



2025

State Championship

Rulebook



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2025 4-H Shooting Sports State Championship

Special Notices

The following rules are for the 2025 4-H Shooting Sports State Championship. The State Championship will be held in the Jackson, Mississippi, area July 18–19. Shotgun events will be held at Capital Gun Club in Jackson. All other events will be held at the Mississippi Law Enforcement Training Academy in Pearl.

The State Championship is for senior 4-H members (only) who have qualified at a district event this year. This is a two-day event.

These rules do not apply to district events.

State matches may be altered due to range layout, weather conditions, or equipment availability.

Please note that participants in **shotgun events** should practice for all three events but understand that the number of events could be reduced due to range and equipment availability.

There will be a **review period** on all scores for this event. Scores will be posted at the end of the competition. A 30-minute review period will follow, during which event participants may request a formal review. Targets will be scored by a three-person committee and will *not* be returned to the competitors. The review fee is \$50, which will be returned to the participant if a scoring error is found.

Once record shooting begins, **no coaching** is permitted unless initiated by the shooter through the range officer and with his or her permission. Time continues.

No cell phones will be allowed on the firing line during live fire. This includes use of cell phones by parents, coaches, and participants (excluding range officer).

Participants are required to have completed **8 hours of 4-H Shooting Sports training each year in each discipline** in which they compete. This rule applies to all disciplines, including Hunting. This requirement is fulfilled prior to district events.

Participants in the State Championship must complete an additional **2 hours of safety and rules instruction in the discipline in which they are going to compete**. A certified instructor in that discipline must sign off on these additional hours, and participants must present their documentation to the appropriate Extension agent when they turn in paperwork to register for the State Championship.

There will be a **rules committee** in place to handle any rule discrepancies, challenges, or protests that arise. This committee will consist of at least three of the following five:

1. Range officer in charge of range in question.
2. Event coordinator or state executive board member.
3. State 4-H staff member, state 4-H Shooting Sports coordinator, or other predetermined state staff on site.
4. Level II or Level III instructor for discipline in question.
5. Research and Extension center head or regional Extension coordinator on site.

The Extension agent with 4-H Shooting Sports responsibilities from the county in question may be present during the rules committee meeting in order to disseminate information to the 4-H member or family but may not have a voice or vote on the rules committee.

Safety Rules

Safety will be first and foremost at all times. A 4-H Shooting Sports committee will examine and inspect all ranges in accordance with NRA standards prior to live fire exercise.

- Participants, instructors, and parents are responsible for reading and understanding the rules.** While on the firing line, each team or individual must be accompanied by an adult or qualified Senior II. Participants must have a sponsoring adult responsible for them at all times. Each county must have a minimum of one adult per five youths at the contest.
- Participants must provide their own firearms and ammunition, bows and arrows, eye and ear protection, and other personal shooting equipment. This includes kneeling rolls, shooting blocks, shooting rolls, slings, jackets, shooting mats, etc. **Adults are responsible for handling and controlling all ammunition. Counties sharing firearms or other equipment must limit the sharing to three or fewer youths per piece of equipment.**
- All firearms—air pistols, air rifles, .22 caliber rifles, .22 pistols, and shotguns—must have a breech block safety flag inserted in the chamber; it must extend the length of the barrel and protrude out of the breach of the firearm.** Breech block safety flags can easily be made from yellow or orange weed-eater type string and inserted into pistols, rifles, and shotguns of all kinds. Muzzleloader rifles must have a yellow safety flag attached to the barrel-inserted ramrod.
- Arrows will not be nocked until the participant is on the firing line. **The use of a hip or ground quiver is required. Absolutely no broadheads allowed.**
- Participants must obey all range commands. Arrive at the event at least 15 minutes prior to relay time to receive range orientation.
- Rifles must be single loaded, except when range officer dictates otherwise. Parent or person assisting participant must certify when each firearm is clear.
- Participants must wear adequate eye and ear protection while on the firing line.
- Ammunition will be stored so as not to be readily accessible except on the firing line. **Participants should never have control of ammunition and firearms at the same time during the event unless on the firing line.** Arrows are not classified as ammunition and thus may be stored in the bow case.
- All participants will check in equipment at the appropriate check-in station for their discipline. Equipment will be checked to ensure it is safe and in usable condition. **Any loaded firearms will result in immediate disqualification!**
- All equipment, including firearms, will be the responsibility of the participant under the supervision of the certified 4-H instructor and MSU Extension agent.
- A ready area behind the firing line will be designated for participants, instructors, and/or parents to gather in just before their relay is called to the line. There will also be a designated area for spectators and people not directly involved in the competition. Failure to remain in designated areas could result in removal of the participant from the competition.
- Appropriate clothing to be worn while on the firing line is as follows: closed-toe shoes, fingertip-length shorts or longer, t-shirts or collared shirts. Participants and spectators are required to dress appropriately. Team shirts are encouraged but not required. Both young people and adults should wear attire appropriate for the weather while remaining modest and socially acceptable. Shooters must wear a shirt with sleeves. Clothing deemed immodest or distracting to other shooters will not be permitted. Fully enclosed shoes must be worn for safety reasons by all participants. No Croc-type soft-sole shoes, flip-flops, or other open-toe shoes are allowed. **Dress code will be strictly enforced.**
- Participants, instructors, or parents violating any safety rules listed will be given one warning. A second infraction will disqualify him or her from further participation. If the safety violation is severe, the competitor may not be given a warning. **Participants bringing loaded firearms, including BB guns and air rifles, or cartridges loose or stored in gun cases, to competition are automatically disqualified.** Instructors and the MSU Extension agent will be notified, and the infraction documented.
- Tactical firearms are not permitted in the 4-H Shooting Sports program.
- Dogs are not allowed on the range. The exception to this rule is service animals.
- Mississippi State University Extension provides educational opportunities to the public on an equal opportunity basis and will make every reasonable effort to accommodate individuals with disabilities that would interfere with their ability to receive the information being provided. If you have a disability or impairment, please advise district management before competing in any district-sanctioned event. We will work with you to make appropriate accommodations to participate in this event.
- Once record shooting begins, **no coaching** is permitted unless initiated by the shooter through the range officer and with his or her permission. Time continues. Coaching is defined as giving guidance, whether verbal or non-verbal, to the competitor. (Example of spotting: Shot was low to the left. Example of coaching: Shot was low and to the left; aim higher and right.)

National 4-H Shooting Sports Rules: <https://4h.unl.edu/shooting-sports/national-rules>

Archery Events

Five Archery bow categories will be recognized: bare bow, compound bare bow, recurve, standard compound, and unlimited.

The Mississippi national team will be chosen from the overall top four placings in bare bow/recurve and the overall top four placings in compound bare bow, standard compound, and unlimited.

The top five archers in each of the five bow categories will be recognized during the final awards ceremony.

Non-magnified range finders may be used in the Field and FITA rounds only. Finders will NOT be allowed on the 3D range.

Bow Categories

Bare Bow Class

1. Bow: Any type that subscribes to the accepted meaning of BOW as used in target archery. An instrument consisting of a handle, riser, and two flexible limbs with string nocks. The bow is braced by a single bowstring attached to the limb nocks. Operation is performed by holding the bow in one hand while drawing, holding, and releasing the string with the other hand. The bow must be bare, except for the arrow rest. NO AIDS FOR AIMING are allowed. 60-pound maximum draw weight.
2. Bowstring: Center serving with one/two nock locators is permitted. The serving ends must not be visible to the competitor when the bow is at full draw. NO AIDS FOR AIMING are allowed.
3. Arrow rest: Adjustable or moveable pressure button or arrow plates are acceptable. Electronic devices are not permitted.
4. Arrows: Any type of arrow that does not damage the target or buttress are allowed. Arrows will be the same length and marked with competitor's name or initials.
5. Finger protection: Fingertip gloves, shooting tabs, or tape to draw, hold back, and release string are permitted. NO device may be used to assist the finger release. No mechanical release of any kind is permitted.
6. Field glasses or other visual aids may be used.
7. Arm guards, dress shields, bow slings, hip quivers, and tassels are allowed.

Recurve Class (Longbows and Recurve Bows)

1. Recurve class uses a bow of simple recurve design, either takedown or one-piece construction. Brace by a single string attached to string nocks only, using finger release only. One adjustable sight pin or multiple hunting-style sight pins may be used; clicker and kissers buttons are permitted; torque compensators are

permitted. 60-pound maximum draw weight. String peeps and mechanical release aids are not permitted. Glass of any type in sight and spirit or leveling devices are not permitted.

2. Arrow rest must be simple in design and may be rigid or flexible. It must extend no farther back than 2 cm from the throat of the handle.
3. Draw check indicator may be audible or visual, giving only draw length.
4. Any bow sight that does not project an image on the target is allowed. One adjustable sight pin allowed or multiple hunting-style sight pins as deemed necessary.
5. Any safe shaft material may be used for arrows. Nocks must be simple construction. Points must be conical or oval. Vanes must be soft plastic or natural feathers.
6. Shooting tabs and finger protection, such as leather shooting gloves, may be used.
7. Stabilizers of any length are permitted.

Standard Compound Class

1. Compound bow draw is mechanically varied by systems of cams and pulleys. The bow brace may be a single bowstring between two string nocks of bow cables.
2. Any bowstrings that allow bow strands to accommodate finger draw or release aid are acceptable. Nocking point may be fitted to the center serving. Devices for lip/nose mark, peep-hole aiming, and hold-in-line are permitted.
3. Audible and visual draw check indicators are permitted. Electronic draw check indicators are not permitted.
4. Bow sight pin, peep, or pendulum sights are allowed for windage/elevation by screw adjustment. Electronic aiming devices are not permitted.
5. Stabilizers/torque flight compensators are acceptable providing they do not do any of the following: serve as a string guide; touch anything but the bow; represent any obstacle to others; exceed 12 inches.
6. Finger tabs, gloves, tabs, or mechanical release-aids may be used.
7. Field glasses or other visual aids may be used.
8. Braces, dress shields, quivers, tassels, and foot marks are allowed.
9. Leveling devices on sights are allowed.
10. 60-pound maximum draw weight.

Compound Bare Bow Class

Any compound that uses cams or pulleys shot without sighting devices or pins and shot using fingers or a mechanical release aid is allowed. (Example: Plain Genesis bow without sights.) 60-pound maximum draw weight.

Unlimited Class

Generally, all types of additional devices may be used, except for draw-locking devices. Examples of authorized equipment include leveling devices, magnified sights, and stabilizers longer than 12 inches. 60-pound maximum draw weight.

Competitors will be placed into squads the first day of competition.

JOAD FITA Round

- Target:** 80cm face, 5-color
Distance: 40 and 30 meters
Target: 122cm face, 5-color
Distance: 60 and 50 meters
Course of Fire: 2 ends of 6 arrows each from 60, 50, 40, and 30 meters
Time Limit: 5 minutes per 6 arrow end
Scoring: 10–1 from the center outward

NGB: USA Archery/FITA

Information: <https://rulebook.worldarchery.org/PDF/Official/2020-01-15/EN-Book3.pdf>

Field Round

- Target:** NFAA targets of sizes selected by the management and appropriate to the distances
Distances: Marked distances within the range of 5 to 60 yards
Course of Fire: 15 targets, two arrows per target
Time Limit: Shooters will move through the course expeditiously and avoid delays.
Scoring: 5, 4, 3 from the center outward on field targets

Arrows for All Archery Disciplines: Must meet AMO minimum weight standard; 5 grains arrow weight per pound bow peak draw weight. Arrows larger than 27/64 in diameter are not permitted. No lighted nocks.

NGB: National Field Archery Association

Information: <https://nfaausa.com/about/constitution>



Not allowed: Field tips that get larger from arrow shaft insert and are swollen/flared toward the tip.

3-D Round

- Targets:** 3-D targets selected and placed by the management
Distances: Unmarked distances from 5 to 50 yards
Course of Fire: 15 targets, one arrow per target
Time Limit: Shooters will move through the course expeditiously and avoid delays. Lost arrow search is limited to 2 minutes.
Scoring: A center shot will earn a score of 10; the next scoring ring will count as 8; any arrow outside the second scoring ring but on the animal will count as 5; a shot that misses the target will count as 0.

NGB: International Bowhunters Organization

Information: <https://iboarchery.com/rules-and-regulations>

Event Shoot-Offs: Ties for first, second, and third place will be broken for individual events based on the NGBs for that event.

Overall Shoot-Offs:** If an overall shoot-off is needed to break an overall tie, the following procedures will be followed:

- 3-D:** 7 targets at unknown distance
- Field:** 7 targets at known distance
- FITA:** 2 ends of 3 arrows from the 60-meter line

**If a tie still exists after this procedure, a final shoot-off procedure will be determined by the chief range officer and event coordinator.

Muzzleloader Rifle Events

The following rules apply to both the 50-Yard Bullseye Event and the 25-Yard Bottles & Critters Event.

Match Equipment Standard

- Rifle:** Any traditional or non-traditional NRA conventional muzzleloader rifle (in-lines permitted)
- Sights:** Metallic sights only. Metallic sights are defined as having a sighting system made of metal or equivalent materials that provide a means of aligning two separate, visible sights or reference points mounted on the rifle. (Partridge-type iron sights and aperture sights, both front and rear, are permitted.)
- Position:** Standing. Slings are not permitted.
- Ignition:** Percussion cap, flintlock or 209 shot-shell primer. Maximum charge of 60 grains of black powder or its equivalent are allowed. There are no limits on the caliber.

NGB: NMLRA Muzzleloader Rifle, Pistol, and Shotgun

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

Shooters must have premeasured powder loads. There will be no loading from a powder bottle, can, or flask at the loading table. No open containers of powder are permitted on the firing line or loading benches of any range. Any open container will become the property of the range officer. No rifle may be capped or primed until on the firing line and the command to fire has been given by the range officer. Capper on firing line only. Shooter may cap. Cappers kept in a safe location between loading table and firing line. Location to be determined by range officer.

25-Yard Bottle and Haffner Combination

- Target:** NMLRA Bottle Target and NMLRA Haffner Combination Target
- Distance:** 25 yards
- Course of Fire:** 10 record shots on each target, two per bull (20 record shots)
- Time Limit:** 80 minutes total running time; may be run in two series of 10 shots (40 minutes per series)
- Projectile:** Lead conical or patched round ball only. No sabots.
- Scoring:** Bottles – as outlined on the target. A shot completely within neck is worth 10 points. A shot that nicks the neck is worth 7 points. A shot completely within the body is worth 5 points. A shot that nicks the body is worth 3 points. Haffner – highest-scoring area touched by ball.

50-Yard Bullseye

- Target:** NMLRA target number TG2406
- Distance:** 50 yards
- Course of Fire:** 20 shots standing. Sights-in shots are permitted but are included in the total allowed time.
- Time Limit:** 80 minutes total running time. May be run in two series of 10 shots (40 minutes per series).
- Projectile:** Lead conical bullets or patched round balls. No sabots permitted.
- Scoring:** The highest-scoring area touched by ball will be the score earned.

.22 Rifle Events

Sporter Rifle Match

NOTE: Participants using optical sights in match round will need open sights for NRA round.

8.0 CMP Rimfire Sporter Rifle Matches Rule 8.0 defines specific conditions and requirements that apply to CMP Rimfire Sporter Rifle Matches.

8.1 Rimfire Sporter Competitions 8.1.1 Intent and Spirit

The intent and spirit of CMP Rimfire Sporter rules is to provide smallbore rifle target competitions where competitors use low-cost, readily available sporter type, .22 caliber rimfire rifles. Any rifle configuration or item of equipment that is not mentioned in these rules or that is contrary to the intent and spirit of these rules is prohibited. The rifles and equipment permitted in Rimfire Sporter Rifle Matches are strictly limited in order to prevent an “equipment race” from occurring in the Rimfire Sporter discipline

- Target:** B-19 Pistol Target.
- Distance:** 25 yards and 50 yards
- Course of Fire:** 60 shots for record
- 50 yards:** Prone position – 10 shots slow fire and 10 shots rapid fire
Sitting or kneeling – 10 shots slow fire and 10 shots rapid fire
- 25 yards:** Standing – 10 shots slow fire and 10 shots rapid fire
- Time Limit:** Slow fire – 10 shots in 10 minutes; rapid fire – 5 shots strings in 25 seconds for semi-automatic firearms or 30 seconds for manually repeating firearms
- Ammunition:** .22 short, .22 long, or .22 long rifle bullets, not more than 40 grains. Hyper-velocity ammunition is allowed. Magnums are not allowed.
- Equipment:** Rifle must have a standard sporter-type stock that may be constructed of wood or synthetic material. Thumbhole stocks are not permitted. Fluted barrels are not permitted. The overall weight of the rifle, including sights and sling, may not exceed 8.5 lb. Any type of action, semi-automatic or manually operated with a trigger pull of at least 3 lb. may be used. Magazines or clips cannot hold more than 10 rounds of ammo at any given time on the line (no banana-style magazines).

- Sights:** Open sights, aperture sights, or optical sights not exceeding 6X may be used. Variable scopes may be used but must be taped and immobilized at the 6X setting.

NGB: CMP Competition Rules (most recent printing).

There will be a 3-minute preparation period for each position. There will be a 5-minute period to fire unlimited sighters in the prone position. After 5 minutes, the range will be called cold, and shooters may check their targets. Once first record shot has been fired, no further sighting shots are allowed.

NRA Three Position

- Target:** A-51
- Course of Fire:** 20 shots each prone, standing, and kneeling (in that order) at 50 yards; 60 record shots
- Time Limit:** 1 minute per record shot prone, 2 minutes per record shot standing, and 1½ minute per record shot kneeling
- Equipment:** Any safe .22 caliber rimfire rifle chambered for .22 short, .22 long, or .22 long rifle cartridge may be used in small bore three-position. No restriction is placed on barrel length or overall weight of rifle and accessories. Thumbhole stocks are NOT permitted. Any type of action, semiautomatic or manually operated, with a trigger pull of at least 3 lb. may be used.
- Sights:** Open sights or aperture sights only. No optical sights will be allowed.
- Ammunition:** .22 short, .22 long, or .22 long rifle bullets, not more than 40 grains. Hyper-velocity ammunition is not allowed. Hollow point ammunition is not allowed. Magnums are not allowed.

NGB: NRA Smallbore Rifle Rules CR16750 (most recent printing).

Information: <https://competitions.nra.org/competition-resources/rule-books/>

Alibis: For each shot not fired due to firearm malfunction, there will be 5 seconds allowed per shot to make up any lost shots. Range officer in charge will determine the number of lost shots.

There will be a 3-minute preparation period for each position. There will be a 5-minute period to fire sighters in the prone position. After 5 minutes, the range will be called cold, and shooters may check their targets. Once first record shot has been fired, no further sighting shots are allowed.

Air Rifle Events

Three-Position Sporting Air Rifle

Only flat nosed ammo may be used.

All air guns must be 800 fps or less.

Target: AR 5/10

Distance: 10 meters or 33 feet

Course of Fire: 20 shots each kneeling, prone, and standing (in that order); 60 record shots

Time Limit: 1½ minute per record shot prone, 1½ minute per record shot kneeling, 2 minutes per record shot standing

Equipment: .177-caliber air rifles under 7.5 lb. are allowed. Trigger pull must be at least 1.5 lb.

Sights: Metallic sights only. Metallic sights are defined as having a sighting system made of metal or equivalent materials that provide means of aligning two separate, visible sights or reference points mounted on the rifle. Partridge-type iron sights and aperture sights, both front and rear, are permitted.

Clothing: Shoes must be 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 weather is allowed. A pin or button may be used as a sling-keeper in the prone or kneeling positions.

NGB: CMP Competition Rules (most recent printing)

Information: <https://thecmp.org/competitions/cmp-competitions-rulebooks/>

Sporter Air Rifle (Standing)

All air guns must be 800 fps or less.

Target: AR 5/10

Distance: 10 meters or 33 feet

Course of Fire: 40 shots standing

Time Limit: 2 minutes per record shot standing

Equipment: .177 caliber air rifles under 7.5 lb. are allowed. Minimum trigger pull is 1.5 lb.

Sights: Metallic sights only. Metallic sights are defined as having a sighting system made of metal or equivalent materials that provide a means of aligning two separate, visible sights, or reference points mounted on the rifle. (Partridge-type iron sights and aperture sights, both front and rear, are permitted.)

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 weather are allowed.

NGB: CMP Competition Rules (most recent printing)

Information: <https://thecmp.org/competitions/cmp-competitions-rulebooks/>

.22 Pistol Match Events

NOTE: All pistol shooters younger than 17 must have in their possession a written statement from their parent or guardian granting them permission to possess and fire pistols in compliance with BATF regulations. We suggest a simple statement, shrunken to card size. The statement should include the name of the shooter, the name and address of the parent or guardian, the signature of the parent or guardian, the signature of a witness, and the date it was signed. Some shooters laminate the permission card and keep it with the shooting kit. All matches are single-pistol matches. A shooter is to shoot the entire course of fire of that event with the same pistol. No pistol changes between stages of an individual match are permitted.

Day one scores will be held until the next day of the event and posted at a designated time and place. This posting and challenge period will be advertised on each range the first day of the event.

Smallbore Pistol (Camp Perry Round)

Target: NRA B-8
Distance: 25 yards
Course of Fire: 10 shots each slow fire, timed fire, and rapid fire (30 record shots)
Time Limits: Slow fire: 5 minutes
Timed fire: 20 seconds per five-shot string
Rapid fire: 10 seconds per five-shot string
Shooting Positions: One-handed standing
Equipment: Any small-bore pistol or revolver equipped with any sights (metallic or optical) that do not project an image onto the target. The trigger must be capable of lifting at least 2 lb. when cocked and the safety is off. The pistol must be chambered for the ammunition listed below. No single-action revolvers are allowed.
Ammunition: .22 short, .22 long, or .22 long rifle bullets, not more than 40 grains. No hyper-velocity ammunition is allowed. No hollow point ammunition is allowed. No magnums are allowed.

NGB: NRA Pistol Rules CP16650 (most recent printing)

Information: <https://competitions.nra.org/competition-resources/rule-books/>

Slow-Fire Bullseye (Single Stage)

Target: NRA B-8
Distance: 25 yards
Course of Fire: All slow-fire, 40 record shots at 25 yards
Time Limit: 10 shots per 10-minutes string
Shooting Position: One hand standing
Equipment: Any small-bore pistol or revolver equipped with any sights (metallic or optical) that do not project an image onto the target. The trigger must be capable of lifting at least 2 pounds when cocked and the safety is off. The pistol must be chambered for the ammunition listed below. No single-action revolvers are allowed.
Ammunition: .22 short, .22 long, or .22 long rifle bullets, not more than 40 grains. No hyper-velocity ammunition is allowed. No hollow point ammunition is allowed. No magnums are allowed.

NGB: NRA Pistol Rules CP16650 (most recent printing)

Information: <https://competitions.nra.org/competition-resources/rule-books/>

Air Pistol Events

NOTE: Flat-nosed ammo only.

Slow-Fire Bullseye

Target: B-40/4
Distance: 10 meters or 33 feet
Course of Fire: 40 shots, five per record bull
Time Limit: 1½ minute per record shot
Shooting Position: One-handed hold, standing
Equipment: Any .177 caliber air pistol weighing less than 3.3 lb. The trigger must be capable of lifting at least 17.6 oz. (500 grams) when cocked and the safety is off. Pellets must be single loaded.
Sights: Open sights only with a non-adjustable front sight. The rear sight may be adjustable and must have an open “u” or rectangular notch.

NGB: NRA International Style Pistol Rules CI16500 (most recent printing)

Information: <https://competitions.nra.org/competition-resources/rule-books/>

Timed Fire

Target: B-40/4
Distance: 10 meters or 33 feet
Course of Fire: The course of fire will be 20 shots for record, in four strings of five shots with five shots per bull.
Time Limit: Timed fire: on command, 5 seconds per shot. Time will be provided to load pistols safely between shots. There will be 5 seconds between commence fire and cease fire.
Shooting Position: One-handed hold, standing
Equipment: A .177 caliber air pistol weighing less than 3.3 lb. is allowed. The trigger must be capable of lifting at least 17.6 oz. (500 grams) when cocked and the safety is off. Pellets must be single loaded.
Sights: Only open sights with a non-adjustable front sight are allowed. The rear sight may be adjustable and must have an open “u” or rectangular notch.

NGB: NRA International Style Pistol Rules CI16500 (most recent printing)

Information: <https://competitions.nra.org/competition-resources/rule-books/>

Shotgun Events

Scheduled events are subject to change based on range availability and equipment.

Competitors must keep shotguns cased and flagged at all times until on the shooting station or in the shooting box.

Competitors will be placed into squads the first day of competition. Squads will shoot in ascending order the first day and descending order the second day. (For example, squad 1 will shoot first on the first day and last on the second day.) Subject to change due to range availability and time constraints.

Ammunition speed must be 1300fps or less. Reloaded ammunition is not permitted. No tracker style ammo. No release triggers are permitted.

Overall Tie-Breaker**

An overall tie-breaker will be done to establish the top 16 individuals at the State Championship. The tiebreaker will consist of 10 targets for each event that is conducted during the State Championship Shotgun event.

Skeet: 1 pair from stations 2, 3, 4, 5, and 6 = 10 total targets

Trap: 5 targets from stations 1 and 5 = 10 targets

Sporting Clays: 5 pairs from station determined by chief range officer and event coordinator

Skeet

Event: Standard NSSA (American) skeet

Course of Fire: Two rounds of 25 targets

Shoot-offs: Doubles from stations 3, 4, and 5, miss and out by station

Time Limit: Shooters will fire in an expeditious manner, avoiding unnecessary delay; shooters should be prepared to take the field 45 minutes to 1 hour before their scheduled firing time.

Equipment: Any shotgun, 12-gauge or smaller, firing a shot charge meeting the requirements of the NGB

Tie-breaker: Tie break will be done to establish the top eight individuals. Shooters will shoot doubles at stations 3, 4, and 5. "Miss and out" by station until all ties are broken.

Procedure: Station 3 – high house first
Station 4 – high house first
Station 5 – low house first
Station 4 – low house first
Repeat as needed.

NGB: National Skeet Shooting Association

Information: <https://myNSSA.nssa-nsc.org/rule-book/>

Trap

Event: Standard ATA (American) trap (16 yards)

Course of Fire: Two rounds of 25 targets. Targets consist of five targets from each of five shooting stations at 16 yards.

Shoot-offs: Two targets from each station (1–5) for a total of 10 targets from the 21 yardline. Management may increase the distance to 27 yards if required to break ties.

Time Limit: Shooters will fire in an expeditious manner, avoiding unnecessary delay, and should be prepared to take the field up to one hour before listed start time.

Equipment: Any shotgun, 12-gauge or smaller, firing a shot charge meeting the requirements of the NGB

Tie-breaking: A tiebreaker will be done to establish the top eight individuals.

1. Shoot-offs will be considered and interpreted the same as registered events. All applicable ATA rules apply unless otherwise agreed upon by all contestants. The management of a tournament may rule that ties must be carried over to the first (or more if needed) sub-event on the next like event.
2. Whenever possible, all ties will be shot off in a manner designated by shoot management. Unless otherwise specified by the management, ties on single-target events will be shot off in 25-target events.
3. Starting posts for the rotation are as follows:
 - a. If one shooter* – post number 2.
 - b. If two shooters – post numbers 2 and 4.
 - c. If three shooters – post numbers 2, 3, and 4.
 - d. If four shooters – post numbers 2, 3, 4, and 5.
 - e. If five shooters – post numbers 1, 2, 3, 4, and 5.
 - f. If more than five shooters are involved in the tie, they will be divided as equally as possible into two or more squads as directed by the management.
4. If subsequent shoot-offs are necessary, the post will be rotated clockwise, with the shooter from post 1 advancing to post 2 and the shooter from post 5 rotating to post 1 or to the post dictated by the number of shooters remaining, but always in clockwise rotation.

**The one-shooter scenario is listed in the rare case that one shooter shoots at a much longer handicap than the others.*
5. Tie broken by greatest total of targets broken after the completion of all stations.
6. If after one round, all placings are not determined, the yardage may be increased.

7. An overall tiebreaker will be done to establish the top individuals at the State Championship.
The tiebreaker will consist of 10 targets for each event conducted during the State Championship Shotgun event.
Skeet: One pair from stations 2, 3, 4, 5, and 6 = 10 total targets.
Trap: Five targets from stations 1 and 5 = 10 targets.
Sporting Clays: Five pairs from station determined by chief range officer and event coordinator.

NGB: Amateur Trap Association

Information: <https://shootata.com/portals/0/pdf/Rulebook.pdf>

Sporting Clays

The management determines the sporting clays course. The course of fire is flexible depending upon the capabilities of the facility and can include up to 50 sporting clays targets. The course will include at least two layouts using mixed targets of management's choice and placement. No FITASC.

Event: 50-target event

Course of Fire: Any combination of 25 targets

Shoot-offs: Five pairs as arranged by the shoot management

Time Limit: Shooters will fire in an expeditious manner, avoiding unnecessary delay. Shooters should be prepared to take the field 45 minutes to 1 hour before their scheduled firing time.

Equipment: Any shotgun, 12-gauge or smaller, firing a shot charge meeting the requirements of the NGB may be used. Choke tubes may be changed between stands only.

Tiebreaker: Tie break will be done to establish the top eight individuals. Shoot-off will begin with five challenging pairs from a five-stand course. Match officials determine shooting order and position. Placing is determined by the highest total of targets broken out of the round of five pairs (10 targets). If ties persist, range officials may establish five new or different pairs for another round, and so on.

NGB: National Sporting Clays Association

Information: <http://nsca.nssa-nsca.org/rule-book/>

Failure to Fire Rules

A maximum of two failures to fire (regardless of malfunction or shooter error) will be permitted in each round of skeet, trap, and sporting clay events, with additional failures to fire being scored as lost. NOTE: After the second malfunction, competitors have the option of swapping to another firearm that has gone through the safety firearm check.

Hunting Events

Participants must receive a minimum of 10 hours of discipline-specific safety instruction in each live-fire discipline represented in the hunting contest in the year that the competition is held. The 8 hours in archery can be included from the district competition requirement. A Level I instructor certified in the discipline(s) must sign the certification form, and the form must be presented to the agent before the participant may register for the State Championship. Those without completed certification forms will not be eligible to participate in the Hunting discipline. A participant must compete in all events in the Hunting discipline to receive a total score to be used for consideration in advancing to nationals. .22 rifle (16.6%), archery (16.6%), wildlife knowledge (16.7%), wildlife ID (16.7%), compass (16.7%), and shoot/don't shoot (16.7%) are scoreable sections of the hunting discipline at the state level. Shooting skills are 33.2% of total score.

.22 Rifle

Target & Distance: NRA squirrel, rabbit, skunk, raccoon, and beaver (or equivalent targets) at 25 yards

NRA red fox, gray fox, groundhog, skunk, and bobcat (or equivalent targets) at 35 yards

NRA whitetail deer, coyote, bobcat, groundhog, and beaver (or equivalent targets) at 50 yards

Course of Fire: 15 shots total, one per target. Prior to shooting the course of fire, participants are given 5 minutes per station to look at the vitals for the target. Total of 15 minutes downrange and 2 minutes of preparation time before shooting begins.

Time Limit: 1 minute per shot

Shooting Position: Squirrel, rabbit, skunk, raccoon, and beaver from standing position; red fox, gray fox, groundhog, and skunk from kneeling position; whitetail deer, coyote, bobcat, groundhog, and beaver from prone position

Equipment: .22 rifle must be a sporter rifle (hunting-style stocks, sporter barrel). Maximum weight of rifle (including sights) is 8.0 lb. Rifle must have safe hunting triggers (at least 2.5 lb.). A hunting-style sling no more than 1½ inch wide is permitted. All smallbore rifles are required to have an ECI (empty chamber indicator) or have the bolt removed and action open when the gun is not being fired.

Daypacks may be used for prone and kneeling positions.

Sights: Scopes may be no greater than 6X. If variable scopes are used, they must be taped by the range officer before the beginning of the event at no greater than 6X. Range-finder reticules are not permitted.

Ammunition: .22 short, .22 long, or .22 long rifle cartridges not more than 40 grain are allowed. Hyper velocity or .22 magnum are not permitted.

Scoring: Each hit in vital area is 1 point. 15 possible points. The final score will be weighted to equal a total possible 100 points. Scores for .22 rifle will be posted prior to the awards ceremony.

Archery

Target & Distance: All shooting will be at unmarked distances. Maximum distance to target for compound bows will be 50 yards. Maximum distance to target for recurve will be 35 yards.

Course of Fire: 15 3-D targets at varying unmarked distances. This can be achieved by five different targets from three different shooting distances and angles. Youth must receive an additional 2 hours of certified instruction between District Competition and State Championship Competition.

Equipment: Bow may be recurve or compound. It should be suitable for hunting; no crossbows are allowed. Draw may be no more than 60 lb. Only suitable arrows tipped with field points are permitted. No electronic devices are allowed during archery.

Sights: Hunting sights that are fixed with no more than four sighting pins that neither magnify nor project an image on the target are permitted. Stabilizers may be no longer than 12 inches.

Scoring: IBO 8 ring = vital hit. Vital hit = 1 point.

Shoot/Don't shoot

Course of Fire: 15 3-D targets and/or decoys throughout the archery range. Participants should record if it is ok to shoot or they would not shoot.

Scoring: Hunting trail scorecards will be numbered for each respective station. For each scenario given, participant will circle "shoot" or "don't shoot" on the scorecard. Each correct answer earns 5 points. Questions will be weighted to equal 100 points.

Compass Course

Basic compass course (self-intersecting polygon)

Record-bearing – 10 points/waypoint

Pace count – 5 points/waypoint

Scoring: Total score will be weighted to equal a possible 100 points. Participants will have one opportunity to go through the course. Declination will remain on zero.

Wildlife Identification

This event includes wildlife identification and management, and wildlife management techniques or problems. Participants will be asked to identify specimens or parts of specimens (skulls, skins, wings, antlers/horns), tracks, scat, waterfowl wings, or other signs. Maximum of 25 pelts/wings, 10 skulls, 5 scat. Weighted to 100 total possible points.

Scoring: Correct identification = 1 point

Information: MDWFP Wildlife ID Guide and NRA Hunter's Manual

Species will be limited to those found in Mississippi.

Written Exam

Scoring: Maximum of 50 questions. Questions with multiple answers will be worth the total of the possible answers and then weighted for a possible total of 100 points.

Information on the tests will be pulled from MDWFP's Wildlife ID Guide, Hunting and Outdoor Skills Member Manual, Mississippi Hunter's Education Manual, and NRA Hunter's Manual.

In the event of a tie for an award, the challenger with the higher level of achievement on the Hunter Decision Making trail test will be declared the winner. If a tie remains, the challenger with the higher level of achievement on the Wildlife Knowledge Exam will be declared the winner.

Recognition for the Hunting Discipline will be given for the following categories:

- ▶ Day one leader
- ▶ Day two leader
- ▶ Overall leader, 2nd place, 3rd place, 4th place, 5th place
- ▶ Total possible score would be **600 points**

Remember this is a hunting discipline. Shooting portions should be equally as important as knowledge portions. The constant inability to have a clean hit and injuring an animal is poor quality when viewed by other hunters, non-hunters, and anti-hunters. Each category is equal and shows the strengths of the participants.

Resources: <https://4-hshootingsports.org/wp-content/uploads/2020/01/4-h-ss-hunting-member-manual-final.pdf>
Hunting/Wildlife Skills Member Manual, NRA Hunter's Manual, Mississippi Hunter Education Book, and MDWFP Wildlife ID Guide

Day One: arrive at 10 a.m. for equipment check (.22 Rifle)

- ▶ Participants will fire .22 rifle at five 2D targets at 25 yards, 35 yards, and 50 yards for a total of 15 shots (weighted to 100 total possible points).
- ▶ Wildlife written exam (weighted to 100 total possible points).
- ▶ Compass: Adjust the course for strength (weighted to 100 total possible points).

Day Two: arrive at 7:30 a.m. for equipment check (Archery)

- ▶ Participants work their way through a 3D archery course (weighted to 100 total possible points).
- ▶ At each station before the round is shot, participants will determine if it is safe to shoot (weighted to 100 total possible).
- ▶ Wildlife identification (weighted to 100 total possible points).

Awards

- Day one leader
- Day two leader
- Overall leader, 2nd place, 3rd place, 4th place, 5th place

Target Examples

Target images are the property of their respective owners.

These images are provided as examples for educational purposes only.

See page 36 of Extension Publication 2752 [4-H Shooting Sports Event Handbook](#) for target ordering information.

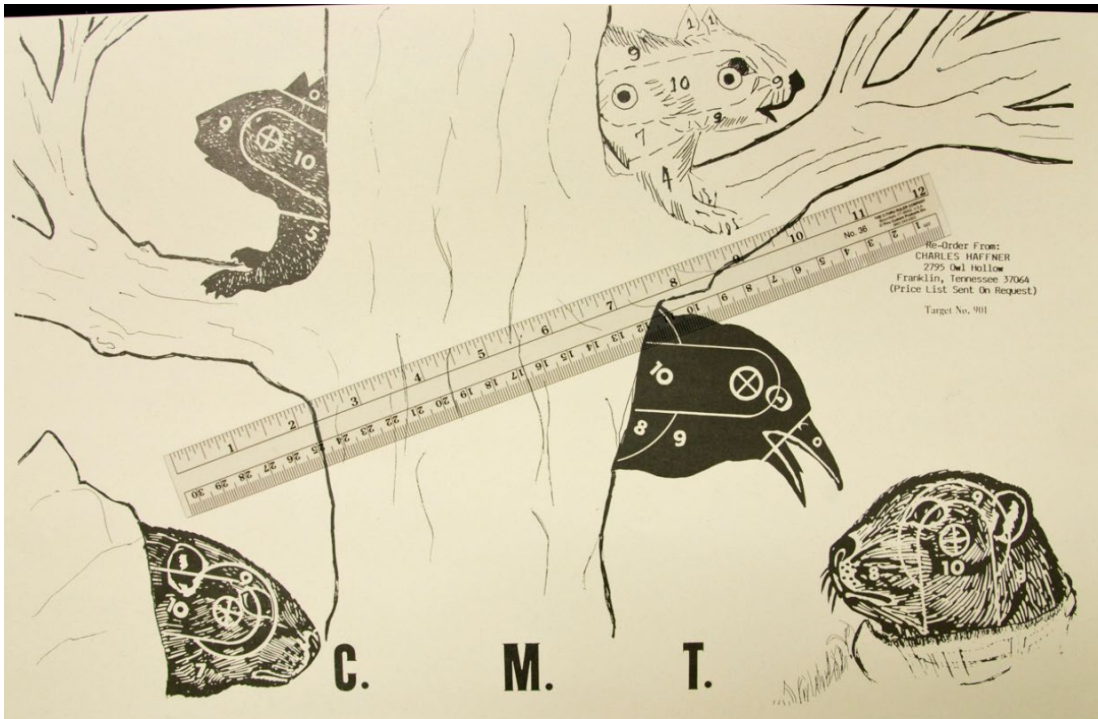
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TG2427



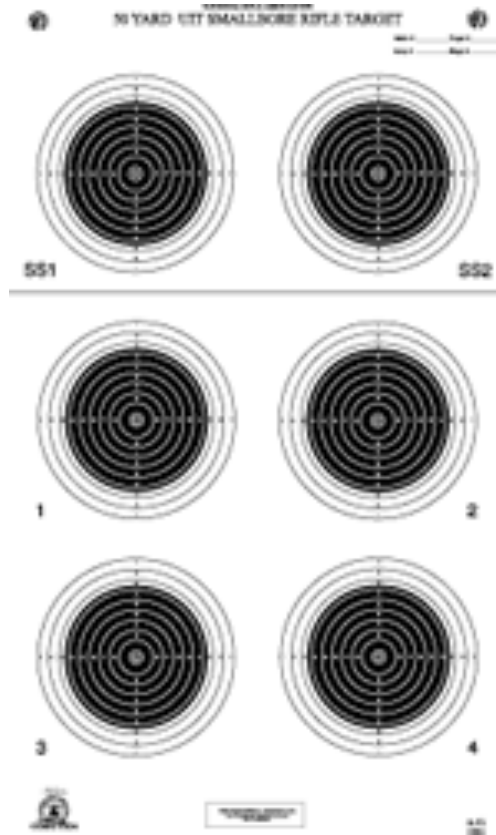
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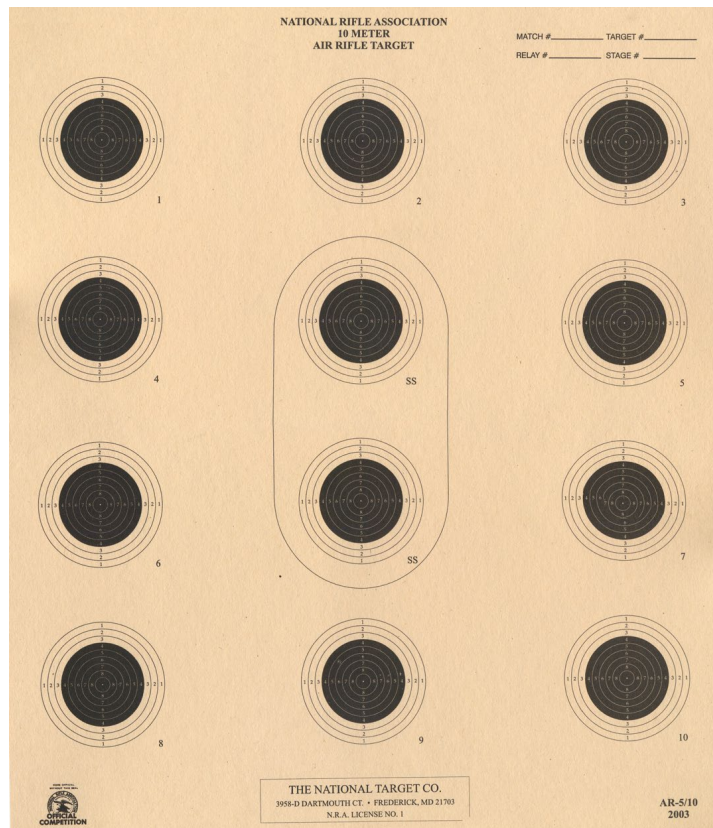
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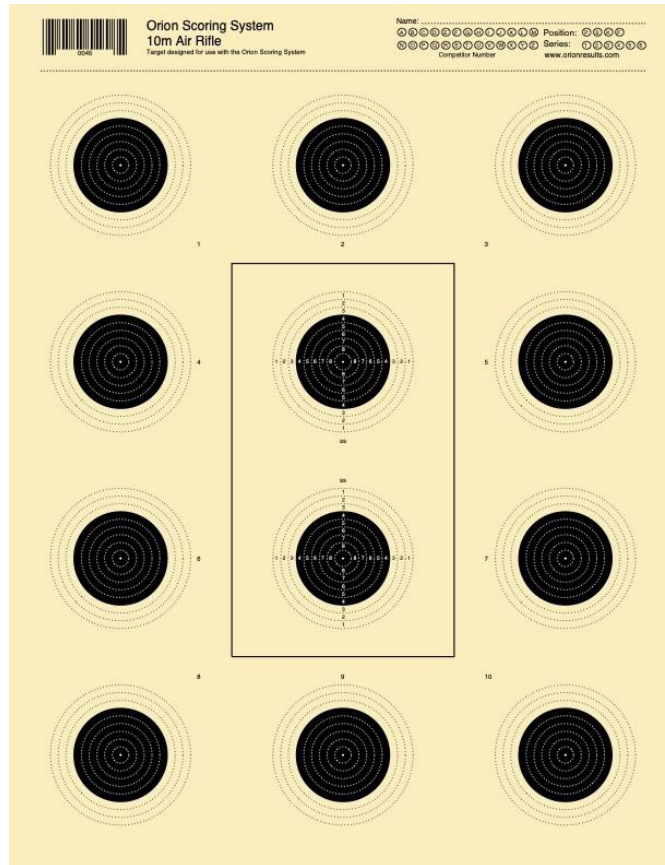
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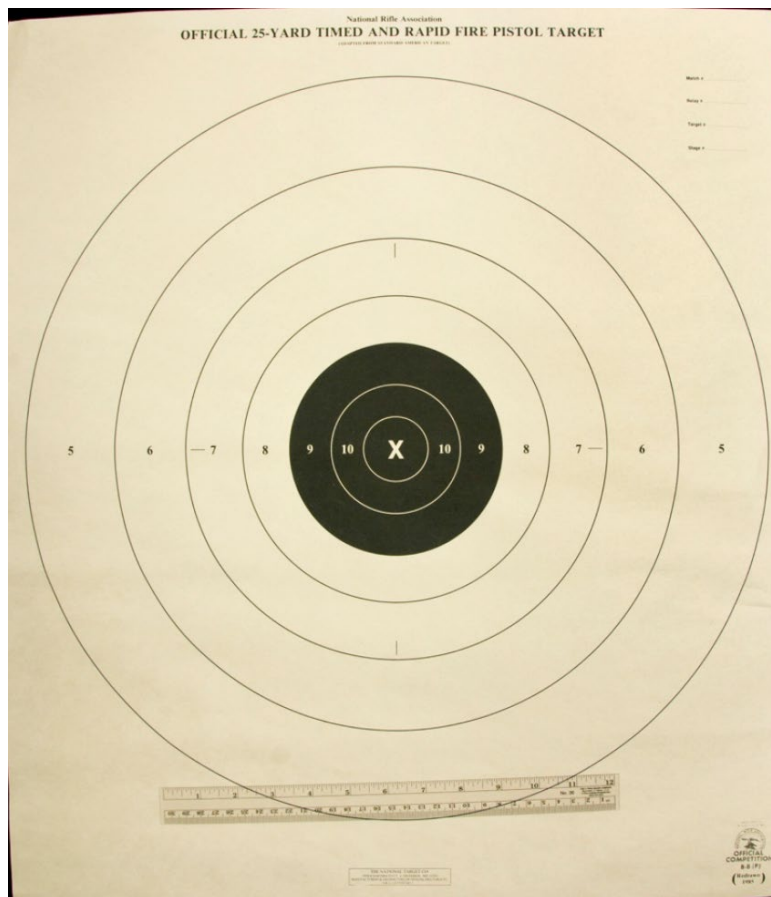
AR5/10



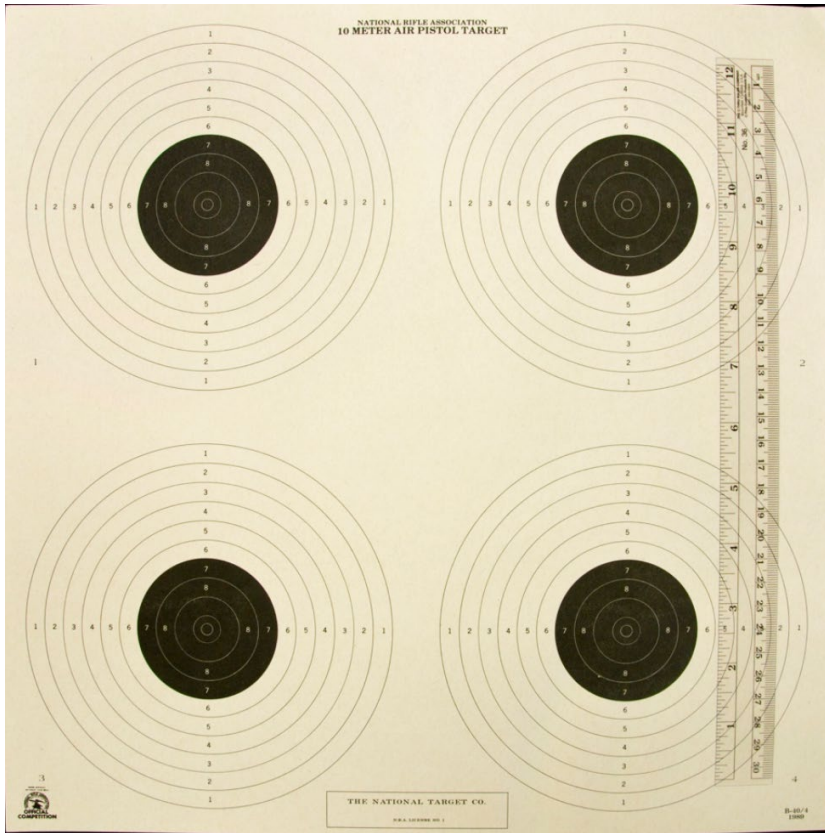
Orion Air Rifle



B-8



B40/4



Orion Air Pistol



NRA Squirrel



Raccoon



NRA Red Fox



NRA Whitetail Deer



Minimum Standards

Any firearm built or modified to give the impression of a modern military style firearm such as an AR or AK is not allowed in the 4-H Shooting Sports Program. Front pistol grips, heat shield/shroud, and magazines extending more than 2 inches below the receiver are prohibited.

Examples of unacceptable firearm components are muzzle brakes, recoil compensators, and suppressors. Ported barrels are permitted on shotguns and pistols.

Standard Range Commands

Listed here are basic commands given for rifle and pistol events. Coaches should use these standard range commands when instructing youth to provide a standard that all youth will be familiar with at competition. Level I and II certified coaches may refer to their Discipline Instructor curriculum.

“SHOOTERS TO THE LINE”

“YOUR PREPARATION PERIOD STARTS NOW”

“THE LINE IS READY?” (Extended reply – “Ready on the left, ready on the right” or by firing point number)

“THE LINE IS READY” or “THE LINE IS NOT READY”

“THE LINE IS READY. COMMENCE FIRING.”

“CEASE FIRING”

“MAKE THE LINE SAFE”

“IS THE LINE IS SAFE?”

“THE LINE IS NOT SAFE” or “THE LINE IS SAFE”

“YOU MAY GO FORWARD”

STOP Command

In slow-fire series when the time limit has expired or when all competitors have finished firing, the Range Officer will command STOP. STOP means that any competitor who is attempting to fire a shot must take their finger off the trigger and stop making any attempt to fire that shot. Any shot fired after a STOP command is an illegal shot that must be recorded as a miss (0).

In rapid-fire series, where competitors must assume position and fire five shots in 25 or 30 seconds, the Range Officer will command STOP-STOP at the end of the time limit. This is to make sure all competitors hear the STOP commands. The double STOP command also gives the competitor who is in danger of running out of time a split-second warning to fire their last shot. Rapid-fire shots fired after the second STOP command must be scored as misses.

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Distributed by **Reid Nevins**, 4-H Environmental Science and Education Specialist, Extension Center for 4-H Youth Development.



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