

Oklahoma 4-H Shooting Sports

2025-2026 State 4-H Shooting Sports National Qualifying Contests



OSU EXTENSION
4-H YOUTH DEVELOPMENT

Rule Book

Oklahoma 4-H Shooting Sports participants, volunteers, parents, and Extension Educators,

I want to say thank you for being a part of the Oklahoma 4-H Shooting Sports Program. We are one of the fastest growing projects in the 4-H program. Our focus is on Positive Youth Development and we use the shooting sports program as a tool to teach youth life skills. Safety is our top priority, but our program is founded on Education and Recreation.

I am excited to offer this rulebook for the Oklahoma 4-H Shooting Sports State Events. This resource will be a one-stop place for participants, volunteers, parents, and Extension Educators to get the latest rules and information about the Oklahoma 4-H Shooting Sports Program. This resource will include the Oklahoma 4-H Shooting Sports Policy, how scoring works, along with rules and information for each discipline.

The Oklahoma 4-H Shooting Sports qualifying contests are held annually to help determine the Senior 4-H members who will represent Oklahoma 4-H at the National 4-H Shooting Sports Championships. Junior and Intermediate members are not eligible to qualify for Nationals, but they do shoot for score and awards.

All scoring for 2025-2026 season will be done using the ORION system. We are excited to offer this technology again this year and hope to speed up the results process this way. Scores will also be able to be viewed online approximately 30-45 minutes after your child is finished shooting.

4-H Shooting Sports competition is a small part of our program, but often the most visible. Competition serves as an evaluation of how well 4-H youth have developed their skills within the shooting sports project. It is important to keep in mind the purpose and focus of our 4-H Shooting Sports program - **POSITIVE YOUTH DEVELOPMENT**. Let's make each year's event fun, educational and safe for all who attend. Good Luck!



OSU EXTENSION
4-H YOUTH DEVELOPMENT

Ruth Pratt

Extension State Program Specialist
4-H Shooting Sports, Leisure Education
293 AG Hall
Stillwater, OK 74078
405.744.8886 • 4h.okstate.edu



Index

- **Calendar of Events** **Page 4**
- **Registration and Fees** **Page 4**
- **Overall Scoring and National Team Selection** **Page 5-6**
Page 6-9
- **General Rules** **Page 10-14**
- **.22 Rifle** **Page 15-18**
- **.22 Pistol** **Page 19-21**
- **Muzzleloader** **Page 22-26**
- **Hunting Skills** **Page 27-31**
- **Shotgun** **Page 32-41**
- **Western Heritage** **Page 42-47**
- **Archery** **Page 48-52**
- **Air Rifle** **Page 53-56**
- **Air Pistol**

2025-2026 Calendar of Events

Due Date for .22 Rifle, .22 Pistol, Muzzleloader – October 14, 2025

Due Date for Sporting Clays and Hunting Skills – October 14, 2025

Due Date for Trap, Skeet, and Western Heritage– October 20, 2025

Due Date for Archery – October 27, 2025

Due Date for Air Rifle and Air Pistol – November 21, 2025

Event	Date	Location
State .22 Rifle and .22 Pistol	October 25th	Oil Capital Rod & Gun Club - Coweta
State Sporting Clays and Hunting Skills	October 26 th	Quail Ridge Sporting Clays – McCloud, OK
State Muzzleloader	October 26 th	Oil Capital Rod & Gun Club - Coweta
State Trap	November 1 st	El Reno – Oklahoma Trap Assn.
State Skeet	November 2 nd	OKC Gun Club – Shotgun Div.
State Western Heritage	November 2 nd	OKC Gun Club - Cowboy Action
State Outdoor Archery	November 8th & 9th	Payne County Fairgrounds
State Air Rifle and Air Pistol	December 6 th	Kingfisher County Fairgrounds

*Registration and Fees

Registrations must be emailed to ruth.pratt@okstate.edu AND mailed to Oklahoma 4-H 293 Ag Hall Stillwater, OK 74078 by the deadlines listed above. All registrations must have the signature of a certified coach AND the Extension Educator.

- Skeet – \$35
- Trap – \$35
- .22 Rifle – \$15
- Hunting Skills - \$15
- .22 Pistol – \$15
- Muzzleloader – \$15
- Archery – \$15
- Sporting Clays – \$35
- Air Rifle – \$15
- Air Pistol - \$15

*No refunds will be issued unless event is cancelled. All entry fees must be paid by the deadline by County Agency Check ONLY (personal checks will not be accepted). Payment WILL NOT be accepted the day of the event. Late fees for entries submitted after 5pm on the listed deadline will be double the original registration fee per participant.

Awards and Scoring

Event awards (medals) – are awarded to the top 3 individuals and top 3 teams for each event within the overall discipline contest.

Overall awards (banners) (buckle for overall individual champions) – are awarded to the top 3 individuals and top 3 teams for each overall discipline contest.

Scoring – The Committee understands that there are many ways to determine standings in each event. Each system has its pros and cons. Explanation of how placing and awards are determined can be found below.

Each event within each discipline individual awards - Raw scores and appropriate tiebreakers are used in determining placements in the events. (Highest score wins).

Each event within each discipline team awards - The top 3 individual raw scores of each team are used in determining team placements. If a team has 4 members, the lowest score is dropped. If a team tie exists, only then will individual tiebreakers be used.

Overall Awards (Except for Shotgun) The top 4 overall Senior 4-H members in each discipline will qualify for the National Championships

Overall Individual/Team Awards are determined by adding where an individual/team ranks in each of the discipline events. The lowest combined Rank Score would be the overall winner for that discipline.

For example - Competitor/Team A is ranked 1st for FITA, 4th for Field, and 5th for 3D in archery, they would have a Rank Score Total of 10 points (1+4+5),

Competitor/Team B is ranked 2nd for FITA, 1st for Field, and 8th for 3D in archery, they would have a Rank Score Total of 11 points (2+1+8).

Competitor/Team A would be ranked 1st overall, and Competitor/Team B would be ranked 2nd overall.

Rankings, for determining overall individual and overall team awards, are based on the Rank Score without the use of tiebreakers. If there was a 6-way tie for first, all 6 would get a 1. The next highest score would be 2. If there was a 4-way tie for third, all 4 would receive a 3, and the next highest score would get a 4 and so on. (See example below).

Competitor	Event 1 Score	Event 1 Rank Score	Event 2 Score	Event 2 Rank Score
A	100	1	75	1
B	100	1	74	2
C	100	1	74	2
D	98	2	72	3
E	97	3	72	3
F	97	3	69	4
G	95	4	65	5

Tiebreakers

.22 Rifle = Silhouettes, CMP, NRA 3P

.22 Pistol = Silhouettes, Rapid Fire, Slow Fire

Air Rifle = Silhouettes, Standing, NRA 3P

Air Pistol = Silhouettes, Rapid Fire, Slow Fire

Muzzleloader = Silhouettes, Bottles/Critters, Slow Fire Bullseye

Hunting Skills = Orienteering, Test Score, Live Fire

Western Heritage = Persona, Test Score, Live Fire

Archery = 3D, Field, FITA

Shotgun Overall Awards- The top 4 overall Senior 4-H members in each Shotgun will qualify for the National Championships

Individual/Team Overall Shotgun will be determined by adding the individual/team Raw Scores in each of the 3 discipline events. The highest combined Raw Score would be the winner.

Tiebreakers = Sporting Clays, Skeet, Trap

Ties will only be broken to determine the top 5 individuals and top 3 teams in each discipline event and overall.

General Rules

- 4-H Membership** – All 4-H Shooting Sports members in good standing and meeting the criteria below are eligible to compete in 4-H shooting sports events. 4-H participants must be enrolled and in the enrollment system as an “Active” 4-H member, have been a 4-H member at least 30 days prior to the contest date and certified (completed first shot fundamentals and minimum 8 hours of instruction with a 4-H certified shooting sports level 1 instructor) in the 4-H shooting sport discipline they wish to participate in.
- Age Requirements** – Senior Division participants must be age 14 **PRIOR TO August 1, 2025**, have not graduated from High School or its equivalent and may not have passed their 19th birthday **BEFORE** August 1, 2024 to be eligible participate in the Oklahoma 4-H contest and may not have passed their 19th birthday **BEFORE** January 1, 2026 to be eligible for the 4-H Shooting Sports National Championships. Junior Division must be 9-11 years of age **PRIOR** to August 1, 2025 (with the exception of archery and air rifle only). Intermediate Division must be 12-13 years of age **PRIOR** to August 1, 2025.

The following minimum ages for participation will apply. 4-H members may participate in Air Rifle and Archery disciplines upon turning 9 years of age. All other disciplines minimum age requirements will be based on the member’s age **BEFORE** August 1st of the 4-H Program Year.

<u>Discipline</u>	<u>Age Requirement</u>
Air rifle	9 years
Archery	9 years
Western Heritage (living history)	9 years
Hunting & Wildlife	10 years
Shotgun	10 years
Western Heritage***	10 years
Air pistol	12 years
.22 rifle*	12 years
.22 pistol**	14 years
Black powder/Muzzle Loading	14 years

* Youth must have successfully completed the Air Rifle project training **prior** to participation in .22 rifle.

** Youth must have successfully completed the Air Pistol project training **prior** to participation in .22 pistol.

*** **Western Heritage: Youth must have successfully completed Air Rifle project training prior to participation in Live Fire Western Heritage. All youth certified in this discipline are not certified in .22 Pistol, .22 Rifle or Shotgun upon being certified in Western Heritage and Cowboy Action.**

3. **Hunter's Safety Certification** – In order to participate in Oklahoma 4-H Shooting Sports Contests youth must possess their Hunter's Safety Certification number (if under 10 years of age a certificate or proof of attendance will suffice). Hunter's Safety Certification can be obtained online through the Oklahoma Department of Wildlife Conservation.
4. **Teams** – Teams will consist of 3-4 youth in the **same age division (and same bow type for archery)** (Youth **CANNOT** move up an age division to form a team). Team members will still compete as an individual for awards in their age division. Team scores will be based upon the top 3 scores submitted for that team (teams consisting of 4 participants will drop the low score).
5. **Registration** – Registration form is to be completed by the certified level 1 instructor along with the 4-H Educator. By signing the registration form you are agreeing to the following: **“**By signing this form, I hereby certify that the youth listed have read all applicable rules and met the minimum requirements to participate in this event (Enrolled in 4-H for 30 days, minimum of 8 hours of instruction, Hunter's safety certification card, demonstrated safe handling and transportation of firearm and equipment.)”**
No additions will be made the day of the event. If you have scratches before the deadline please inform your Extension Educator so event staff can plan accordingly. Squads and firing points will be pre-assigned. Check-in on contest day will be done by the County's certified level 1 instructor only. All participants must sign in at the safety meeting and be present during roll call. All participant's items will be released to the level 1 instructor that signed the registration.
6. **Equipment Check-in** - Sharing equipment is allowed, but no more than two people on a team may share a piece of equipment. This is an allowance that helps those teams and individuals with limited resources, while at the same time, helps match efficiency by limiting the number of relays that must be conducted. **Please indicate if someone is sharing equipment on your registration!**
All firearms and archery equipment, except shotgun, must be checked prior to the start of official competition. Shotgun discipline participants do not need to check-in their guns or equipment prior to competing. Spot check of equipment may take place on the range prior to, during, or after any match. Chief Range Officers may verify check-ins on the range. Spot checks prior to, during, or following any competitive event are permitted and likely. Participants whose equipment does not meet the event standards will be given an opportunity to adjust or to modify equipment to bring it into compliance prior to a second check. Check-in staff may be able to assist in that process if needed. Equipment failing to meet specifications during on-range spot checks will result in disqualification.
Rifles must make weight with the magazine inserted in the rifle.
All arrows brought to the Archery check-in tables must be stored in a quiver or a storage container.
During check-ins, firearms must be brought to the check-in stations, cased, with a Clear Barrel Indicator (CBI) in place and the action open. Safe handling is imperative, particularly with respect to muzzle control. A site for opening cases will be designated.
Participants are limited to checking in a maximum of three firearms or bows during the official equipment check-in period. Chief Range Officers may verify a backup firearm or archery equipment, if needed, on the range.
7. **Range Protocols** - *Note: In this section, "firearm" is broadly defined to include all rifles, pistols, shotguns, and muzzle loading arms regardless of type or action, including air guns. Range safety protocols will be strictly and vigorously enforced.*

Chief Range Safety Officer will wear bright pink vest. Range Safety Officers will wear bright orange vests. Firearms will be the last piece of equipment brought to the range by the participants and the first piece of equipment to be removed from the range at the end of each event. When moving among positions, e.g., to different firing points in silhouette, the action must be open, ECI or CBI in place, and the muzzle pointed in a safe direction.

All firearms will remain cased until the participant prepares to take the range for their relay and the range officer has declared the range ready. ECIs or CBIs will be in place until the participant is on the firing line and will be replaced in the action prior to leaving the firing line.

No participant 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.

Deliberate shooting or attempting to shoot any living animal while on competitive ranges is grounds for ejection from the event or from the match.

Lead Contamination – The National 4-H Shooting Sports Committee recognizes the potential dangers of lead contamination and includes ways to mitigate lead contamination into all 4-H Shooting Sports Training and Curriculum. The 4-H National Committee also suggests that states include ways to mitigate lead exposure into your specific State Plan including:

- **Wash up:** Wash your hands, face, forearms, etc. with cold water after shooting, handling spent ammunition, cleaning guns, or reloading. Use an effective lead removal product, as standard soap and water may not be enough.
- **Change clothes and shoes:** Change your clothes and shoes before leaving the range. Wash your range clothes separately from your other clothes.
- **Clean up properly:** Use the right methods to clean the range, such as wet mopping or using a HEPA vacuum. Don't dry sweep, as this stirs up lead dust.
- **Don't eat, drink, or smoke:** Never eat, drink, or smoke inside a firing range.
- **Shower:** Shower at the end of the day after handling lead objects.

Lead can enter the body through inhalation or ingestion and can damage organs and cause health problems. Symptoms of lead poisoning include high blood pressure, joint and muscle pain, headaches, and abdominal pain. Seek medical attention if you suspect lead poisoning.

8. Safety is the first priority for range staff, participants, coaches, and spectators. Standard and accepted range and shooting safety rules will be followed at all times. Any site-specific safety considerations will be announced at the appropriate venues. Match Directors, Range officers, or other event staff may caution, warn, or eject any person on any range for unsafe behavior. Such ejection may result in forfeited scores, disqualification, or ejection from the grounds. Any spectator contributing to unsafe behavior or rules violations may be barred from the ranges by event management.

Cell Phones and Other Electronic Devices

NO cell phones, smartwatches, smart glasses, radios, or other electronic communication devices may be in participants possession on the range during active competition. Participants will be given one warning. After that if a device is still on the range, in possession of the participant, the participant will be disqualified and asked to leave the range.

Any electronic used for medical purposes will fall under rule 9 and will require a written accommodation request accompanied by a physicians written statement detailing the accomodation

Ranging, Walking or Previewing Ranges

In any contest where estimating ranges is inherent in the contest (namely 3D Archery), use of range finders, previewing ranges, communicating distances to later participants, pacing target distances or similar actions are not allowed. These actions are grounds for disqualification for any individual(s) or team(s) involved.

Eye Protection: Adequate eye protection (shooting glasses, safety glasses or safety goggles, or hardened prescription glasses) are required for all participants in muzzleloading, pistol, rifle, and shotgun events. Coaches or spectators on or near firing lines are subject to the same requirements.

Ear Protection: Adequate ear protection carrying an **OSHA Noise Reduction Rating (NRR) of at least 25 dB** is required for all participants in Muzzle Loading, Pistol, Rifle, and Shotgun disciplines. This includes Hunting and Western Heritage live fire events. **Noise Canceling devices without an OSHA NRR rating are not adequate as they are designed to make listening more enjoyable, not reducing the dB of sound entering the ear.** Coaches or spectators on or near firing lines are subject to the same requirements. In all disciplines, devices placed over, on, or into the ear are not allowed to receive wireless, communication, background noise or similar broadcasts that could interfere with range commands.

9. **Reasonable Accommodation** – To request a disability-related accommodation to participate the individual, level 1 instructor, or County Extension Educator MUST contact the Oklahoma 4-H Shooting Sports Coordinator by the entry deadline. Those instances require a written petition supported by a physician’s written statement detailing the accommodation, the issues preventing the use of standard position or positions, or modifications in equipment required to permit participation in the event.

10. **Coaching** –Coaches may not create a disturbance, upset either their participants or others, create unnecessary delays, or otherwise interfere with the safe and efficient operation of the range and execution of the matches. Coaches may assist participants during prep time, setting up equipment, spotting sighter shots, and offering positive advice and support. Unless called to the line by range officials, coaches will remain in the coaches’ area. The coach’s area will be set up behind the range safety line. Coaches will remain behind that line once preparation time ends, unless called to a firing point by a range safety officer. Once record shooting begins, no coaching is permitted unless initiated by the participant through the range officer and with his or her permission. Coaches may NOT initiate contact with their participants. Coaches may not handle firearms or equipment once the match has begun, nor may they advance to the firing line unless authorized by the range officer. Coaches may use spotting scopes to observe shot placement. NO cell phones, radios, or other electronic communication devices may be used by participants, coaches, or others on or in the immediate vicinity of competitive ranges during active competition. Specific coaching instructions may be issued on the ranges for each event.

.22 Rifle Rules

.22 Rifle General Rules

1. Inspection: There will be an inspection/weigh-in station. It is the responsibility of each participant and their coaches to ensure the rifles they will be using during the competition meet the rules listed in the State Contest Rulebook. Any rifles found not meeting the listed specifications will have a chance to be fixed, if unable to be adjusted in a timely manner that firearm will be disqualified and participant will need to use another firearm.
2. Firing Line: No portion of the participant's body may rest upon or touch the ground in advance of the firing line. First point of contact with the ground must be no more than six (6) inches behind the firing line.
3. Clear Bore Indicators (C.B.I.'s): All participants will use C.B.I.'s that are required to extend a minimum of three (3) inches past the muzzle and the action when not firing. CBI colors will be orange, yellow, green, or red.
4. Eye Protection: All participants and other personnel in the immediate vicinity of the ranges are to wear eye protection.
5. Ear Protection: All participants and other personnel in the immediate vicinity of the ranges are to wear hearing protection.
6. Spotting Scopes: Spotting scopes or binoculars will be allowed throughout the match. Spotting Scope bases may be ahead of the firing line, however, the eyepiece of the spotting scope must remain behind the firing line.
7. Sight Definitions: Open: A combination of an open notch (rear) and blade or post (front) sight. A factory installed hood on the front sight will be allowed. No lenses. Aperture: Must have a rear peep and front aperture. Interchangeable aperture inserts are allowed. No lenses.
8. Kneeling Rolls: Kneeling rolls are to be used in the kneeling position only. They are to be made of a pliable material not to exceed seven (7) inches in diameter by nine and one-half (9-1/2) inches in length.
9. Artificial Shooting Rests & Supports: shooting stands may be used to support the firearm when at rest only and not during the shooting sequence. Shooting stands may be placed ahead of the firing line. No other type of supports will be allowed. Youth may not shoot directly over the shooting stand, it must be placed to the side. **Off hand stands are not allowed for support of the rifle during silhouettes but are allowed to hold ammunition.**
10. Shooting Mats: Shooting mats are not to exceed one (1) inch in thickness, in addition to ground cover provided. Youth are to provide their own shooting mats.
11. Coaching: Coaching is permitted during the sight-in period only. The coach may assist the participant during this time by calling the shots, checking time, checking score, ordering sight changes, etc., but may not physically assist the participant in loading, cocking, adjusting positions or making sight corrections. The coach must control their voice and actions as not to disturb other participants. A participant may have no more than one (1) coach on the line during the sight-in period. Coaching will not be allowed from the spectator area.
12. Magazines: Extended capacity magazines protruding more than 2 inches below the firearm are prohibited. Protruding magazines may not be used as a support.
13. Action Open: Unless cased, all actions are to remain open. a. No participant will aim toward the targets until the proper command is given. b. No firearm will be handled in any manner to violate any safety rule.
14. Cased Firearms: Firearms are to remain cased until reaching the designated staging area or firing line.
15. Firearms Unloaded: The firearm may not be loaded until the participant has taken position at his or her firing point, firearm pointed toward the target and the command has been given. Participant can only load (5) rounds in a magazine at a time.
16. Cease Fire: All participants will stop and repeat the command. Loaded firearms will remain pointed down range upon the command "Cease Fire." Actions will remain open and chambers up.
17. Discipline: The safety of participants, range personnel and spectators requires all to give continuous attention to careful handling of firearms and caution while moving about the range.

18. Delaying a Match: No participant may delay the start of the match through tardiness in reporting or undue delay in preparing to fire.

Equipment

1. 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. Examples of unacceptable firearm components include: any type of muzzle devices (muzzle brake, recoil compensator, suppressors, porting), front pistol grips, heat shield/shroud, and magazines extending more than 2 inches below the receiver. Ported barrels are permitted on shotguns & pistols.
Suppressors are not permitted.
2. Ammunition: Ammunition that is commercially manufactured, solid point, standard, high or target velocity, cataloged as .22 short, long or long rifle ammunition is required. No .22 magnum caliber allowed. No hollow point, hyper velocity (1,400 fps+), incendiary or tracer ammunition will be permitted.
3. Sights, optics or shooting aids that project any type of light, image or laser down range are prohibited.

Scoring

1. Excessive shots on a target – i.e. - 11 shots on a 10 bull target: From the back side of the target count total number of holes. If the total number of holes is more than the course of fire dictates, the participant will lose the highest scoring shot of the target for each excessive shot on the target.
2. Cross Fires: Defined as one participant's shot to another participant's target. All crossfires must be reported to the line official immediately, before the allotted relay time expires. The line official must sign off on all cross fires or they will be scored as excessive shots.
3. Participants are to verify and sign their score card to acknowledge and agree upon their recorded scores. All score cards must be signed by the scorer and participant. Unsigned scorecards will not be tabulated. Once participant has signed the scorecard, office staff will verify the scores. If the score is too high, office staff will adjust the score accordingly. If the score is too low, office staff will verify but the low score that the participant signed off on will stand
4. IF targets are not scored on the range; Participants will have a 15 minute period immediately after the end of the contest to examine targets and protest any scores. Plugged shots may not be re-plugged and will be indicated by a p(+or-) and scorer's initials. Parents, coaches, spectators are NOT allowed to assist in this process.
If ORION targets are utilized or targets are scored on the range via scorecards, there will be no protest period.

NRA THREE-POSITION

- Target:** A-51 (50 yards)
- Course of Fire:** 10 shots in each position – prone, standing and kneeling/sitting in that order at 50 yards. 30 record shots.
- Time Limit:** One (1) minute per record shot in each position.
- Equipment:** Any .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.
- Clothing:** Gloves - Gloves may be worn which do not form an artificial support.
Shooting Coats - Are permitted in all positions. They may be constructed of cloth, canvas, nylon, leather or any combination of these materials. They may be lined or unlined. The lining may be smooth or quilted. There may be elbow pads, a shoulder pad and a sling pad made of non-slip material.
Shooting Trousers - Are permitted in all events. They may be constructed of cloth, canvas, nylon, leather or any combination of these materials. They may be lined or unlined. The lining may be smooth or quilted. There may be knee and seat reinforcements that may be made of a non-slip material.
- Sights:** Metallic or peep sights only.
- Ammunition:** Solid point (40 grains) ammunition
- Rule Book:** NRA Smallbore Rifle Rules (Revised January 2020)
[nra-smallbore-rifle-rules.pdf](#)

CMP SPORTER RIFLE MATCH

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 and Rapid Fire stages: after the “Load” command, all actions must be locked open or CLOSED on an empty chamber prior to the “Start” command. Manually holding the action open is not permitted. **Actions may not be cycled or closed until the participant is in the firing position and the firearm safely pointed down range when the “Start” command is given.**

Target: B-19 CMP Rimfire Sporter Target

Distance: 25 yards and 50 yards

Course of Fire: 30 shots for record
50 yards
Prone position - 5 shots, Slow fire & 5 shots, rapid fire
Sitting or Kneeling – 5 shots slow fire & 5 shots rapid fire

25 yards
Standing – 5 shots slow fire & 5 shots rapid fire

Time Limit: Slow fire- 1 shot per minute;
Rapid fire- 5-shot strings in **25 seconds** (semi-auto) or **30 seconds** for manual repeater.

Equipment: **Rifle:** 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.

Stock: Must have standard sporter stock constructed of wood or synthetic material. Thumbhole stocks, adjustable butt plates or cheekpieces, and rails or adjustable (moveable) sling swivels are **not** permitted.

Sling: 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).

Sights: Open sights may be used; receiver sights or a scope not exceeding 6x magnification is permitted; the magnification adjustment device on variable telescopes that has a maximum magnification over 6X must be secured with tape or other similar means so that it cannot be changed during firing.

Barrel: 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.

Clothing: A participant is permitted to wear a maximum of two sweatshirts. Shooting jackets, leather shooting vests, shooting boots, etc. are not allowed. Participants may wear a standard leather, cloth, or synthetic work glove provided that it is not padded. Ordinary low-cut shoes, work boots, or hunting-style boots may be worn.

Rule Book: CMP Games, Rifle and Pistol Competition Rules, 9th Edition - 2022
[0-2022 Highpower Rifle Rules_v5 ForPrinter \(thecmp.org\)](https://www.thecmp.org/0-2022-Highpower-Rifle-Rules_v5_ForPrinter)

SMALLBORE HUNTING SILHOUETTE RIFLE

Target: 1/5 scale black silhouettes on paper

Course of Fire: All shooting in strings of 5 shots. Two strings of 5 shots before scoring

<u>Silhouette</u>	<u>Yards</u>
Chicken	25
Pig	50
Turkey	75
Ram	100

40 record shots.

Time Limit: 2 ½ minutes firing time per bank of 5 targets

Equipment: NRA Smallbore silhouette rifle rules (rule 3.2) are identical to the High Power Silhouette Rifle (rule 3.1), except for ammunition. A synopsis follows: maximum weight – 10 pounds 2 ounces including sights. Any sights, telescopic or metallic, any safe trigger, stocks must be traditionally styled, conventional configurations such as factory rifle stocks or silhouette stocks as manufactured by Fajen, McMillan, H-S Precision and others and barrel: no longer than 30 inches. Shooting stands will not be allowed in the silhouette event. Tables will be provided to support equipment.

Note:

- Chassis type firearms will be allowed but must meet weight limits and magazines may not be used as a palm rest.
- No muzzle devices, barrel porting of any type or flash suppressors will be allowed.
- Any stocks with movable parts must be secured in one position. Combs/cheekpiece may not be above the centerline of the bore.
- Magazines may not be used as a palm rest.
- No muzzle devices, barrel porting of any type or flash suppressors will be allowed. 3/31/2022 27
- Any stocks with movable parts must be secured in one position. Combs/cheekpiece may not be above the centerline of the bore.

Clothing: clothing normally suitable for existing climatic temperatures. Shooting coats, unnecessarily heavy clothing, or anything on the person that would provide artificial support such as clothing having excess padding or stiffening material or which restricts or supports the body in the shooting position may not be worn. Any dispute regarding clothing will be submitted to the event management for decision. Gloves may not be worn except when required for warmth. Conditions permitting the use of gloves will be determined by the event management. Padded or unnecessarily heavy gloves may not be worn.

Shooting Position: The standard standing position used in position shooting is permitted.

Scoring: Shot must touch the line of the paper black figure. Metallic silhouettes must be knocked completely off stand or in a non-vertical position to be scored as a “hit”.

Rule Book: NRA Rifle Silhouette Rules (January 2020 Edition)
[nra-silhouette-rifle-rulebook.pdf](#)

.22 Pistol Rules

General Rules

1. Members must have written permission from 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 Youth Safety Handgun Act, 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 Oklahoma State 4-H Shooting Sports 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. Please see the document below on page 57. This document must be available upon request at check-in.
2. Clear Bore Indicators (C.B.I.’s): All participants will use C.B.I.’s that are required to extend a minimum of three (3) inches past the muzzle and the action when not firing. CBI colors will be orange, yellow, green, or red.
3. Ammunition: Ammunition that is commercially manufactured, solid point, standard, high or target velocity, cataloged as .22 short, long or long rifle ammunition is required. No .22 magnum caliber allowed. No hollow point, hyper velocity (1,400 fps +), incendiary or tracer ammunition will be permitted.
4. Cased pistols will be the last equipment to be brought to the range and the first to be removed from it. Cased Firearms: Firearms are to remain cased until given the command to uncase the firearm.
5. All 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 participant is allowed on the line. Pistols may be replaced only if they are disabled or malfunctioning.
6. .22 Pistol Events: There will be an inspection/weigh-in station. It is the responsibility of each participant and their coaches to ensure the pistols they will be using during the competition meet the rules listed in the State Contest Rulebook. Any pistols found not meeting the listed specifications will have a chance to be fixed, if unable to be adjusted in a timely manner that firearm will be disqualified and participant will need to use another firearm.
7. Action Open: Unless cased, all actions are to remain open.
8. No participant will aim toward the targets until the proper command is given.
9. No pistol will be handled in any manner to violate any safety rule.
10. Firearms Unloaded: The firearm may not be loaded until the participant has taken position at his or her firing point, firearm pointed toward the target and the command has been given. Participant can only load (5) rounds in a magazine at a time.
11. Cease Fire: All participants will stop and repeat the command. Loaded firearms will remain pointed down range upon the command “Cease Fire.” Actions will remain open and chambers up.
12. Discipline: The safety of participants, range personnel and spectators requires all to give continuous attention to careful handling of firearms and caution while moving about the range.
13. Delaying a Match: No participant may delay the start of the match through tardiness in reporting or undue delay in preparing to fire.

Scoring

1. Excessive shots on a target – i.e. - 11 shots on a 10 bull target: From the back side of the target count total number of holes. If the total number of holes is more than the course of fire

dictates, the participant will lose the highest scoring shot of the target for each excessive shot on the target.

2. Cross Fires: Defined as one participant's shot to another participant's target. All crossfires must be reported to the line official immediately, before the allotted relay time expires. The line official must sign off on all cross fires or they will be scored as excessive shots.
3. Participants are to verify and sign their score card to acknowledge and agree upon their recorded scores. All score cards must be signed by the scorer and participant. Unsigned scorecards will not be tabulated. Once participant has signed the scorecard, office staff will verify the scores. If the score is too high, office staff will adjust the score accordingly. If the score is too low, office staff will verify but the low score that the participant signed off on will stand
4. IF targets are not scored on the range; Participants will have a 15 minute period immediately after the end of the contest to examine targets and protest any scores. Plugged shots may not be re-plugged and will be indicated by a p(+or-) and scorer's initials. Parents, coaches, spectators are NOT allowed to assist in this process.
If ORION targets are utilized or targets are scored on the range via scorecards, there will be no protest period.

SLOW-FIRE BULLSEYE – single stage

Target: NRA B-8

Distance: 25 yards

Course of Fire: All slow-fire, 30 record shots at 25 yards

Time Limit: 10 minutes for 2 five shot strings.

Shooting Position: One hand standing

Equipment: **Rule 3.4** .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 sight radius. Any sighting device programmed to activate the firing mechanism is prohibited.

Ammunition: Solid point, 40 grains .22 Long Rifle

Rule book: NRA Precision Pistol Rules (January 2020 Edition)

<http://rulebooks.nra.org/documents/pdf/compete/RuleBooks/Pistol/pistol-book.pdf>

CAMP PERRY ROUND (modified)

Target: NRA B-8

Distance: 25 yards

Course of Fire: 15-timed fire and 15-rapid fire. (30 record shots)

Time Limits: Timed fire: 20 seconds per 5 shot string
Rapid fire: 10 seconds per 5 shot string

Shooting Positions: One handed, standing.

Equipment: Rule 3.1.3 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)]

Ammunition: Solid point, 40 grains .22 Long Rifle

Rule Book: NRA Precision Pistol Rules (January 2020 Edition)
<http://rulebooks.nra.org/documents/pdf/compete/RuleBooks/Pistol/pistol-book.pdf>

.22 HUNTER PISTOL SILHOUETTE

- Target:** Paper targets of determined size
- Course of Fire:** Shooting in strings of 5 shots. Shooting two strings of 5 shots before scoring.
- Target Size:** ½ Scale Hunter Pistol Silhouette paper targets

<u>Silhouette</u>	<u>Yards</u>
Chicken	25
Pig	50
Turkey	75
Ram	100

40 record shots.

- Time Limit:** 2 minute firing time for each bank of 5 targets.
- Equipment:** 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) **No bolt action pistols, including cannon bolt, turn bolt or straight bolt will be permitted.**
- Ammunition:** Solid point, 40 grains .22 Long Rifle
- Shooting Position:** 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)
- Scoring:** Shot must touch the line of the paper black figure. Metallic silhouettes must be knocked completely off stand to be scored as a “hit”.
- Rule book:** NRA Pistol Silhouette Rules (January 2020 Edition)
<https://competitions.nra.org/media/7824/nra-silhouette-pistol-rulebook.pdf>

Muzzleloader Rules

1. All rifles will be inspected. During inspection we will run a patch down the barrel. If it comes out extremely dirty, the participant has the option to clean the rifle and present it for re-inspection before the relay starts. Or they may choose to have the rifle disqualified.
2. Time: 10 minutes sight in, 40 minutes record shots. All shots must be discharged before time expires.
3. Shooting Position: All targets will be shot at in the off-hand (Standing) position
4. All hang-fires or dry balls must be reported to the line official immediately, but without leaving the firing line. Rifles must remain pointed in a safe direction. While on the range, the safe direction is down range.
5. Blowing down the barrel of the firearm is PROHIBITED.
6. Swabbing with a damp and dry patch between rounds is highly recommended.
7. Coaching: Coaches may not be on the firing line during the record relay. No coaching will be allowed during the record relay.
8. Discipline: The safety of participants, range personnel and spectators requires all to give continuous attention to careful handling of firearms and caution while moving about the range.
9. Delaying a Match: No participant may delay the start of the match through tardiness in reporting or undue delay in preparing to fire.
10. Safe Trigger: Any safe trigger (single or double set) is allowed. A safe trigger is one which does not allow the hammer to fall except by a deliberate pull of the trigger by the participant. Electronic ignition systems are not allowed for any muzzleloading event.
11. 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. Examples of unacceptable firearm components include: any type of muzzle devices (muzzle brake, recoil compensator, suppressors, porting), front pistol grips, heat shield/shroud, and magazines extending more than 2 inches below the receiver. Ported barrels are permitted on shotguns & pistols.
Suppressors are not permitted.
12. No open powder containers are permitted on the firing line except when powder is actually being measured. All powder container must be properly labeled for granular size. Any open container will become the property of the Chief Range Officer.
13. A separate powder measurer must be used to carry the powder from the powder flask to the muzzle of the gun. No pre-measured black powder in glass or plastic containers allowed.
14. No rifle may be capped or primed until on the firing line and the command to fire has been given by the Range Officer.
15. No glass containers allowed on the range including the loading table and firing line.
16. Muzzleloaders must be loaded in the designated area announced by the Chief Range Officer.
17. All participants must take part in the Opening Volley to demonstrate rifle is operating properly.

Scoring

1. Excessive shots on a target – i.e. - 11 shots on a 10 bull target: From the back side of the target count total number of holes. If the total number of holes is more than the course of fire dictates, the participant will lose the highest scoring shot of the target for each excessive shot on the target.

2. Cross Fires: Defined as one participant's shot to another participant's target. All crossfires must be reported to the line official immediately, before the allotted relay time expires. The line official must sign off on all cross fires or they will be scored as excessive shots.
3. Participants are to verify and sign their score card to acknowledge and agree upon their recorded scores. All score cards must be signed by the scorer and participant. Unsigned scorecards will not be tabulated. Once participant has signed the scorecard, office staff will verify the scores. If the score is too high, office staff will adjust the score accordingly. If the score is too low, office staff will verify but the low score that the participant signed off on will stand
4. IF targets are not scored on the range; Participants will have a 15 minute period immediately after the end of the contest to examine targets and protest any scores. Plugged shots may not be re-plugged and will be indicated by a p(+or-) and scorer's initials. Parents, coaches, spectators are NOT allowed to assist in this process.
If ORION targets are utilized or targets are scored on the range via scorecards, there will be no protest period.

NMLRA Muzzle Loading Rifle, Pistol and Shotgun—except as noted (January 2020 Edition).

<https://www.nmlra.org/rules>

50 YARD BULLSEYE

Target:	NMLRA 100 yard 8 ring targets (TG2406)
Distance:	50 yards
Course of Fire:	10 shots standing.
Time Limit:	40 minutes total running time. Will be run in 2 series of 5 shots – 20 minutes/series.
Projectile:	Patched soft lead round ball only.
Scoring:	Highest scoring area touched by ball. (Note: The latter is less stringent than standard NMLRA scoring). Participant's round ball will be used for "plugging" shots.

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 target, (10 record shots)
Time Limit:	40 minutes total running time. Will be run in 2 series of 5 shots- 20 minutes/series.
Projectile:	Patched soft lead round ball only.
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. Top bottle for practice. One shot at each of the lower five bottles for score Haffner: highest scoring area touched by ball. (Note: The latter is less stringent than standard NMLRA scoring.)

MUZZLELOADING RIFLE SILHOUETTE

This is a 4-H ‘hybrid’ event that fits neither NRA Black Powder Silhouette nor NMLRA Silhouette.

Target:	½ Scale Hunter Pistol Silhouette paper targets
Distance:	25 yard - ½ scale chickens 50 yard - ½ scale pigs 75 yard - ½ scale turkeys 100 yard - ½ scale rams
Course of Fire:	3 shots per target at each distance
Time Limit:	12 minutes per bank of 3 shots per target.
Projectile:	Patched soft lead round ball only.
Scoring:	Targets outline must be touched or broken in order to count as hits. Participant’s round ball will be used for “plugging” shots.

HUNTING SKILLS EVENTS

2025 Hunting Skills National Qualifier will consist of Shotgun Sporting Clays, wildlife skills test, and Orienteering. Youth must register for the Sporting Clays Contest and have their shotgun instructor AND their Hunting Skills instructor sign off on the registration.* **Juniors will not participate in live fire in 2025 due to age guidelines but can participate in Hunting Skills*

- At the Oklahoma 4-H Shooting Sports Hunting Skills event, all hunting skills events will be based on the content of the following resources:

4-H Shooting Sports Hunting Leader Manual, Revised May 2014

4-H Shooting Sports Member Manual, New, May, 2014

ODWC Hunting and Fishing regulations

Contact your County 4-H Hunting Skills Instructor or state 4-H Shooting Sports Coordinator to obtain a copy of these manuals.

- NRA Hunters Guide

<http://materials.nrahq.org/recreation-shooting/hunting/the-hunters-guide.html>

or NRA Store- 1-800-336-7402 \$10.00/copy

- Federal Cartridge Company 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

<https://4h.unl.edu/4hssnationalchamp/rules-forms>

This is an Oklahoma 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.

Orienteering

Event Description: There will be course(s) set up and marked prior to the start of the event. Youth will be given instructions and must tell based on their knowledge and compass calculations what degrees and distance a certain point is from another point. Knowledge of compass calculations, distance without using a measuring device, and basic directions will be needed. This event is worth 100 points and each missed calculation will be a deduction.

Live Fire

2025- Contestants will shoot Shotgun Sporting Clays for the live fire portion of the contest.

Juniors will not participate in live fire in 2025 due to age guidelines but can participate in Hunting Skills*

Course: No set course can be predicted, it will depend on the terrain, facility, skills selected for testing, etc. Stations for each Hunting Skill task will be designed as needed. Live-fire situations will not be “formal” courses of fire, but will seek to imitate hunting situations.

Equipment Only in case of malfunction may a participant change firearm or bow during the activity. No Rangefinders permitted.

Shooting Equipment must meet the following guidelines:

SMALLBORE HUNTING SILHOUETTE RIFLE

Target: 1/5 scale black silhouettes on paper

Course of Fire: All shooting in strings of 5 shots. Two strings of 5 shots before scoring

<u>Silhouette</u>	<u>Yards</u>
Chicken	25
Pig	50
Turkey	75
Ram	100
40 record shots.	

Time Limit: 2 ½ minutes firing time per bank of 5 targets

Equipment: NRA Smallbore silhouette rifle rules (rule 3.2) are identical to the High Power Silhouette Rifle (rule 3.1), except for ammunition. A synopsis follows: maximum weight – 10 pounds 2 ounces including sights. Any sights, telescopic or metallic, any safe trigger, stocks must be traditionally styled, conventional configurations such as factory rifle stocks or silhouette stocks as manufactured by Fajen, McMillan, H-S Precision and others and barrel: no longer than 30 inches. Shooting stands will not be allowed in the silhouette event. Tables will be provided to support equipment.

Note:

- Chassis type firearms will be allowed but must meet weight limits and magazines may not be used as a palm rest.
- No muzzle devices, barrel porting of any type or flash suppressors will be allowed.

- Any stocks with movable parts must be secured in one position. Combs/cheekpiece may not be above the centerline of the bore.
 - Magazines may not be used as a palm rest.
 - No muzzle devices, barrel porting of any type or flash suppressors will be allowed.
- 3/31/2022 27 • Any stocks with movable parts must be secured in one position. Combs/cheekpiece may not be above the centerline of the bore.

Clothing: clothing normally suitable for existing climatic temperatures. Shooting coats, unnecessarily heavy clothing, or anything on the person that would provide artificial support such as clothing having excess padding or stiffening material or which restricts or supports the body in the shooting position may not be worn. Any dispute regarding clothing will be submitted to the event management for decision. Gloves may not be worn except when required for warmth. Conditions permitting the use of gloves will be determined by the event management. Padded or unnecessarily heavy gloves may not be worn.

Shooting Position: The standard standing position used in position shooting is permitted.

Scoring: Shot must touch the line of the paper black figure. Metallic silhouettes must be knocked completely off stand or in a non-vertical position to be scored as a “hit”.

Rule Book: NRA Rifle Silhouette Rules (January 2020 Edition)
[nra-silhouette-rifle-rulebook.pdf](#)

Shotgun Sporting Clays Rules

1. Sporting Clays will consist of 1 round of 50 targets for intermediates and seniors only.
2. Each Squad will receive 1 view pair per station.
3. Participants will compete shooting a total of 50 targets. The course will be determined by the event management. The pattern of targets will remain the same throughout the competition.
4. Participants will rotate the order in which they shoot each station. The first participant at the station will rotate to the bottom of the order at the next shooting station.
5. All pairs will be report pairs (call for first target, after shot the second target will be thrown). A preview will be provided at each station.
6. Participants may change chokes prior to stepping into the “Participant’s Window”. Chokes can’t be changed after stepping into the “Participant’s Window” or in-between pairs of targets.
7. If the first target of the pair comes out broken, then the target will be thrown again. If the target was shot, it does not count. If the second target of the pair comes out broken, then the second target is to be reshot. The score on the first target will stand as originally scored. The first target will not be reshot.
8. No reloaded ammunition allowed at any 4-H Event.
9. The participant’s feet must be behind the front opening of the participant’s stand.
10. NO SPECTATORS ALLOWED ON THE COURSE! 4-H participants, scorekeepers, pullers, and safety officers ONLY.

Sporting Clays Scoring:

1. Each county will provide an adult scorekeeper. Under no circumstance will a county score itself.

2. Participants are allowed two failures to fire per round. Subsequent failures to fire will be counted as a lost target.
3. Ties: Event management will determine the order of the stations in which ties will be broken, there will be no shoot-offs in Sporting Clays.

Archery 3-D ROUND

Targets: 3-D targets as selected and placed by the management.

Distances: **Seniors:**
Unmarked distances from 5 to 50 yards.

Intermediates:
Unmarked distances from 5 to 40 yards

Juniors:
Unmarked distances from 5 to 25 yards

Course of Fire: Seniors: 15 targets, one arrow per target
Juniors & Intermediates: 10 targets, one arrow per target

Time Limit: Participants will move through the course expeditiously and avoid delays. Lost arrow search is limited to 2 minutes. **NO PACING OF TARGETS**

Scoring:

- +10X pts. "X" ring centered inside the 10 ring
- +10 pts. 10 ring
- +8 8 ring
- +5 Any other body shot
- M (for 0) Misses, glancing shots, not touching body color (horns, rocks, logs, etc.) Hooves are considered body color

Ties will be broken by the number of the highest number of X's, then 10's, 8's, etc

Other: In consideration of time, no participant 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. No adjustment of sights will be allowed after an archer has drawn and letdown. No adjustment of sights will be allowed after an archer has glassed the target while at the shooting stake. No Range Finders are allowed on the course (3-D) for use by participants, coaches, other adults or other youth.

NGB Rules: IBO – <https://f.hubspotusercontent10.net/hubfs/2446169/2021%20IBO%20Rules.pdf>

WILDLIFE ID and MANAGEMENT

Event Description: This section includes wildlife identification, wildlife management, and wildlife management techniques or problems. Participants will be asked to identify specimens or parts of specimens (skulls, skins, wings, single feathers, antlers/horns) tracks, scat or other sign. In addition, questions relating to relatively simple wildlife management or ecology may be posed, e.g. habitat type preference, breeding or loafing habitat, primary activity times, etc.

Course: 20 stations requiring identification, analysis, or interpretation.

Time Limit: Participants will move through the course expeditiously without undue delay

Scoring: TBA

Shotgun Rules

1. All shotguns must remain unloaded and actions open and empty with empty chamber indicator in place until the participant is on the line ready to shoot. Break action shotguns may have the actions closed when they are in the rack. Violation of this rule may subject the participant to immediate disqualification.
2. No reloaded ammunition allowed at any 4-H Event.
3. **Participants cannot insert a live round (shell) into the firearm until the person before them has shot and they are in the shooting window and ready to call for a target.**
4. No portion of the muzzle shall be allowed to come into contact with any portion of the participant's body. (i.e.: toe rests are not allowed.) **A two-handed carry is required** while carrying uncased rifles, shotguns and muzzleloaders on the firing line and between stations or ranges. Muzzles are ALWAYS to be pointed in a safe direction.
5. All Shotgun participants are required to bring and use eye and ear protection.
6. No release triggers allowed.
7. Any shotgun 12 gauge or smaller (20 and 28 gauge), capable of firing two shots without reloading (single shot shotguns are acceptable for Trap), and firing target ammunition for that gauge with a maximum load of 1 ½ ounce of size 7 ½, 8, 8 ½, or 9 shot may be used in this event. Factory loads are required.
8. Targets will be set the morning the shoot starts and will not be reset except by venue staff if needed.
9. Participants are to verify and sign their score card to acknowledge and agree upon their recorded scores. All score cards must be signed by the scorer and participant. Unsigned scorecards will not be tabulated. Once participant has signed the scorecard, office staff will verify the scores. If the score is too high, office staff will adjust the score accordingly. If the score is too low, office staff will verify but the low score that the participant signed off on will stand.
10. Standard clay targets of consistent coloration will be used in all 4-H shotgun events.
11. The same team members must shoot both rounds and any tie-breakers.
12. Each team will supply an adult puller for their round in Trap, Skeet and Sporting Clays.
13. Each team must supply an adult scorer. Under no circumstance will a county score itself.
14. The target shall be thrown immediately upon the call. Only the line official may determine a late pull. (If a participant shoots, the result of the shot is scored.)
15. Participants are allowed two failure to fire alibis per round (25 targets per round trap and skeet, 50 targets per round sporting clays).
16. Subsequent failures to fire will be counted as a lost target(s).
17. All lost targets will be called immediately by the line official as "Lost or Missed".
18. Hit / Broken Target: A target is scored as hit or broken when at least one visible piece of the target is broken or separated from the target. A target change of direction is not considered a visible piece.
19. Lost / Missed Target: A target is scored as lost or missed when it is not hit during its flight. The absence of a visible, separated target piece is considered a lost or missed target. A target is also scored as lost or missed if it is fired upon out of order or in the event of a non-alibied failure to fire (see previous rule # 15 above).

20. No Target: A target declared “no target” by the line official must be repeated regardless of the actions of the participant or result of any shot.
21. A repeat target must be thrown in the following situations, regardless of the participant’s response to the target. a. A broken target was thrown. b. The target was thrown from the wrong house. c. A target of distinctly different color is thrown. d. Either target of a true pair or simultaneous pair is irregular. e. A single target is thrown for a double. f. The participant fires out of turn. g. Another participant fires at the same target. h. The line officer cannot, for some reason, determine whether the target is lost or a “no target.”
22. Repeat targets may be thrown under the following conditions, if the participant does not fire at the target: a. The target was thrown before the participant called for it. b. The target was not thrown within the allowable time limits. c. The target flutters, takes an irregular course or has inadequate velocity.
23. If a participant thinks that the scorer has miscalled a target (miss/loss or hit) the participant must immediately challenge the call (before the next shot is fired) to the line official. Once the next shot is fired, the ability to challenge a call is lost. The outcome of the challenge of a score will be determined by the line official and the scorer. This decision is final. The challenge must be made by the participant. Challenges by coaches, parents or leaders are not allowed.
24. All official protests must be immediately made by the individual participant. Such protests must be made before the team or individual leaves the field. The field is defined as the area from the scorer to the firing line.
25. Teams unable to field a minimum of 3 original team members for a tie-breaker or shoot-off shall forfeit the tie.
26. Individuals unable to shoot in a tie-breaker or shoot-off shall forfeit the tie.
27. If a shot is fired without calling for a target, it will be called a lost target the first time it happens. On the second occurrence, the participant will be disqualified.
28. All questions and rulings will be the responsibility of the chief range officer and/or Oklahoma 4-H Shooting Sports Coordinator.
29. 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. Examples of unacceptable firearm components include: any type of muzzle devices (muzzle brake, recoil compensator, suppressors, porting), front pistol grips, heat shield/shroud, and magazines extending more than 2 inches below the receiver. Ported barrels are permitted on shotguns & pistols.
Suppressors are not permitted.

General Shotgun Scoring

1. Clay targets will be scored either a hit (broken) or lost (missed) target.
2. Hit / Broken Target: A target is scored as hit or broken when at least one visible piece of the target is broken or separated from the target. A target change of direction or dusting is not considered a visible piece.
3. Lost / Missed Target: A target is scored as lost or missed when it is not hit during its flight. The absence of a visible, separated target piece is considered a lost or missed target. A target is also scored as lost or missed if it is fired upon out of order or in the event of a non-alibied failure to fire (see previous rule # 15 above).

4. No Target: A target declared “no target” by the line official must be repeated regardless of the actions of the participant or result of any shot.
5. Questions about a call need to happen immediately following the questionable shot. All protests must be done by the participants. If a call is questioned, the Scorekeeper can consult with the Puller. The decision of the Scorekeeper will be final.
6. Participants are responsible for adding and verifying scores. Once a scorecard is signed and turned in the score cannot be changed by the participant. Scores will be verified by event management. Participants that give themselves too many points will be corrected. Participants who short themselves points will receive the lower score they signed off on as being correct.

Sporting Clays Rules

11. Sporting Clays will consist of 1 round of 50 targets for intermediates and seniors only.
12. Each Squad will receive 1 view pair per station.
13. Participants will compete shooting a total of 50 targets. The course will be determined by the event management. The pattern of targets will remain the same throughout the competition.
14. Participants will rotate the order in which they shoot each station. The first participant at the station will rotate to the bottom of the order at the next shooting station.
15. All pairs will be report pairs (call for first target, after shot the second target will be thrown). A preview will be provided at each station.
16. Participants may change chokes prior to stepping into the “Participant’s Window”. Chokes can’t be changed after stepping into the “Participant’s Window” or in-between pairs of targets.
17. If the first target of the pair comes out broken, then the target will be thrown again. If the target was shot, it does not count. If the second target of the pair comes out broken, then the second target is to be reshot. The score on the first target will stand as originally scored. The first target will not be reshot.
18. No reloaded ammunition allowed at any 4-H Event.
19. The participant’s feet must be behind the front opening of the participant’s stand.
20. NO SPECTATORS ALLOWED ON THE COURSE! 4-H participants, scorekeepers, pullers, and safety officers ONLY.

Sporting Clays Scoring:

4. Each county will provide an adult scorekeeper. Under no circumstance will a county score itself.
5. Participants are allowed two failures to fire per round. Subsequent failures to fire will be counted as a lost target.
6. Ties: Event management will determine the order of the stations in which ties will be broken, there will be no shoot-offs in Sporting Clays.

Skeet Rules

1. Skeet will consist of 2 rounds of 25 targets for juniors, intermediates, and seniors.
2. There will be six practice rounds. Two practice rounds each at stations #1, #4 and #7. Participants choice of singles or doubles.
3. Participants will compete in a standard skeet round featuring single high and low house targets and a simultaneous pair from stations 1, 2, 6 and 7, single targets from stations 3, 4, 5 and 8. An optional target will be taken on the first missed, or as a second target on station 8 low house. When shooting doubles the target from the nearer house (outgoers) must always be taken first.
4. No reloaded ammunition allowed at any 4-H Event.
5. A participant must stand with part of both feet within the boundaries of the shooting station.
6. Participants may take a brief practice swing prior to calling for the target.
7. A participant must shoot one shot per target. If a participant shoots at the first target and misses, then shoots the second shot at the same target, the score will be "lost/lost" no matter what the result of the second shot is.
8. If two targets are thrown simultaneously in singles, and the participant breaks or misses the correct target, it will be scored as shot. If the participant refrains from firing, they will be thrown a new target.

Skeet Scoring:

1. Under no circumstance will a county score itself.
2. Participants are allowed two failures to fire per round. Subsequent failure to fire will be counted as a lost target.
3. Ties: Top 5 individuals and Top 3 teams if tied will compete in a shoot-off. Both team and individual ties shall be broken by the chief range officer or his/her designee. The preferred method is by shooting Doubles from stations 3, 4, and 5, miss and out by station. Team shoot-offs will follow the same procedure, each team member shooting at the same station. Any team or individual failing to respond to a call for shoot-offs three times will forfeit the tie. Other methods may be employed.

Trap Rules

1. Trap will consist of 2 rounds of 25 targets for juniors, intermediates, and seniors.
2. Teams will report to scheduled trap field no less than one hour before registered time, times are an estimation not an appointment and teams not ready when fields are open within 15 minutes of their start time will be skipped with no time guarantee of time the rest of day.
3. A 5-minute break will be granted between rounds for water and ammo. After 5 minutes if your team is not ready to shoot the contest will move forward and the 2nd round skipped with no guarantee of make-up time. Scorekeepers will be responsible for timing breaks and will report to the CRO if team has not reported back after 5 minutes.
4. Field clean-up happens after your squad shoots their 2nd round
5. Signing of scorecards is to happen prior to clean-up
6. No reloaded ammunition allowed at any 4-H Event.
7. The participant's feet must be behind the front line at the 16-yard line.
8. No chokes may be changed after the round has begun.
9. Each county should provide a puller and scorekeeper for each squad entered
10. Each squad is allowed 5 practice shots (1 at each station) prior to beginning the first round. Bring at least 32 shells with you for the first round as we will not have a break between practice and round 1.

Trap Scoring:

1. Under no circumstance will a county score itself.
 2. Participants are allowed two failures to fires per round (50 Targets). Subsequent failure to fires will be counted as a lost target.
 3. Ties: Top 5 individuals and Top 3 teams if tied will compete in a shoot-off.
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. If after one round and the tie still exists, will increase to the 23-yard line. If ties still exist, increase to the 25-yard line. If ties still exist, will increase to the 27- yard line. Shoot-offs will not exceed the 27-yard line.
Team shoot-offs: two shots from posts 1 through 5 from the 21-yard line. After one round if a tie still exists, yardage will be increased to the 23- yard line. If tie still exists, yardage will be increased to the 25-yard line. If tie still exists, yardage will be increased to the 27-yard line. Shoot-offs will not exceed the 27-yard line.
-

4-H Western Heritage Shooting Rules for 2025-2026 Oklahoma Competition

- Junior (9) - will participate in written quiz and persona interview only, NO LIVE FIRE
- Junior (10-11 with air rifle certification) – 2 firearms: 2 rimfire rifles only
- Intermediate (12-13 years old, with air rifle certification) – 4 firearms: rimfire rifle, 2 rimfire revolvers, & shotgun (Preferably .410, but not required)
- Senior (14-18 years old, with air rifle certification) – 4 firearms: 1 rifle, 2 revolvers & 1 shotgun

The State competition will be composed of 3 events:

- Western Heritage Shooting
- Western Heritage Knowledge – Written Quiz
- Persona Interview

Competitors will be ranked in each section and appropriate recognition given for each. The 4-H Western Heritage Champion (Top Hand) will be decided by an aggregate score of all 3 sections. Shooting - 50%; Western Heritage Knowledge – 25%; Persona Interview – 25%.

Spirit of the Game

Members are to fully participate in what the project asks. Participants should not look for ways to create an advantage out of what is or is not stated as a rule or shooting procedure. It's not about "gamesmanship" but rather sportsmanship. Good attitude, courtesy, honesty, demonstrating respect toward competitors and range officials, graciousness in winning or losing ... are all components of the Spirit of the Game.

Remember the cowboy code. Character and integrity are remembered much longer than scores.

4-H WESTERN HERITAGE SHOOTING

Rifle and revolvers must all be rimfire.

FIREARMS

1. The Western Heritage shooting event requires competitors to safely operate and fire as many as 3 different firearms: a revolver, a rifle, and a shotgun, depending on age division.
2. The firearms must be original or reproductions of those used in the time period of 1860-1900 or near facsimiles.
3. Firearms similar to period guns may be allowed. Modern models allowed will be named specifically. If not named specifically, approval by the match director will be required before a participant may compete.

Rifle

4. Rifles must be chambered in a traditional .22 caliber; and should be capable of firing 10 rounds.
5. May be lever action or slide action (pump action) with exposed hammers. Bolt action and semi-automatic rifles are not allowed.
6. May be .22 rimfire

7. Sights must be open iron sights or tang sights. Scopes, optics, or glowing or color sights of any kind are not allowed.
8. Action smoothing jobs are permitted, but “short stroke” modifications (factory or custom) are not allowed.
9. Modern era firearms permitted include, but is not limited to:
 - a. Lever - Henry Rimfire, Winchester 9422, Marlin 39A.
 - b. Any pump action with exposed hammer in .22 caliber.
10. Modern era firearms **NOT** permitted include, but is not limited to:
 - a. The Browning BL22 does not qualify due to the trigger travelling with the lever and a short stroke action.

Revolver

11. Any original or reproduction single action .22 revolver or double action revolver that is capable of firing single-action; and having six (6) chambers and is period correct is allowed.
12. .22 rimfire pistol caliber is permitted.
13. Open sights required. Colored or glowing sights are prohibited.
14. Modern era single-action revolvers with 6 chambers are permitted, including the various models from Sturm & Ruger.

Shotgun

15. 12 gauge and smaller.
16. Shotguns should be capable of firing 2 shots.
17. Any side-by-side double barrel shotgun without automatic ejectors is allowed.

Over/under shotguns are not permissible.

18. Lever action shotguns (Winchester 1887 or replica) or pump shotguns with external hammers are permitted; but no more than 2 shells may be loaded at a single time.

Black Powder Firearms

19. Black powder percussion “cap and ball” revolvers are not permitted in regular competitions but may be used for instructional purposes – when supervised by a 4-H certified muzzle loading instructor.

Special Use

20. Other firearms, such as single-shot rifles, double-action pocket pistols, etc. may be used for “side” matches or special activities; but will not be part of the official competition.

AMMUNITION

All ammunition required must be provided by the competitor; and must meet the following guidelines.

Rifle & Revolver:

1. Caliber – .22 rimfire

2. Bullet - Lead or soft lead alloy bullets only.
3. Velocity -

Rimfire:

- a. Standard velocity (1150 fps or less)
- b. 40 grain, lead round nose bullet

Shotgun:

Equivalent of 12 gauge "light target" loads or 20 gauge "target" loads

1. 2 ¾" only (2 ½" in .410)
2. Shot: 7 ½ or smaller; 1 1/8oz. maximum (12 gauge) - 7/8 oz. (20 gauge) – lead only
3. Velocity – 1200 fps or less

Other

- Powder – Smokeless or black powder in cartridge or shot shell is permitted.
- Only factory loaded ammunition is allowed in 4-H competition. No Reloads allowed in competition.
- Most major brands of ammunition have "Cowboy" loads available that meet these requirements.

Loading Blocks – For safety reasons, the use of a loading block or leather/canvas ammo strips for rifle/revolver ammo is required. PLEASE work with your leaders and bring loading blocks or strips. Load the exact number of cartridges needed when you come to the loading table. If using your own factory ammunition, please label the boxes with your name and close the box after loading.

COURSE OF FIRE - Western Heritage Shooting

- A minimum of 3 stages and maximum of 6 stages will be shot. Each stage will require the use of revolver, rifle, and shotgun. 3 stages are planned for 2025.
- Five shots for each revolver and 10 for rifle may be required. A one-shot rifle reload maybe required on the clock if a bonus target is offered. Those shooting

.22 Rimfire will load the additional rifle shot at the loading table prior to shooting the stage. The bonus target round must be expended during the stage.

- Reloading the shotgun may be necessary, depending upon the stage.

PROCEDURE

- Before competition begins, participants must submit to a central check-in with match officials for all firearms and ammunition. Firearms and ammunition will be inspected and approved.
- Course of fire will be explained to the group of competitors before each stage. Competitors should ask questions then. Course of fire must be followed exactly, or the competitor will be penalized.
- Firearms will be loaded at the Loading Table under the supervision of the loading officer.

- All firearms (rifle, revolver, and shotgun) will be pre-staged at the designated area by the competitor and a ranger officer.
- Although range officials may assist the competitor in the pre-staging of the firearms, final positioning of the firearm is the responsibility of the competitor.
- Competitor and the safety officer/timer will advance to the beginning firing point.
- When competitor and range officer are both ready, competitor will “shout out” the designated phrase for that stage.
- After the phrase shout-out the timing mechanism will be activated. After a momentary delay, the timer will beep, indicating START.
- At the START beep, the competitor will pick up the first firearm and begin the course of fire.
- He/she then advances to each firing point at his/her own pace.
- Competitor must follow and shoot the course as explained.
- At the final shot the time will be recorded.
- There is a 5 second time penalty for each “miss” and a 10 second penalty for minor safety violations and a procedural error. Only one procedural is counted per stage. All misses and safety violations are counted.
- Firearms will be taken to the unloading table and will be un-loaded under supervision of a range officer until made safe.
- Times for each stage will be added together for a cumulative time.
- Fastest cumulative time through all stages is declared the winner.

CLOTHING

Each competitor must dress in period appropriate clothing. Competitors are to dress in period clothing during the match. In addition to the western shooting match, there will be a Persona Interview where period clothing is worn. The Persona Interview contributes 25% of the score for the overall Top Hand of the conference. Participants are to be in their period outfit at the final awards presentation

Minimum requirements:

- Some kind of “period” head cover; cowboy hat, bowlers, sombreros, civil war type hat, bonnet, etc. Note: During the shooting competition, participants may compete without head cover.
- Long pants or period correct dress/skirt.
- Long-sleeved shirt or blouse; button-down or pullover “long John” style shirts are permissible.
- Leather boot or period shoe. (lace-up boots are acceptable)
- No tee-shirts, no athletic shoes, no baseball caps, no camo.
- Failure to meet these minimums may result in disqualification.

Other Accouterments:

- Holsters & cartridge belts may be worn, but NO firearm or any facsimile of a firearm may be in the holster or live ammunition in the belt or anywhere on the person.
- Nylon or plastic belts and holsters are not permitted; nor is the use of Velcro.
- Every attempt should be made to use ammo boxes, carry bags, and other equipment that would be typical of the era of 1860-1900.

SAFETY

1. SAFETY IS ALWAYS THE PRIMARY CONSIDERATION. Any violations of accepted safety rules are grounds for immediate disqualification. NO WARNING REQUIRED!
2. Safety Meeting: All competitors and coaches must attend the mandatory safety meeting given by the Chief Range Officer before the competition begins. If not at the safety meeting, you will not be allowed to participate.
3. Eye Protection: Shooting glasses or equivalent prescription glasses are required for all shooting events. All persons on the firing line or in the spectator area are required to have eye protection, including coaches, range personnel, audience members, and competitors.
4. Ear Protection: Hearing protection is required of all persons on or near the ranges and spectator area.
5. Cased Requirement: All firearms must be in a case until uncased at the check-in prior to the event. Firearms are uncased only when brought to the check-in table for inspection and approval.
6. All firearms will be cased when moving from stage to stage and the procedure will be explained at the mandatory Safety Meeting.
7. Ammunition dummy rounds may be carried on the gun belt. Dummy central-fire rounds must have no primer. The holster with dummy rounds may be worn to the check-in, as the firearms will be cased. Dummy rounds will be inspected and approved at check-in.
8. Knives are permissible and may be carried as part of the period outfit. The knife must remain in the sheath at all times, or folded closed, unless requested by, or permission is granted by, a range official or judge.
9. Muzzle Control: Competitors must maintain control of their muzzles at all times. Firearms must be carried in the muzzle up position whenever uncased on the range. Violation of this rule may result in a warning, disqualification from a stage, or disqualification from a match.
10. No fanning or twirling of a firearm at any time.
11. Firearms must remain unloaded at all times unless on the loading table or at firing line.
12. Audio headphones or earpieces and cell phones are not permitted on the firing line or the field. Once an individual or team is called to compete, earpieces or headphones must be removed and remain off during the competition. Spectators should also be sensitive and turn off ringtones when near the competition.
13. Range officials have the right to check all firearms, ammunition, accessories and other equipment prior to, or during, the competition to determine that it meets qualifications and/or if it is safe.

MATCH RULES & PROCEDURES

1. All loading, staging, and unloading of firearms, as detailed in other sections of these rules, will be under the supervision of range officials; and only at the designated loading and/or unloading tables.
2. Those with special needs may request assistance and responsible accommodations will be made.
3. To speed the process, range officer may assist in staging. If assisted, it is still the sole responsibility of the competitor to make sure firearms are staged as they desire.
4. All firearms will be staged with trigger over a solid surface when staged horizontal. Staging a firearm with the trigger off the surface is prohibited.
5. Rifles will be staged horizontally as directed, with muzzles pointed in a safe direction. The magazine is loaded, action closed, hammer down, and chamber empty.
6. Rifles are re-staged after completing the firing sequence, with the action open and empty, with barrels pointed safely down range.
7. Once a rifle is cocked, either the round under the hammer must be expended or the action opened in order for the rifle to be returned to a safe condition.
8. Rifles are 2 hand carried with muzzles up and muzzles above the head.
9. Revolvers are staged lying on their side with muzzles pointed down range with 5 rounds in the cylinder and the hammer down on an empty chamber.
10. Revolvers are re-staged, after shooting, with hammer down on a spent case or empty chamber at the conclusion of the shooting string.
11. Once a revolver is cocked, the round under the hammer must be expended in order for it to be returned to a safe condition – except in the case of a cease fire.
12. Revolvers are carried for staging by grasping around the frame and cylinder with muzzle up and above the chin. Revolvers are not carried by the grip or with a finger in the trigger guard.
13. Shotguns are staged with magazine and chamber(s) empty with safety on or hammers down; and are loaded on the clock. Shells/hulls must be removed from the gun before restaging the firearm at the conclusion of the shotgun firing sequence. Any live shotgun shells must be removed from the gun and with no penalty.
14. Running with a firearm, loaded or unloaded, is prohibited at all times. There is no running or walking with a loaded or unloaded firearm during the shooting phase of a stage. Shooting position adjustment is permitted with one pivot foot planted.
15. All shooting with a particular firearm must be completed and the firearm re- staged before the competitor moves on to the next part of the stage. The competitor may return to the rifle for a final bonus shot if the scenario dictates.
16. No cocked or loaded firearm is allowed to leave the competitors hand except in the case of a malfunction or ceasefire where it is transferred to the range officer with muzzle pointed down range.

17. De-cocking a revolver, rifle, or external hammer shotgun may NOT be done with a live round under the hammer. De-cocking may not be done to avoid a penalty if cocked at the wrong time or position. The penalty for de-cocking is a Stage Disqualification. If hammer is cocked when a cease fire is called, the lever of the rifle must be opened, or the action of a shotgun must be opened or the range officer will assist in making the revolver safe.
18. Revolvers will be operated in single-action mode with a two-handed grip with neither hand in front of the cylinder. The competitor will grip with the strong hand and cock the revolver with their weak hand.
19. The revolver is not cocked until pointed safely down range and the competitor is engaged in shooting the stage.
20. A dropped firearm – loaded or unloaded – ends the stage for that competitor (stage disqualification). An adult range officer or helper will recover the dropped the gun, examine it, clear it, and take it to the unloading table. A second drop anytime during a match requires match disqualification.
21. Ammunition dropped in the course of loading or reloading (shotgun) OR ejected from any firearm during the course of fire is considered “dead” and may not be recovered until the competitor completes the stage and the firearms are delivered to the unloading table. Dropped shotgun rounds are replaced from the loading block, ammo box, or other area as allowed by the stage description and not counted as a miss. If a live round is ejected from a rifle, it is considered dead and is counted as a miss.
22. All knockdown targets (shotgun, rifle, and revolver) must fall over to be considered a hit. Special consideration may be allowed to competitors using .22 caliber – at the discretion of the range officer.
23. If a knock down target(s) falls before the competitor engages that target(s), the competitor must expend the designated round in the area the target occupied when standing. It is not a miss.
24. All shotgun targets that a stage requires to be knocked down, must be re- engaged until down.

LOADING PROCEDURE

Revolvers: All revolvers will be loaded in the traditional manner, i.e. “load 1, skip 1, load 4, fully cock hammer & then lower onto the empty chamber”, regardless of model or brand. Because of recessed chambers, .22 caliber revolvers are to have the 1st chamber loaded marked in some way as a visual indicator of proper loading procedure. When loading is completed, the marked chamber will be the first chamber exposed to the right of the top strap; helping assure the empty chamber is under the hammer. If a revolver is loaded with cartridges out of position, the loading table supervisor will correct the cylinder by rotating the empty chamber under the hammer.

- Intermediate Division - The loading table supervisor will help load revolvers for Intermediates
- Senior Division - Seniors will load revolvers, taking care to not let the hammer slip when lowering onto the empty chamber. Keep muzzle pointed down range!

Rifles: Rifles are loaded with the action closed, chamber empty, and hammer down.

- Intermediate & Senior – Competitors will load their own rifle.

Shotgun: Competitors load the shotgun during the shooting sequence/stage without assistance. Shotguns are staged with hammer down (if external hammer), action open with chambers and magazine empty; and with safety “on” if equipped with a manual safety. External hammers on side-by-side shotguns are not cocked until breech is closed. Shotgun ammo will be placed near the staged shotgun in an ammo box, loading block, bucket, or other container. No ammo is loaded from the competitor’s person.

UNLOADING PROCEDURE

- The unloading table supervisor must inspect all firearms before they can be declared safe and removed from the table.
- All rifles and pump or lever action shotguns must have their action cycled for the inspecting official.
- All revolvers will have cylinder rotated for inspection by the unloading table official.
- Shotguns may remain open and empty at the staging location once inspected by the Range Officer, but only if the next competitor is using the same shotgun.

CEASE FIRE PROCEDURE

- Whenever the command “cease fire” is given, all competitors will immediately place their firearms down in a safe position with actions open, chambers clear, and/or hammer down on an empty chamber or spent case. De-cocking a rifle or shotgun with a live round in the chamber is not allowed. The Range Officer or another adult will assist when necessary.
- If a revolver is cocked when the “cease fire” is called the competitor will keep their finger out of the trigger guard, keep the muzzle in a safe direction, and allow the Range Officer to assist them in making it safe by taking it from the hand of the competitor while positioning their thumb between the hammer and the frame of the pistol.

SCORING AND TIMING

4-H Western Heritage Shooting is a timed event and is scored in seconds beginning at the sound of the first beep from the range officer’s hand-held timer and ending at the sound of the last shot. A five (5) second penalty is added to the competitor’s time for each missed shot during any given stage. A ten (10) second penalty is added for unintentional mistakes termed “procedurals” and for minor safety violations. The recorded elapsed time, plus penalties, of each stage are added together for a final score. Final scores are used to rank competitors from the quickest time to the longest time.

Misses – a miss is defined as the failure of the competitor to strike the intended target with a bullet or pellet from the appropriate type of firearm or not knocking over a knockdown target. An example of this would be simply missing a rifle target while engaging with a rifle and failing to hit a knockdown type of target with enough force to knock it down (except if the stage does not require shooting until it falls). Each miss results in a five (5) second penalty.

- Ejecting a live round is considered a miss. See Reshoots section if the round is faulty.

Procedural Penalty – a procedural is an unintended mistake where a competitor fails to shoot the stage the way it was designed to be shot. Examples of procedurals would include firing at a pistol target with a rifle, not following the course pattern as the range officer described (firing a sweep in an improper sequence),

or failure to complete any portion of the stage. Procedurals result in a ten (10) second penalty and only one can be assessed per stage.

- *****Please Read Carefully***** If a competitor does not fully cycle a lever action rifle resulting in a live round being ejected from the firearm and re-engages the target intended for the ejected round, the competitor will not have a round available for the 10th target. In this case, both a miss and a procedural will be assessed due to a live round being ejected and not having ammunition left in the rifle to hit the last target in the sequence.
- Failure to place guns or ammunition at the designated position(s) is the fault of the competitor and scored as a procedural unless the competitor is able to correct the situation, unassisted, while in the process of completing the stage under time. No firearm can be relocated once the timer sounds to begin the stage.

Minor Safety Violation – A safety violation is considered minor when the incident does not put anyone in direct or immediate danger. Examples of minor safety violations include the failure to leave a rifle action open at the end of its use during a stage, the failure to restage a sidearm at the end of a shooting string, or a live round is left in a firearm. Minor Safety Violations result in a ten (10) second penalty per occurrence at each stage. A Range Officer may issue a warning in the place of a 10 second penalty at their discretion as long as this decision is consistent.

Major Safety Violation – A safety violation is considered major when the incident endangers any person at the event. Major Safety Violations include an accidental discharge that impacts anywhere other than downrange, breaking the 170-degree safety line, allowing the muzzle of the firearm to sweep anyone in the audience or on the range, dropping a gun, or any other occurrence that has the potential for personal injury. The penalty for a Major Safety Violation is disqualification from the stage or match at the discretion of the 4-H range officer present at that stage. With proper training and practice, major safety violations will be rare or nonexistent in 4-H Western Heritage Shooting. It is the responsibility of the adult range officer to shadow the 4-H member during the course of fire in order to be in the physical position to prevent any safety violations.

Intentional Procedural – An Intentional Procedural occurs when a competitor purposely or intentionally disregards the stage instructions in order to obtain a competitive advantage. This may occur when a competitor feels they could take a penalty and still shoot a faster time than if they followed the proper procedure. This is considered a violation of the Spirit of the Game and 30 seconds is added to a competitor's time in addition to other penalties.

Appeals – If the competitor believes a ruling is in error, the 4-H member alone (not parent or leader) may politely appeal the decision to the group of trained 4-H shooting sports leaders present before moving to the next stage. The group's decision will be based solely on the rules and is final regardless of the size of the group. Any appeals made after the posse moves to the next stage will not be considered valid.

Reshoots - This rule is in place because most 4-H programs share firearms and ammunition among many competitors. Therefore, equipment can become extremely fouled or worn. Reshoots may be awarded for ammunition or firearm malfunctions if the problem is out of the control of the competitor. Any misloaded firearm by the loading table supervisor will constitute a reshoot. If there is a range failure (failure of props, timer, or the range officers) beyond the competitor's control, a reshoot may also be granted. On a reshoot, the competitor starts over clean with no misses, but carries accrued safety and procedural penalties

forward. A decision to allow a reshoot is decided by the range officer after the competitor completes the stage.

Persona Presentation Rules and Requirements

At least three historical references must be present at the persona presentation/interview. The references can be from books, historical magazines, journals, dairies, newspapers, museums, or any other resource based on historical fact. If using an internet site, you must bring more than a URL to the interview. Print portions you referenced. The information gathered from the references can apply to any facet of the interview such as clothing, firearms, and the life or lifestyle of the persona. Bring copies of the reference cover page and the page where the information was found.

The intent of this rule is to ensure personas are based on fact and not make-believe. If you came to town on a train, that town should have had rail service in the time period. Check the facts and add them to your interview. You could not have driven a stagecoach where there was no stage line or served in the military where there was no fort or outpost. Look into these details and build your character on what was actually possible. That's the difference between living history and fiction.

History Test

The history test includes questions on firearms, range safety and rules, and the history of the host area. All host area history questions will come from information provided. Don't try to memorize dates and other minute details. Get a sense of the material in this study guide and you will do fine.

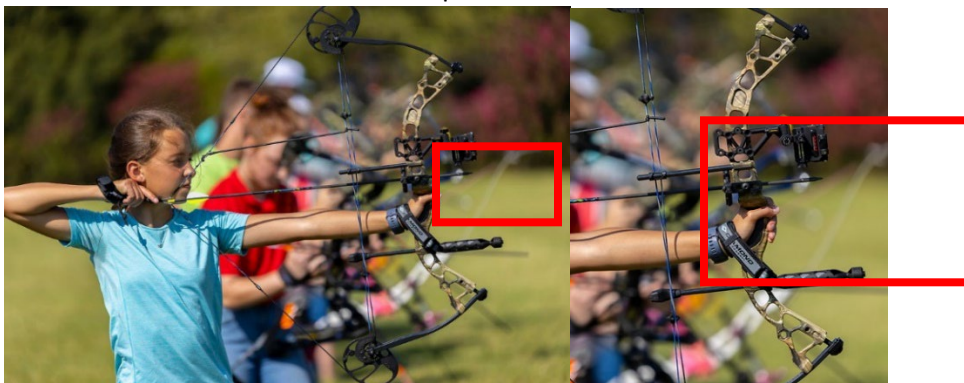
A FINAL WORD

These rules are provided for consistency and fairness to all competitors. These rules do not vary drastically from the rules used throughout the year at your practice shoots. The strictness of firearm authenticity is about the only change some clubs may find different than their club rules. Some local clubs use non-period correct firearms to get a program started. National rules require a higher standard to maintain the historical component of the project at a multi-state level. This is not done to disqualify any 4-H member. There are state owned firearms available to competitors so that no Western Heritage 4-H member is turned away from the state contest.

Outdoor Archery

General Rules

1. Only the Chief Range Officer(s) or their Assistant(s) are allowed to remove someone from the line or prevent a participant from going to the line.
2. Draw: A minimum of the full arrow tip must extend beyond the riser of the bow at full draw (see photo). The tip of the arrow is defined as the entire portion of the arrow point that is inserted, threaded in, glued or affixed into or outside the arrow shaft. All bows must be hand-held at full draw. (Any devices such as a release used to aid the participant must allow for the rule that the arrow tip must extend beyond the riser of the bow at full draw). "Sky Draws" (drawing the arrow back while the arrow is at an unsafe angle above the target range) will not be allowed and can be cause for removal from the line and disqualification of scores.



3. Poundage: Maximum draw weight for any bow is sixty (60) pounds. A portable poundage device will be used to check bows. Bow poundage checks will be conducted prior to the participants beginning the contest. Adjustments to bow poundage may not be made after the bow poundage has been verified by range officials. Random bow poundage checks of squaddled groups will be conducted after participants start the contest. Participants with bows found to be over sixty (60) pounds draw weight will be disqualified.
4. Quivers: All arrows must be in a quiver or arrow case at all times. This includes all persons attending the State competition – youth, coaches, parents, leaders or other adults. Quivers must be properly worn, not carried by participants. No ground or pocket quivers allowed. Quivers attached to bow are also not allowed.
5. Binoculars: Binoculars will be allowed for participant and spectator use on the archery ranges. **All binoculars used by participants will need to be checked in during bow check.** Random spectator binocular checks are permitted. Participants may not glass targets from the firing line. In consideration of time limitations per station, participants will move through their courses of fire expeditiously to avoid delays.
Rangefinders: Absolutely NO range finders or modified range finding equipment (mechanical or electronic) of any kind are allowed on any archery ranges. This applies to both participants and spectators and includes binoculars equipped with rangefinders. If a participant is found with a rangefinder on the range, they will be disqualified immediately. If a spectator is found with a rangefinder on the range, they will be required to leave the premises.
6. Arrows: No fiberglass arrows. Wood arrows are discouraged at the state contest, but may be used with Recurve / longbows with the approval of the contest superintendent prior to the start of the contest.

7. Arrow Retrieval: Whenever anyone is beyond the target backers an arrow must be placed in the top of the target backer (straight up) or a safety flag displayed vertically signifying that someone is behind the target backer.
8. Bows and arrows that fail safety inspection will be given a chance to comply if time allows. If not able to comply then bows and/or arrows will not be allowed on the range. Participants found with any equipment on the range that violates the rules will be disqualified immediately.
9. All arrows must remain in the target butt until all arrows are scored. An arrow touching the line will be scored at the higher point value. They may then be withdrawn.
10. Arrows touched by the participant before they are scored will count as a zero.
11. If an appeal is made regarding scoring or other issue, the scorekeepers and range officers will meet and the Chief Range officer's call will be final
12. Off-ground skids or glances off of or into the target shall not be scored.
13. Bounce Out & Pass through Arrows: Bounce Out Arrow – An arrow that has impacted the scoring area of the target and failed to remain in the target and fallen to the ground in front of the target. Pass Through Arrow – An arrow that has impacted the scoring area of the target and passed completely through the target. FITA – Witnessed and confirmed bounce out and pass through arrows believed to have hit the target in the scoring area must be reported by the participant to the line official prior to the participant shooting their next arrow. Witnessed and confirmed bounce out and pass through arrows will be scored by the line official via the identified impact point on the target face left by the bounce out or pass through arrow. 3-D – Witnessed and confirmed bounce out and pass through arrows believed to have hit the target in the scoring area must be reported to the line official by the participant prior to the participant shooting their next arrow. If it is determined by the line official that the pass through arrow is not a result of the target condition, bounce out or pass through arrows will be scored by the line official as five (5) points. If it is determined by the line official that the bounce out or pass through arrow was a result of target condition, the participant may re-shoot a single arrow in place of the bounce out or pass through arrow.
14. An arrow embedded in the nock of another arrow (generally known as a robin hood) will be scored the same as the arrow skewered.
15. A dropped arrow is one which falls while being transferred from the quiver in preparation for a shoot or falls from the string during a controlled letdown. (A dropped arrow may be reshot).
16. The assigned target holder must report all crossfires to the line official immediately, before the allotted relay time expires. Crossfires will not count for the participant's score and will be scored as a miss
17. Excessive shots on a target – i.e. - 11 shots on a 10 bull target: From the back side of the target count total number of holes. If the total number of holes is more than the course of fire dictates, the participant will lose the highest scoring shot of the target for each excessive shot on the target.

Whistle Signals are as follows: (Whistle blasts not required for use in 3D archery when 3D archery is not being ran as a traditional firing line)

Two whistle blasts: Participants to the line/Participants will straddle the line

One whistle blast: Commence firing

Three whistle blasts: Score and retrieve arrows

Four or more whistle blasts: Cease Fire Immediately

Equipment Malfunctions: Equipment malfunctions must be addressed at the time of the incident. It is the participant's responsibility to notify the range officer of the malfunction. In the event of an equipment malfunction, the participant is to step back from the shooting line and raise their hand. A line official will come to assist. The participant will have a maximum of 15 minutes for repair time. The participant shall be allowed to shoot remaining arrows left in the end that occurred during the 15 minutes of repair time. If the participant is unable to return to the firing line after the 15 minute repair time has expired they will turn in their scorecard and not complete the remaining course of fire. Participants must return to the firing line at their assigned start time for the second course of fire in order to continue in the contest. One practice end will be allowed if malfunction deems necessary. This is a one-time option. All make-up arrows will be shot at the end of the round or at the officials' discretion. There will be no allowance for equipment failure given for arrows shot before or after said malfunction (arrows shot are arrows scored).

<u>Class</u>	<u>Distance</u>	<u># of shots</u>
Senior (14+)	FITA <u>60-50-40-30</u> meters	2 ends of 5 (40 arrows)
	Field Round	14 targets/2 arrows per target
	3-D	15 targets/1 arrow per target
Intermediate (ages 12-13)	FITA <u>40-30-20</u> yards	2 ends of 5 (30 arrows)
	Field Round	10 targets/2 arrows per target
	3-D	10 targets/1 arrow per target
Junior (ages 9**-11)	FITA <u>25-20-15</u> yards	1 end of 5 (15 arrows)
	Field Round	10 targets/2 arrows per target
	3-D	10 targets/1 arrow per target

Equipment Standards: (sights and magnifiers)

There will be **THREE** separate divisions and they will compete in their respective discipline for awards.

Compound Division (All Age Divisions)

- Any bow that **uses pullies or cams** is deemed a compound.
- Release aids, string peeps, optical sights and spirit levels are permitted.
- Magnified sights are permitted but **NO** range finding sights or sights that produce an image on the target are permitted.
- 60 lb. maximum draw weight.

Recurve/Long Bow Division (All Age Divisions)

- 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.
- String peeps and mechanical release aids **are not** permitted
- 60 lb. maximum draw weight.

Genesis Division (All Age Divisions)

- Bare Bow with no modifications or alterations including adding anything to the bow.
- Mechanical release aids and whisker biscuits **are not** permitted
- **Finger tabs/gloves and arm guards are encouraged**

Arrows:

- Arrows must meet AMO minimum weight standard.
 - 5 grains arrow weight per pound bow peak draw weight will be minimum arrow weight.
 - Examples - If your bow has a 60 lb. draw using a 5 grain arrow weight then your arrow cannot weigh less than 300 grains
 - No arrows larger than **27/64ths** in diameter are permitted.
 - Bow draw weight and arrow weight will be checked by scales before the event.
 - **Genesis arrows must be used in Genesis Division and arrows must be full length.**
- Even though the 3 governing bodies for the 3 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.

All decisions made by official judge(s) for the event decision will be final.

FITA ROUND

Target:	Seniors: 122 cm and 80 cm faces, 5-color face Intermediates: 122 cm face, 5-color face Juniors: 122 cm face, 5-color face
Distance:	Seniors: 60, 50, 40, and 30 meters (65.62, 54.68, 43.74, 32.81 yards) Intermediates: 40, 30, 20 yards Juniors: 25, 20, 15 yards
Course of Fire:	Seniors: 2 ends of 5 arrows each from 60 and 50 meters @ 122 cm targets (equal to 66 yards and 55 yards) 2 ends of 5 arrows each from 40 and 30 meters @ 80 cm targets (equal to 44 yards and 33 yards) Intermediates: 2 ends of 5 arrows each from 40, 30 and 20 yards @ 122 cm targets Juniors: 1 end of 5 arrows each from 25, 20 and 15 yards @ 122 cm targets
Time Limit:	3 ½ minutes per 5 arrow end
Scoring:	10X-1 from the center outward, inner 10's will be scored as a 10X. Ties breaks will follow the NGB Rules. <u>Archers will score targets.</u>
Spotting Scopes	Spotting scopes can be used but they cannot interfere with other participants.
NGB Rules:	World Archery Federation / Target https://rulebook.worldarchery.sport/PDF/Official/2022-01-15/EN-Book3.pdf

FIELD ROUND

Target:	Targets of sizes selected by the management and appropriate to the course
Distances:	Seniors: Marked distances within the range of 5 to 50 yards Intermediates: Marked distances within the range of 5 to 40 yards Juniors: Marked distances within the range of 5 to 25 yards
Course of Fire:	14 targets, 2 arrows per target for Seniors. Juniors & Intermediates: 10 targets, 2 arrows per target
Targets:	NFH-4-20, NFH-35, NFH-50, NFH-65
Time Limit:	Participants will move through the course expeditiously and avoid delays.
Scoring:	10X, 10, 9, 8 from the center outward. Tie breaks will follow the NGB Rules.
NGB Rules:	National Field Archery Association https://www.nfaausa.com/wp-content/uploads/2021-2023-CONSTITUTION-.pdf

3-D ROUND

Targets: 3-D targets as selected and placed by the management.

Distances: **Seniors:**
Unmarked distances from 5 to 50 yards.

Intermediates:
Unmarked distances from 5 to 40 yards

Juniors:
Unmarked distances from 5 to 25 yards

Course of Fire: Seniors: 15 targets, one arrow per target
Juniors & Intermediates: 10 targets, one arrow per target

Time Limit: Participants will move through the course expeditiously and avoid delays.
Lost arrow search is limited to 2 minutes. NO PACING OF TARGETS

Scoring:

- +10X pts. “X” ring centered inside the 10 ring
- +10 pts. 10 ring
- +8 8 ring
- +5 Any other body shot
- M (for 0) Misses, glancing shots, not touching body color
(horns, rocks, logs, etc.) Hooves are considered body color

Ties will be broken by the number of the highest number of X’s, then 10’s, 8’s, etc

Other: In consideration of time, no participant 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. No adjustment of sights will be allowed after an archer has drawn and letdown. No adjustment of sights will be allowed after an archer has glassed the target while at the shooting stake. No Range Finders are allowed on the course (3-D) for use by participants, coaches, other adults or other youth.

NGB Rules: IBO –
<https://f.hubspotusercontent10.net/hubfs/2446169/2021%20IBO%20Rules.pdf>

Air Rifle

General Rules

1. Inspection: There will be an inspection/weigh-in station. It is the responsibility of each participant and their coaches to ensure the rifles they will be using during the competition meet the rules listed in the State Contest Rulebook. Any rifles found not meeting the listed specifications will have a chance to be fixed, if unable to be adjusted in a timely manner that firearm will be disqualified and participant will need to use another firearm.
2. Firing Line: No portion of the participant's body may rest upon or touch the ground in advance of the firing line or be more than six (6) inches behind the firing line.
3. Clear Bore Indicators (C.B.I.'s): All participants will use C.B.I.'s that are required to extend a minimum of three (3) inches past the muzzle and the action when not firing, CBI colors will be orange, yellow, green, or red
4. Eye Protection: All participants and other personnel in the immediate vicinity of the ranges are to wear eye protection.
5. Spotting Scopes: Spotting scopes or binoculars will be allowed throughout the match. Spotting Scope bases may be ahead of the firing line, however, the eyepiece of the spotting scope must remain behind the firing line.
6. Sight Definitions: Open: A combination of an open notch (rear) and blade or post (front) sight. A factory installed hood on the front sight will be allowed. No lenses. Aperture: Must have a rear peep and front aperture. Interchangeable aperture inserts are allowed. No lenses.
7. Kneeling Rolls: Kneeling rolls are to be used in the kneeling position only. They are to be made of a pliable material not to exceed seven (7) inches in diameter by nine and one-half (9-1/2) inches in length.
8. Artificial Shooting Rests & Supports: shooting stands may be used to support the firearm when at rest only and not during the shooting sequence. Shooting stands may be placed ahead of the firing line. No other type of supports will be allowed. Youth may not shoot directly over the shooting stand, it must be placed to the side. **Off hand stands are not allowed for support of the rifle during silhouettes but are allowed to hold ammunition.**
9. Shooting Mats: Shooting mats are not to exceed one (1) inch in thickness, in addition to ground cover provided. Youth are to provide their own shooting mats.
10. Coaching is permitted during the sight-in period only. The coach may assist the participant during this time by calling the shots, checking time, checking score, ordering sight changes, etc., but may not physically assist the participant in loading, *cocking, adjusting positions or making sight corrections. The coach must control their voice and actions as not to disturb other participants. A participant may have no more than one (1) coach on the line during the sight-in period. Coaching will not be allowed from the spectator area. After the sight-in period is over coaches must leave the line and are not allowed to talk to, hand signal, or communicate in any way with participants unless the participant requests a conference with their coach by raising their hand, asking the range officer, and explaining the purpose of the request, and the range officer approves. No extra time will be given if a participant requests a conference with their coach.
 - a. Pumping assistance - A Junior or Intermediate participant may have assistance with the cocking of the firearm with prior approval of the superintendent. Assistants cannot be the participant's own parent. Assistants are not allowed to communicate with the participant or other assistants. One warning will be given for communication. If communication persists, the assistant will be removed from the range and replaced with another assistant.
11. Action Open: Unless cased, all actions are to remain open. a. No participant will aim toward the targets until the proper command is given. b. No firearm will be handled in any manner to violate any safety rule.
12. Cased Firearms: Firearms are to remain cased until reaching the designated staging area or firing line.
13. Firearms Unloaded: The firearm may not be loaded until the participant has taken position at his or her firing point, firearm pointed toward the target and the command has been given.

14. Cease Fire: All participants will stop and repeat the command. Loaded firearms will remain pointed down range upon the command "Cease Fire." Actions will remain open and chambers up.
15. Discipline: The safety of participants, range personnel and spectators requires all to give continuous attention to careful handling of firearms and caution while moving about the range.
16. Delaying a Match: No participant may delay the start of the match through tardiness in reporting or undue delay in preparing to fire.

Equipment

1. 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. Examples of unacceptable firearm components include: any type of muzzle devices (muzzle brake, recoil compensator, suppressors, porting), front pistol grips, heat shield/shroud, and magazines extending more than 2 inches below the receiver. Ported barrels are permitted on shotguns & pistols.
2. .177 caliber lead pellet only. Wadcutter-type pellets only (flat head). No domed, sabot or pointed heads on pellets allowed.
3. No set or electric triggers allowed.
4. Thumb holes, palm rests, thumb rests, heel rests or spirit levels are not allowed. (Any exceptions to this rule will be noted in the specific class rules.)
5. Shoes are restricted to soft, low cut, athletic or street shoes that do not extend above the ankles. **No boots are permitted.**
6. A shooting glove may be worn in 3P and Standing but **NOT** Silhouettes
7. No shooting jackets are permitted. Up to two sweatshirts are allowed in 3P and Standing but only one sweatshirt in silhouettes. Tight fitting under-garments known as compression clothing is not allowed.

Scoring

1. Excessive shots on a target – i.e. - 11 shots on a 10 bull target: From the back side of the target count total number of holes. If the total number of holes is more than the course of fire dictates, the participant will lose the highest scoring shot of the target for each excessive shot on the target.
2. Cross Fires: Defined as one participant's shot to another participant's target. All crossfires must be reported to the line official immediately, before the allotted relay time expires. The line official must sign off on all cross fires or they will be scored as excessive shots.
3. Participants are to verify and sign their score card to acknowledge and agree upon their recorded scores. All score cards must be signed by the scorer and participant. Unsigned scorecards will not be tabulated. Once participant has signed the scorecard, office staff will verify the scores. If the score is too high, office staff will adjust the score accordingly. If the score is too low, office staff will verify but the low score that the participant signed off on will stand
4. IF targets are not score on the range; Participants will have a 15 minute period immediately after the end of the contest to examine targets and protest any scores. Plugged shots may not be re-plugged and will be indicated by a p(+or-) and scorer's initials. Parents, coaches, spectators are NOT allowed to assist in this process.
If ORION targets are utilized or targets are scored on the range via scorecards, there will be no protest period.

STANDARD THREE-POSITION SPORTER AIR RIFLE

Target:	NRA AR 5/10
Target Height:	SENIORS: Height to middle of target: Prone – 19.75” Standing – 55” Kneeling – 31.50”
Distance:	10 meters or 33 feet
Course of Fire:	3 x 10. 10 shots each position: prone, standing, and kneeling in that order. (30 record shots)
Time Limit:	1 minute per record shot.
Equipment:	.177 caliber air rifles under 7.5 pounds; metallic peep sights are permitted. Trigger pull must be a minimum of 1.5 lbs.

Approved Rifles/Air Rifles officially approved for Sporter Class air rifle competitions are the AirForce Air Guns Edge, Crosman CH2000 (CO2), Crosman CH2009 & CH2021 (CA)(CO2 or compressed air), Daisy M599, Daisy M853/753/953/853CM (pneumatic), Daisy 888/887 (CO2), Daisy XSV40 Valiant (compressed air), Air Arms T200 (compressed air, with non-adjustable cheek-piece and butt-plate) and the Champions Choice T200 (CZ 200T, compressed air, with adjustable cheek-piece and butt-plate). Daisy 887/888 rifles may have 2010 model replacement stocks.

For Oklahoma 4-H State Contests: Any rifle not included in this list but complies with the requirements of the Sporter Air Rifle as stated in the National Standard Rules may be submitted for a decision prior to the competition and may be added to the list of approved rifles.

Clothing:	Shoes are restricted to soft, low cut, athletic or street shoes that do not extend above the ankles. No boots are permitted. A shooting glove may be worn, but no shooting jackets are permitted. Up to two sweatshirts or clothing suitable for the prevailing weather 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.
-----------	---

Rule book:	CMP 2020-2022 National Standard Three-position Air Rifle Rules, 13 th Ed. – August 2021 Update https://thecmp.org/youth/air/national-standard-three-position-air-rifle-rules/
------------	---

SPORTER AIR RIFLE EVENT (STANDING)

Target:	NRA AR 5/10
Target Height:	SENIORS – Middle of target at 55”
Distance:	10 meters or 33 feet.
Course of Fire:	30 shots standing. Will be shot in three rounds with 10 shots per target. 10 minutes allowed per target.
Time Limit:	1 minute per record shot standing.
Equipment:	177 caliber air rifles under 7.5 pounds with metallic peep sights are permitted. Trigger pull must be a minimum of 1.5 lbs.

Approved Rifles/Air Rifles officially approved for Sporter Class air rifle competitions are the AirForce Air Guns Edge, Crosman CH2000 (CO2), Crosman CH2009 & CH2021 (CO2 or compressed air), Daisy M599, Daisy M853/753/953/853CM (pneumatic), Daisy 888/887 (CO2), Daisy XSV40 Valiant (compressed air), Air Arms T200 (compressed air, with non-adjustable cheek-piece and butt-plate) and the Champions Choice T200 (CZ 200T, compressed air, with adjustable cheek-piece and butt-plate). Daisy 887/888 rifles may have 2010 model replacement stocks.

For Oklahoma 4-H State Contests: Any rifle not included in this list but complies with the requirements of the Sporter Air Rifle as stated in the National Standard Rules may be submitted to for a decision prior to the competition and may be added to the list of approved rifles.

Clothing:	Shoes are restricted to soft, low cut, athletic or street shoes that do not extend above the ankles. No boots are permitted. A shooting glove may be worn, but no shooting jackets are permitted. Up to two sweatshirts or clothing suitable for prevailing weather are allowed.
Rule Book:	CMP 2020-2022 National Standard Three-position Air Rifle Rules, 13 th Ed. – August 2021 Update https://thecmp.org/youth/air/national-standard-three-position-air-rifle-rules/

SPORTER AIR RIFLE SILHOUETTE

Target:	Individual Animal Figure Pages SENIORS – Middle of target at 55"
Course of Fire:	<u>10</u> chickens <u>10</u> pigs <u>10</u> turkeys <u>10</u> rams Banks of 5 targets and shooting from left to right on each bank of targets. One target of ten silhouettes figures will be posted per participant.
Distance:	10 meters or 33 feet
Time Limit:	30 second ready time and 2 ½ minutes firing time for each bank or page of 5 targets.
Equipment:	Rifles that qualified for the 3-P and Standing events WILL be used for Silhouettes. Rifles will not weigh more than 11 lbs. with scope. No restrictions on the power of the scopes. Optical devices cannot project a beam on silhouettes. Butte plates maybe adjusted. State 4-H Match rules restrict this event to .177 caliber only.
Clothing:	Shoes are restricted to soft, low cut, athletic or street shoes that do not extend above the ankles. No boots are permitted. Up to one sweatshirt or clothing suitable for prevailing weather are allowed. NO GLOVES MAY BE WORN
Shooting Position:	The standard standing position used in position shooting is permitted.
Scoring:	Metallic targets knocked down in a non-vertical position or off the stand in order are scored as hits, those not knocked down or shot out of order are scored as misses. Paper targets where the outline is touched by the shot will be counted as a hit. Target outlines not touched or targets shot out of order are scored as misses.
Rule book:	NRA Rifle Silhouette Rules (January 2020 Edition) https://competitions.nra.org/media/7825/nra-silhouette-rifle-rulebook.pdf

Air Pistol

General Rules

1. Inspection: There will be an inspection/weigh-in station. It is the responsibility of each participant and their coaches to ensure the pistols they will be using during the competition meet the rules listed in the State Contest Rulebook. Any pistols found not meeting the listed specifications will have a chance to be fixed, if unable to be adjusted in a timely manner that firearm will be disqualified and participant will need to use another firearm.
2. Firing Line: No portion of the participant's body may rest upon or touch the ground in advance of the firing line or be more than six (6) inches behind the firing line.
3. Clear Bore Indicators (C.B.I.'s): All participants will use C.B.I.'s that are required to extend a minimum of three (3) inches past the muzzle and the action when not firing, CBI colors will be orange, yellow, green, or red.
4. Eye Protection: All participants and other personnel in the immediate vicinity of the ranges are to wear eye protection.
5. Spotting Scopes: Spotting scopes or binoculars will be allowed throughout the match. Spotting Scope bases may be ahead of the firing line, however, the eyepiece of the spotting scope must remain behind the firing line.
6. Coaching: Coaching is permitted during the sight-in period only. The coach may assist the participant during this time by calling the shots, checking time, checking score, ordering sight changes, etc., but may not physically assist the participant in loading, *cocking, adjusting positions or making sight corrections. The coach must control their voice and actions as not to disturb other participants. A participant may have no more than one (1) coach on the line during the sight-in period. Coaching will not be allowed from the spectator area. *A participant may have assistance with the cocking of the firearm with prior approval of the superintendent.
7. Action Open: Unless cased, all actions are to remain open. a. No participant will aim toward the targets until the proper command is given. b. No firearm will be handled in any manner to violate any safety rule.
8. Cased Firearms: Firearms are to remain cased until reaching the designated staging area or firing line.
9. Firearms Unloaded: The firearm may not be loaded until the participant has taken position at his or her firing point, firearm pointed toward the target and the command has been given.
10. Cease Fire: All participants will stop and repeat the command. Loaded firearms will remain pointed down range upon the command "Cease Fire." Actions will remain open and chambers up.
11. Discipline: The safety of participants, range personnel and spectators requires all to give continuous attention to careful handling of firearms and caution while moving about the range.
12. Delaying a Match: No participant may delay the start of the match through tardiness in reporting or undue delay in preparing to fire.

Equipment - Two models of Air Pistols or facsimile are NOT allowed in this event due to safety concerns. These include Air Venturi V10 Target Pistol and Stoeger XP4 or similar models that have a breakover barrel.

1. Firearms shall be .177 caliber. Lead pellets only. Wadcutter-type pellets only (flat head). No domed, sabot or pointed heads on pellets allowed.
2. Firearms may be a single shot or a revolver (single or double action)

3. Semi-automatic firearms will be allowed if properly and safely demonstrated that they can be loaded one pellet at a time.
4. Only open sights will be allowed.
5. Eye protection is required at all times while on the firing line.
6. In the standing position, no supports are permitted, including leaning on or against benches or tables. The standing position is a free hand position. No part of the arm(s) may be braced on any part of the body.
7. Equipment malfunctions shall be reported to the line official.
8. No loaded air pistol shall be raised more than 60° above the horizontal shooting plane.
9. All air pistols must remain in a case until on the firing line.

Scoring

1. Excessive shots on a target – i.e. - 11 shots on a 10 bull target: From the back side of the target count total number of holes. If the total number of holes is more than the course of fire dictates, the participant will lose the highest scoring shot of the target for each excessive shot on the target.
2. Cross Fires: Defined as one participant's shot to another participant's target. All crossfires must be reported to the line official immediately, before the allotted relay time expires. The line official must sign off on all cross fires or they will be scored as excessive shots.
3. Participants are to verify and sign their score card to acknowledge and agree upon their recorded scores. All score cards must be signed by the scorer and participant. Unsigned scorecards will not be tabulated. Once participant has signed the scorecard, office staff will verify the scores. If the score is too high, office staff will adjust the score accordingly. If the score is too low, office staff will verify but the low score that the participant signed off on will stand.
4. IF targets are not score on the range; Participants will have a 15 minute period immediately after the end of the contest to examine targets and protest any scores. Plugged shots may not be re-plugged and will be indicated by a p(+or-) and scorer's initials. Parents, coaches, spectators are NOT allowed to assist in this process.
If ORION targets are utilized or targets are scored on the range via scorecards, there will be no protest period.

SLOW FIRE –BULLSEYE

Target: NRA B-40/4

Target Height: SENIORS: Middle of target at 55"

Distance: 10 meters or 33 feet.

Course of Fire: 40 shots, 20 shot strings, 10 shots per bull.

Time Limit: 1 minute per record shot (20 minutes per string)

5 min for unlimited sighting shots.

Shooting Position: One handed hold, standing.

Equipment: Any 4.5 mm (.177 cal.) compressed air, CO2, or pneumatic air pistol that conforms to the pistol specifications listed here or in the NGB rules Pistol weight: 1500-gram maximum (3.3 lbs.) Trigger pull weight: 500-gram (1.102 lbs) minimum Pistol must fit within confines of a box having inside dimensions of 420mm x 200mm x 57mm*

(approximately 16.53" x 7.87" x 2.25"). Only open sights are allowed. Optical, mirror, telescope, laser-beam, electronically projected dot sights, etc. are prohibited.

Clothing: Shoes are restricted to soft, low cut, athletic or street shoes that do not extend above the ankles. **No boots are permitted.**

Rule book: International Shooting Sport Federation: <https://www.issf-sports.org/getfile.aspx?mod=docf&pane=1&inst=461&file=Pistol%20Rules.pdf>

SINGLE SHOT RAPID FIRE

Target: NRA B-40/4 or B-40

Target Height: SENIORS – Middle of target at 55"

Distance: 10 meters or 33 feet.

Course of Fire: 40 record shots. 10 shots per bull.

Time Limit: Timed-fire: Load Command: 20 seconds to load firearm with single pellet, charge if needed and grip the pistol
Ready Command: 5(+ or -) seconds at "Ready" position
Start Command: "Start", then 3 seconds to fire the shot
Stop Command: "Stop" announced after the 3 second period

Late Fired Shot: The participant will be penalized their highest score on the bullseye they are currently shooting for each late shot. Another shot will be taken on the same bullseye to replace the late shot taken.

Shooting Position: One-handed hold; standing.

Equipment: Any 4.5 mm (.177 cal.) compressed air, CO2, or pneumatic air pistol that conforms to the pistol specifications listed here or in the NGB rules Pistol weight: 1500-gram maximum (3.3 lbs.) Trigger pull weight: 500-gram minimum (1.102 lbs) Pistol must fit within confines of a box having inside dimensions of 420mm x 200mm x 57mm* (approximately 16.53" x 7.87" x 2.25"). Only open sights are allowed. Optical, mirror, telescope, laser-beam, electronically projected dot sights, etc. are prohibited.

Clothing: Shoes are restricted to soft, low cut, athletic or street shoes that do not extend above the ankles. **No boots are permitted.**

Rule book: International Shooting Sport Federation: <https://www.issf-sports.org/getfile.aspx?mod=docf&pane=1&inst=461&file=Pistol%20Rules.pdf>

AIR PISTOL SILHOUETTE

Target: Individual Animal Figure Pages

Target Height: **SENIORS** – Middle of target at 55”

Course of Fire: **10** chickens at 10 meters

10 pigs at 10 meters

10 turkeys at 10 meters

10 rams at 10 meters

Banks of 5 targets and shooting from left to right on each bank of targets.

Time Limit: 30 seconds ready time and 2 minutes firing time for each bank of 5 targets.

Equipment: Any air pistol caliber .177 equipped with any sights that do not project an image on the target and having a safe trigger.

Clothing: Shoes are restricted to soft, low cut, athletic or street shoes that do not extend above the ankles. **No boots are permitted.**

Shooting Position: 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).

Scoring: Metallic targets knocked down or off the stand in order are scored as hits, those not knocked down or shot out of order are scored as misses.

Paper targets where the outline is touched by the shot will be counted as a hit. Target outlines not touched or targets shot out of order are scored as misses.

Rule book: NRA Pistol Silhouette Rules (January 2020 Edition)

<https://competitions.nra.org/media/7824/nra-silhouette-pistol-rulebook.pdf>

Youth Handgun Safety Act Member Cards (Front)



I am an enrolled member in a 4-H Shooting Sports Program.
I participate in a 4-H course of instruction in the safe and lawful use of firearms.



I am an enrolled member in a 4-H Shooting Sports Program.
I participate in a 4-H course of instruction in the safe and lawful use of firearms.



I am an enrolled member in a 4-H Shooting Sports Program.
I participate in a 4-H course of instruction in the safe and lawful use of firearms.



I am an enrolled member in a 4-H Shooting Sports Program.
I participate in a 4-H course of instruction in the safe and lawful use of firearms.



I am an enrolled member in a 4-H Shooting Sports Program.
I participate in a 4-H course of instruction in the safe and lawful use of firearms.



I am an enrolled member in a 4-H Shooting Sports Program.
I participate in a 4-H course of instruction in the safe and lawful use of firearms.



I am an enrolled member in a 4-H Shooting Sports Program.
I participate in a 4-H course of instruction in the safe and lawful use of firearms.



I am an enrolled member in a 4-H Shooting Sports Program.
I participate in a 4-H course of instruction in the safe and lawful use of firearms.

Youth Handgun Safety Act Member Cards (Back)

<p>In accordance with the Youth Handgun Safety Act, I grant permission for my child to transport, handle, and discharge firearms in a 4-H Shooting Sports Program course of instruction in the safe and lawful use of firearms.</p> <p>Parent/Guardian Signature</p>	<p>In accordance with the Youth Handgun Safety Act, I grant permission for my child to transport, handle, and discharge firearms in a 4-H Shooting Sports Program course of instruction in the safe and lawful use of firearms.</p> <p>Parent/Guardian Signature</p>
<p>In accordance with the Youth Handgun Safety Act, I grant permission for my child to transport, handle, and discharge firearms in a 4-H Shooting Sports Program course of instruction in the safe and lawful use of firearms.</p> <p>Parent/Guardian Signature</p>	<p>In accordance with the Youth Handgun Safety Act, I grant permission for my child to transport, handle, and discharge firearms in a 4-H Shooting Sports Program course of instruction in the safe and lawful use of firearms.</p> <p>Parent/Guardian Signature</p>
<p>In accordance with the Youth Handgun Safety Act, I grant permission for my child to transport, handle, and discharge firearms in a 4-H Shooting Sports Program course of instruction in the safe and lawful use of firearms.</p> <p>Parent/Guardian Signature</p>	<p>In accordance with the Youth Handgun Safety Act, I grant permission for my child to transport, handle, and discharge firearms in a 4-H Shooting Sports Program course of instruction in the safe and lawful use of firearms.</p> <p>Parent/Guardian Signature</p>
<p>In accordance with the Youth Handgun Safety Act, I grant permission for my child to transport, handle, and discharge firearms in a 4-H Shooting Sports Program course of instruction in the safe and lawful use of firearms.</p> <p>Parent/Guardian Signature</p>	<p>In accordance with the Youth Handgun Safety Act, I grant permission for my child to transport, handle, and discharge firearms in a 4-H Shooting Sports Program course of instruction in the safe and lawful use of firearms.</p> <p>Parent/Guardian Signature</p>