows tipped with field points only, are permitted. Hunting sights that are fixed with no more than 4 sighting pins that neither magnify nor project an image on the target are permitted. Stabilizers are limited to a maximum length of 12 inches. All shooting will be at unmarked distances. Maximum distance to target: Compound – 50 yards; Recurve – 35 yards. All shooting will be at unmarked distances.

## MUZZLE LOADING RIFLE EVENTS

### EQUIPMENT STANDARD:

<b>EQUIPMENT</b>	Rifle: Any traditional or non-traditional NMLRA Conventional muzzle loading rifle (in-lines permitted); up to 54 caliber Sights: Metallic – non-traditional permitted (open or aperture); Position: Standing –no slings; Ignition: percussion cap, or flintlock. Number 209 primers will be permitted; Maximum charge of 60 grains of black powder or its equivalent is allowable. There are no limits on the caliber except as stated. <u>All events are restricted to patched rounds balls only.</u> No open powder containers are permitted on the firing line except when powder is actually being measured. Any open container will become the property of the range officer. A separate powder measure must be used to carry the powder from the container to the muzzle of the gun. No rifle may be capped or primed until on the firing line and the command to fire has been given by the range officer.
<b>RULES</b>	NMLRA Muzzle Loading Rifle, Pistol and Shotgun–except as noted
<b>INFORMATION</b>	<a href="http://www.nmlra.org/store.asp?CatID=3">http://www.nmlra.org/store.asp?CatID=3</a>

### 25 YARD NOVELTY – Bottles and Haffner Critters Combo

<b>TARGET</b>	NMLRA Bottle Target (TG2427), and NMLRA Haffner Combination Target (TG901)
<b>DISTANCE</b>	25 yards
<b>COURSE OF FIRE</b>	10 record shots on each target, 2 per bull, (20 record shots)
<b>TIME LIMIT</b>	80 minutes total running time; May be run in 2 series of 10 shots; 40 minutes/series
<b>PROJECTILE</b>	Patched soft lead round ball only.
<b>SCORING</b>	<b>Bottles:</b> as outlined on the target. Completely within neck-10 pts; nicking the neck-7 pts; within body-5 pts; nicking the body -3 pts. <b>Haffner:</b> highest scoring area touched by ball ( <b>Note:</b> The latter is less stringent than standard NMLRA scoring.)

### 50 YARD BULLSEYE

<b>TARGET</b>	NMLRA 100 yard 8 ring targets (TG2406)
<b>DISTANCE</b>	50 yards
<b>COURSE OF FIRE</b>	20 shots standing. Sight-in shots permitted but as part of the total running time.
<b>TIME LIMIT</b>	80 minutes total running time. May be run in 2 series of 10 shots - 40 minutes/series
<b>PROJECTILE</b>	Patched soft lead round ball only.
<b>SCORING</b>	Highest scoring area touched by ball. <b>Note:</b> 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.

<b>TARGET</b>	½ scale metallic silhouettes (NRA Hunter Pistol) 20 targets
<b>DISTANCE</b>	5 Chickens at 40 meters, 5 pigs at 60 meters, 5 turkeys at 77 meters, 5 rams at 100 meters.
<b>COURSE OF FIRE</b>	5 targets at each distance, one shot per target fired upon in order from left to right.
<b>TIME LIMIT</b>	20 minutes per bank of 5 targets.
<b>PROJECTILE</b>	Patched soft lead round ball only.
<b>SCORING</b>	Target must be knocked over or from its stand in order to be scored as a hit. Targets not knocked over or hit out of order will be scored as misses.

## SHOTGUN EVENTS

At the National 4-H Shooting Sports Invitational Shotgun events, release triggers are NOT permitted. Ties will be broken by shoot-off for top 10 individuals and top 5 teams only.

### SKEET

<b>EVENT</b>	Standard NSSA (American) skeet
<b>COURSE OF FIRE</b>	4 rounds (100 targets) consisting of singles and doubles from stations 1, 2, 6, and 7 and singles from 3, 4, 5, and 8.
<b>SHOOT-OFFS</b>	Doubles from stations 3, 4, and 5, miss and out by station
<b>TIME LIMIT</b>	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.
<b>TIE-BREAKERS &amp; SCORING</b>	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.
<b>EQUIPMENT</b>	Any shotgun 12 gauge or smaller, capable of firing two shots without reloading may be used in skeet. Shot sizes 7 ½, 8, 8 ½, or 9 may be used. Factory ammunition is required in this event.
<b>RULES</b>	National Skeet Shooting Association
<b>INFORMATION</b>	<a href="http://www.mynssa.com/image/downloads/2006-NSSA-Rules.pdf">http://www.mynssa.com/image/downloads/2006-NSSA-Rules.pdf</a>

### TRAP

<b>EVENT</b>	Standard ATA (American) trap (16 yards)
<b>COURSE OF FIRE</b>	4 rounds (100 targets) consisting of five targets from each of five shooting stations at 16 yards.
<b>SHOOT-OFFS</b>	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.
<b>DELAY OF MATCH</b>	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.
<b>TIME LIMIT</b>	Participants will fire in an expeditious manner, avoiding unnecessary delay.
<b>TIE-BREAKERS &amp; SCORING</b>	Tie break will be done by shoot off (as described above) to establish the top ten individuals and the top five teams.
<b>EQUIPMENT</b>	Any shotgun 12 gauge or smaller firing target ammunition for that gauge with a maximum load of 1 ¼ ounce of size 7 ½, 8, 8 ½, or 9 shot may be used in this event. Factory loads are required.
<b>MOVING BETWEEN</b>	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

<b>STATIONS</b>	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.
<b>RULES</b>	Amateur Trap Association
<b>INFORMATION</b>	<a href="http://www.shootata.com/pdfs/2009_Rulebook_and_Bylaws_4web.pdf">http://www.shootata.com/pdfs/2009_Rulebook_and_Bylaws_4web.pdf</a>

### SPORTING CLAYS

<b>EVENT</b>	100 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.
<b>TARGETS</b>	Any recognized sporting clays target may be used in this event.
<b>COURSE OF FIRE</b>	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.
<b>SHOOT-OFFS</b>	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.
<b>TIME LIMIT</b>	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.
<b>TIE-BREAKERS &amp; SCORING</b>	Tie breaks will be done by shoot-off described above to establish the top ten individuals and the top five teams. Shooting order and positions will be determined by the match officials. Team ties will be broken using the total score of top 3 shooters for each team involved until the ties are broken.
<b>EQUIPMENT</b>	Any shotgun 12 gauge or smaller firing a shot charge meeting the requirements of the NGB. Chokes tubes may be changed between stands only. Factory loads are required.
<b>RULES</b>	National Sporting Clays Association
<b>INFORMATION</b>	<a href="http://www.mynsca.com/image/downloads/2006-NSCA-Rules.pdf">http://www.mynsca.com/image/downloads/2006-NSCA-Rules.pdf</a>

## SMALLBORE PISTOL EVENTS

The Youth Safety Handgun Act ([http://www.atf.gov/pub/fire-explo\\_pub/i53002.pdf](http://www.atf.gov/pub/fire-explo_pub/i53002.pdf)) as included in the Gun Control Act of 1968 puts restrictions on the use and possession of handguns by youth under 18 years of age. Youth participating in National 4-H Shooting Sports Invitational must, at all times, follow all provisions of this act. Therefore, event officials will require “the prior written consent of the juvenile’s parent or guardian who is not prohibited by Federal, State, or local law from possessing a firearm.” This written permission must be in possession of the youth – even if a parent/guardian is present. We suggest a simple statement, reduced to wallet size with the name of the youth, a parent’s name, address, as well as their signature, and that of a witness and dates. The participant can laminate this card and keep it with the shooting kit or on their person. Failure to have this document will require us to disqualify the shooter to avoid violation of federal law.

**All smallbore pistols are required to use an CBI (Clear Barrel Indicator) when the handgun is uncased and not being fired. Cased pistols will be the last equipment to be brought to the range and the first to be removed from it.**

All events are “single pistol” matches, meaning participants are to shoot the entire course of fire, with the same pistol. No pistol changes will be allowed between stages, and only one pistol per shooter is allowed on the line. Pistols may be replaced only if they are disabled or malfunctioning.

### CAMP PERRY ROUND (modified)

<b>TARGET</b>	NRA B-8
<b>DISTANCE</b>	25 yards
<b>COURSE OF FIRE</b>	10 shots each slow fire, 15-timed fire and 15-rapid fire; (40 record shots)
<b>TIME LIMIT</b>	Slow fire: 5 minutes (10 shot string) Timed fire: 20 seconds per 5 shot string Rapid fire: 10 seconds per 5 shot string
<b>EQUIPMENT</b>	<b>Rule 3.1.3</b> Standard Smallbore Pistol .22 caliber rim fire – The pistol may be any .22 rimfire pistol, either semi-automatic or revolver. The pistol may have orthopedic or specially shaped grips. Sights are restricted to open sights (service pistol rules) with adjustable rear sights. The pistol must have a trigger pull of at least two (2) pounds.  Service pistol (and therefore a qualifying pistol for this event) has “Open sights only with a non-adjustable front sight. The rear sight may be adjustable and must have an open “u” or rectangular notch. [NRA Conventional Pistol - General Service Pistol Specifications 3.1 A (3)]
<b>SHOOTING POSITION</b>	One-hand standing
<b>RULES</b>	<i>NRA Conventional Pistol Rules CP16650</i> (Most Recent printing)
<b>INFORMATION</b>	<a href="http://www.nrahq.org/compete/RuleBooks/Pistol/pst-index.pdf">http://www.nrahq.org/compete/RuleBooks/Pistol/pst-index.pdf</a>

### SLOW-FIRE BULLSEYE – single stage

<b>TARGET</b>	NRA B-8
<b>DISTANCE</b>	25 yards
<b>COURSE OF FIRE</b>	All slow-fire; 40 record shots at 25 yards
<b>TIME LIMIT</b>	10 shots per 10 minute string
<b>EQUIPMENT</b>	<b>Rule 3.4</b> .22 Caliber Pistol or Revolver – Any pistol (single shot or semi-automatic) or revolver using a .22 caliber rim-fire ..... barrel length, including cylinder, not more than 10 inches. Trigger pull not less than 2 pounds. Any sights, including telescopic, are permitted with the exception of those sights that project an image on the target. Open sights may be adjustable but not over 10 inches apart measured from the apex of the rear sight to the apex of the front sight. Any sighting device programmed to activate the firing mechanism is prohibited. All standard safety features of the gun must operate properly.
<b>SHOOTING POSITION</b>	One-hand standing
<b>RULES</b>	<i>NRA Conventional Pistol Rules CP16650</i> (Most Recent printing)
<b>INFORMATION</b>	<a href="http://www.nrahq.org/compete/RuleBooks/Pistol/pst-index.pdf">http://www.nrahq.org/compete/RuleBooks/Pistol/pst-index.pdf</a>

### SMALLBORE HUNTER PISTOL SILHOUETTE

<b>TARGET</b>	½ scale metallic silhouettes
<b>DISTANCE AND COURSE OF FIRE</b>	All shooting in banks of 5 targets, shooting from left to right; 10 chickens at 40 meters, 10 pigs at 50 meters, 10 turkeys at 75 meters, 10 rams at 100 meters. 40 record shots.
<b>FIRING ORDER</b>	Each shooter will be assigned to starting position and on command they will fire at the five targets in that bank in order from left to right. Upon completion of both banks in that category shooter will move to the right on command. Shooters firing at rams will rotate to chickens.
<b>TIME LIMIT</b>	30 second ready time and 2 minute firing time for each bank of 5 targets
<b>EQUIPMENT</b>	Any factory available smallbore pistol weighing no more than 5.0 pounds, operated with a trigger pull of at least 2.0 lbs, chambered for the .22 rimfire long rifle cartridge and having a factory standard barrel length of no more than 12 inches measured from breech face to muzzle equipped with any sights that do not project an image on the target. (NRA Pistol Silhouette Rule 3.1 and 3.2)  <b><i>No bolt action pistols, including cannon bolt, turn bolt or straight bolt will be permitted.</i></b>
<b>SHOOTING POSITION</b>	Only standing positions may be used, two-hand holds permitted but the hands and arms must be free of the body and may not touch beyond the wrist. (NRA Rule 5.8)
<b>SCORING</b>	Any target knocked over or knocked off the stand in sequence is scored as a hit (+1), targets missed, spun but not knocked down, or hit out of sequence is scored a miss (0). In the event of a missing target the scorer shall permit the shooter to fire on a designated target that remains standing, counting it as above. If no targets are available, the referee

	shall permit those targets to be fired before the shooters rotate to the next type of target.
<b>RULES</b>	<i>NRA Pistol Silhouette Rules CS16830</i> (most recent printing)
<b>INFORMATION</b>	<a href="http://www.nrahq.org/compete/RuleBooks/SIL-P/silhp-index.pdf">http://www.nrahq.org/compete/RuleBooks/SIL-P/silhp-index.pdf</a>

## SMALLBORE RIFLE EVENTS

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.

### SMALLBORE SILHOUETTE RIFLE (NRA Rule 3.2)

<b>TARGET</b>	1/5 scale metallic silhouettes
<b>COURSE OF FIRE</b>	10 chickens at 40 meters, 10 pigs at 60 meters, 10 turkeys at 77 meters and 10 rams at 100 meters
<b>TIME LIMIT</b>	15 second ready time and 2 ½ minutes firing time per bank of 5 targets
<b>EQUIPMENT</b>	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.
<b>AMMUNITION</b>	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.
<b>SHOOTING POSITION</b>	The standard standing position used in position shooting is permitted.
<b>SHOOTING ORDER</b>	Each shooter will be assigned a firing point and will rotate to the right upon animal changes.
<b>SCORING</b>	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.
<b>RULES</b>	<i>NRA Rifle Silhouette Rules CS16820</i> (Most recent printing)
<b>INFORMATION</b>	<a href="http://www.nrahq.org/compete/RuleBooks/SIL-R/sil-r-index.pdf">http://www.nrahq.org/compete/RuleBooks/SIL-R/sil-r-index.pdf</a>
<b>EXCEPTION</b>	There will be no exceptions to the NRA Rules at the 2009 National Invitational.

**NRA THREE-POSITION**

<b>TARGET</b>	USA /A – 50
<b>RANGE</b>	May be either 50 yards or 50 feet depending upon host. The 2010 National Invitational in Texas will be a 50 meter range/target.
<b>COURSE OF FIRE</b>	20 shots in each position – prone, standing, and kneeling – in that order at 50 meters (or 50 yards); 60 record shots
<b>TIME LIMIT</b>	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.
<b>EQUIPMENT</b>	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 .
<b>SIGHTS</b>	Metallic sights only
<b>AMMUNITION</b>	Solid point (40 grains) standard velocity; match or target ammunition
<b>RULES</b>	<i>NRA Smallbore Rifle Rules CR16750</i> (Most recent printing)
<b>INFORMATION</b>	<a href="http://www.nrahq.org/compete/RuleBooks/SBR/sbr-index.pdf">http://www.nrahq.org/compete/RuleBooks/SBR/sbr-index.pdf</a>

## CMP RIMFIRE SPORTER RIFLE

*Please read carefully, as there are event rules listed that may not be found in the CMP rules.*

**CMP Rimfire Sporter Rule R 1.0 - Intent and Spirit of Sporter Rules.** The intent of CMP Rimfire Sporter rules is to promote target competitions with .22 caliber rimfire rifles that are restricted to low-cost, readily available, sporter-type rifles typically used in informal target shooting, plinking or small game hunting. Any rifle configuration or item of equipment not mentioned in these rules or that is contrary to the intent and spirit of these rules is prohibited.

**Note:** In Timed Fire and Rapid Fire stages: after the "Load" command, all actions must be locked open prior to the "Start" command. Manually holding the action open is not permitted. Actions may not be unlocked or closed until the shooter is in the firing position with firearm safely pointed down range.

<b>TARGET</b>	B-19 CMP Rimfire Sporter Target
<b>DISTANCE</b>	25 yards and 50 yards
<b>COURSE OF FIRE</b>	60 shots for record <b>50 yards;</b> Prone position-10 shots, Slow fire & 10 shots, rapid fire Sitting or Kneeling – 10 shots slow fire & 10 shots rapid fire <b>25 yards;</b> Standing – 10 shots slow fire & 10 shots rapid fire
<b>TIME LIMIT</b>	<b>Slow fire-</b> 10 shots in 10 minutes; <b>Rapid fire-</b> 5-shot strings in 25 seconds (semi-auto) or 30 seconds for manual repeater.
<b>EQUIPMENT</b>	<p><b>Rifle:</b> Overall weight of the rifle may not exceed 7.5 lbs., with sights. If sling is used; it may be removed when rifle is weighed.          Any type of action, semi-automatic or manually operated with a trigger pull of at least 3.0 lbs.</p> <p><b>Stock:</b> Must have standard sporter stock constructed of wood or synthetic material. Thumbhole stocks, adjustable butt plates or cheek pieces, and rails or adjustable (moveable) sling swivels are <b>not</b> permitted.</p> <p><b>Sling:</b> Standard leather or web sling no wider than 1 1/4 inches may be used in the prone, sitting or kneeling positions. Must be fixed in at least one position. (rails with adjustable sling swivels are not permitted).</p> <p><b>Sights:</b> Open sights may be used; receiver sights or a scope not exceeding 6x magnification is permitted; the adjustment device on variable telescopes must be secured with tape or other similar means so that it cannot be changed during firing.</p> <p><b>Barrel:</b> In accordance with the intent of this event – Sporter rifle barrels only. Barrels of special composition (carbon) or non-factory styles (i.e. fluted) are not permitted.</p>
<b>RULES</b>	<i>CMP Competition Rules – current edition, 2008, 4<sup>th</sup> Edition</i>
<b>INFORMATION</b>	<p>Rules are posted on the CMP web site at  <a href="http://www.odcmp.com/Competitions/rimfire.pdf">http://www.odcmp.com/Competitions/rimfire.pdf</a>          Printed copies of the rules are available at a cost of \$3.00 each. Contact:          CMP Competitions Department          P.O. Box 576          Port Clinton, Ohio 43452          Phone (419) 635-2141, ext. 1132</p>