



2026

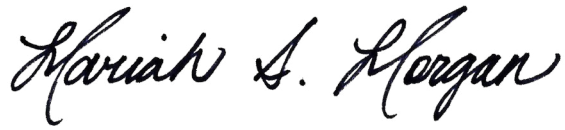
District Event

Handbook



4-H Youth Agents and Volunteers,

This event handbook is intended to help you with your 4-H Shooting Sports program. These rules and regulations help us provide our young people with the best program in the country. REMEMBER: Safety should never be compromised for any reason! Thank you for your hard work and dedication!

A handwritten signature in black ink that reads "Mariah S. Morgan". The script is fluid and cursive, with the first letters of the first and last names being capitalized and prominent.

Mariah S. Morgan, PhD

Interim Head, Extension Center for 4-H Youth Development

Mississippi State University Extension Service

Contents

4-H Shooting Sports Introduction.....	4
Goals, Aims, and Purpose.....	4
Participation in Contests	5
Postal Scores Required to Qualify for District Event.....	5
Recognition and Awards.....	6
2026 4-H Shooting Sports Handbook Updates/Changes.....	7
4-H Shooting Sports.....	8
Competition Categories	8
Review Period.....	9
State Championship	9
General Participation	10
Safety Rules	10
Rules Committee.....	11
5-Meter Air Pistol	12
10-Meter Air Pistol	13
.22-Caliber Conventional Pistol.....	14
5-Meter Air Rifle	15
10-Meter Air Rifle	17
.22-Caliber Rimfire Rifle (Junior).....	19
.22-Caliber Rimfire Rifle (Senior)	21
50-Yard Bullseye Muzzleloading Rifle	23
25-Yard Bottles and Critters Muzzleloading Rifle	24
Archery	25
Shotgun	28
Range Layout for Shotgun.....	29
Suggested Shooting Gate for Shotgun Events	30
Hunting	31
Guidelines for Scoring Paper Targets.....	34
Inward Scoring Gauges.....	35
Outward Scoring Gauges	35
Where Can I Get Targets?.....	36
Target Examples	37
Appendix.....	44

4-H Shooting Sports Introduction

Goals, Aims, and Purpose

4-H Shooting Sports strives to enable young people 8 to 18 years old, their parents, and adult volunteers to become responsible, self-directed, and productive members of society via involvement in shooting sports activities. MSU Extension professionals coordinate 4-H Shooting Sports statewide. Hundreds of MSU Extension employees and adult volunteers deliver the program throughout Mississippi.

The goals of the 4-H Shooting Sports program are

- ▶ To enhance development of self-concept, character, and personal growth through safe, educational, and socially acceptable involvement in shooting-related activities.

- ▶ To teach safe and responsible use of sporting equipment to include firearms and archery equipment.
- ▶ To promote the highest standards of safety, sportsmanship, and ethical behavior.
- ▶ To expose participants to the broad array of vocational and lifelong avocational activities related to the 4-H Shooting Sports program.
- ▶ To strengthen families through participation in lifelong recreational activities.
- ▶ To complement and enhance the impact of existing safety and shooting educational programs using experiential educational methods and progressive development of skills and abilities.

The Mississippi 4-H Shooting Sports program has several discipline areas:

- | | | |
|--------------|-----------------|--------------------|
| ▶ .22 Rifle | ▶ Archery | ▶ Slingshot |
| ▶ .22 Pistol | ▶ Hunting | (separate event) |
| ▶ Air Rifle | ▶ Muzzleloading | ▶ Western Heritage |
| ▶ Air Pistol | ▶ Shotgun | (separate event) |



Muzzleloading
This fun discipline teaches youth how to clean, care for, and use a muzzleloader.



Archery
4-H'ers learn to use bows and develop patience, repetition, and attention to detail.



Shotgun
As they learn target shooting with shotguns, 4-H'ers develop hand-eye coordination.



Western Heritage
Wearing time-period apparel and creating Old West personas, youth discover the firearms of the late 1800s.

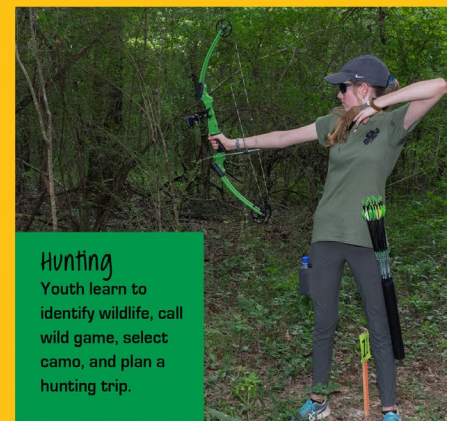


Rifle
Youth learn how to control their breathing, steady their bodies, and improve their aim with air or .22 rifles.



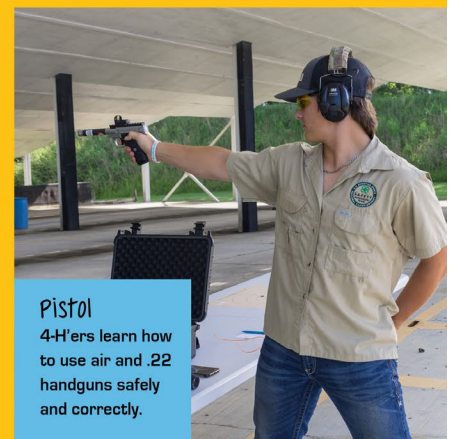
Slingshot

Youth learn the basic shooting fundamentals and safety aspects while walking through a woods course shooting clay ammo at steel targets.



Hunting

Youth learn to identify wildlife, call wild game, select camo, and plan a hunting trip.



Pistol

4-H'ers learn how to use air and .22 handguns safely and correctly.

Participation in Contests

Young people ages 8 through 18 (4-H age as of January 1) may join local 4-H Shooting Sports clubs, although participation in certain disciplines is limited to older 4-H'ers. Trained and certified adult leaders help train participants in specific discipline areas while teaching them important life skills. Please refer to additional sections of this handbook for more information about specific disciplines.

All participants are required to complete 8 hours of training each year in each discipline in which they are going to compete. In addition, before the district event, youth must have participated in at least one competition identical to that of the district discipline in which they are going to compete. Postal scores are required for youth to register for the district events. All rules in this handbook apply to this competition.

A 4-H Shooting Sports certified instructor must verify the qualifications for each 4-H member registered for a district event. The instructor must be certified in the discipline that he/she is verifying. A list of registered participants for each discipline is printed by the MSU Extension agent and then signed by the certified instructor. For a list of certified 4-H Shooting Sports instructors, please visit your local Extension office or contact the Center for 4-H Youth Development at (662) 325-3350.

All participants will be required to have a postal score to register for district events. All participants must shoot a minimum score (listed below) for the discipline (class) to advance to the district event. 4-H Shooting Sports district leadership will release specific information (such as deadlines) for each specific district's sanctioned matches.

Postal Scores Required to Qualify for District Event	
Discipline	Minimum Qualifying Score
5-Meter Air Pistol	15
10-Meter Air Pistol (Juniors)	30
10-Meter Air Pistol (Seniors)	60
.22 Pistol	45
5-Meter Air Rifle	25
10-Meter Air Rifle	45
.22 Rifle	45
Muzzleloader (Junior II)	15
Muzzleloader (Junior III and above)	20
Archery	30
Shotgun	2 of 15 targets
Hunting	No minimum required

There will be four district contests for the Mississippi 4-H Shooting Sports program.

1. **Northwest District Counties:** Bolivar, Carroll, Coahoma, DeSoto, Grenada, Holmes, Humphreys, Issaquena, Leflore, Montgomery, Panola, Quitman, Sharkey, Sunflower, Tallahatchie, Tate, Tunica, Washington, and Yalobusha.
2. **Northeast District Counties:** Alcorn, Benton, Calhoun, Chickasaw, Choctaw, Clay, Itawamba, Lafayette, Lee, Lowndes, Marshall, Monroe, Noxubee, Oktibbeha, Pontotoc, Prentiss, Tippah, Tishomingo, Union, Webster, and Winston.
3. **Southwest District Counties:** Adams, Amite, Attala, Claiborne, Copiah, Franklin, Hinds, Jefferson, Lawrence, Leake, Lincoln, Madison, Pike, Rankin, Scott, Simpson, Smith, Walthall, Warren, Wilkinson, and Yazoo.
4. **Southeast District Counties:** Clarke, Covington, Forrest, George, Greene, Hancock, Harrison, Jackson, Jasper, Jefferson Davis, Jones, Kemper, Lamar, Lauderdale, Marion, Neshoba, Newton, Pearl River, Perry, Stone, Wayne, and Mississippi Band of Choctaw Indians.

At these district events, **4-H'ers may compete in a maximum of three live fire events with Hunting included as one of the three since it is now a live fire event for Junior and Senior 4-H'ers.** To be eligible for participation in these events, youth must have received at least 8 hours of training from a certified 4-H Shooting Sports instructor in each of the disciplines. Additionally, youth must have participated in at least one competition identical to that of the district discipline(s) (must be a complete course of fire) in which they are going to compete. All rules in this handbook apply to this competition. **There are no exceptions to this policy.**

Recognition and Awards

District awards and recognition will be administered by the district leadership in each respective district. Senior participants who score a minimum score in their discipline event will be invited to the State Championship and, if successful, may represent Mississippi at the National 4-H Shooting Sports Contest. National 4-H Contest rules state that youth will only be allowed to attend the National 4-H Shooting Sports Contest once per discipline. Thus, a 4-H'er may compete at the National Contest in .22 rifle only once but may go again competing in another discipline (e.g., air rifle, .22 pistol, air pistol, etc.).

Updates/Changes for 2026 4-H Shooting Sports Events at Regional and State Championship Competitions

.22 Rifle

1. All .22 Rifle contestants (Jr. and Sr.) will compete in one of three Rifle classes: Open (O), Telescopic (T), and Aperture (A). Competitors will fall into five different age categories: Jr. I, Jr. II, Jr. III, Sr. I, and Sr. II, as defined in the 4-H Shooting Sports State Championship Rulebook.
2. Only factory-loaded .22 caliber short, long, or long rifles with bullets weighing no more than 45 grains. Hyper-velocity ammunition is not allowed (bullet velocity 1,400 fps or greater).
3. Hollow-point ammo is allowed.

.22 Rifle Classes

Open (O) – Any legal rifle equipped with traditional open sights that have a “U” or “V” notched rear sight and a post or bead front sight mounted to the barrel.

Telescopic (T) – Any legal rifle equipped with an optical sight that may not exceed 6x magnification power, with variable power scopes that can exceed this power being taped in place at 6x or lower magnification. Electro-optics that use “reflex” or “holographic” technology will apply to this classification.

Aperture (A) – Any legal rifle equipped with an aperture, peep, or ghost ring sight that may be mounted on the receiver or barrel, and a post, bead, or globe front sight mounted to the barrel.

Muzzleloader

Jr. II, Jr. III, and Sr. Muzzleloader participants will shoot the same course of fire from the same distance. Five shots each at the bullseye target, five shots at the bottles target, and five shots at the critters target from the same distances stated in the 4-H Shooting Sports State Championship Rulebook. Jr. participants can use cross-sticks, but Sr. participants cannot.

Air Pistol

Minimum qualifying score for the State Championship dropped from 200 to 150.

.22 Pistol

1. Spotting scopes are allowed to be used on the range.
2. Hollow-point ammunition is allowed.
3. Ammo: Any .22 caliber short, long, or long rifle rimfire cartridge with a bullet weighing no more than 45 grains is allowed.

4-H Shooting Sports

Competition Categories

Category	Junior I 8–9 years	Junior II 10–11 years	Junior III 12–13 years	Senior I 14–15 years	Senior II 16–18 years
Rifle					
Air Rifle 5-meter BB/Pellet	X	X	X		
Air Rifle 10-meter Pellet	X	X	X	X	X
.22 Rifle 3-position		X	X	X	X
Archery					
<i>Males and females will be scored separately and compete in different classifications.</i>					
Recurve	X	X	X	X	X
Standard Compound	X	X	X	X	X
Bare Bow	X	X	X	X	X
Compound Bare Bow	X	X	X	X	X
Unlimited	X	X	X	X	X
Pistol					
Air Pistol 5-meter BB and Pellet	X	X	X		
Air Pistol 10-meter Pellet	X	X	X	X	X
.22 Pistol Combination Fire				X	X
Muzzleloading					
<i>Junior II, Junior III, and Senior (ages 14–18) participants are required to compete using all three targets: Bullseye, Bottles, and Critters.</i>					
50-yd Bullseye		X	X	X	X
25-yd Bottles & Critters		X	X	X	X
Shotgun					
Clover Clays		X	X	X	X
Hunting					
Written Exam	X	X	X	X	X
Hunter Decision Making	X	X	X	X	X

NOTE: Participants are allowed to participate in three live fire disciplines, including Hunting as one of the three since it now has a live fire portion to the contest.

Review Period

Each district leadership team will determine when scores will be posted. A 30-minute review period will follow during which event **participants only may request a formal review. Targets will be re-scored by a three-person committee and will not be returned to the competitors. The review fee is determined by each district. The fee will be returned to the participant if an error is found.**

State Championship

To be invited to participate in State Championship, senior-aged youth must score a minimum in a discipline area. 4-H'ers who turn 19 on or before January 1 will be unable

to attend the national competition, even if they qualified for it. **The discipline rules listed in this handbook pertain only to the district events; a separate rulebook will be issued for the State Championship.**

Participants who qualify for the State Championship must complete 2 additional hours of safety and rules instruction in the discipline in which they are going to compete. Hunting contestants must complete a minimum of 10 hours of safety and range instruction collectively from certified instructors in Rifle & Archery in the hunting discipline & each instructor must sign off on these additional hours, and participants must present their documentation to the appropriate agent before they register for the State Championship.

State Championship Minimum Scores	
Discipline	Minimum Needed
Air Rifle	150
.22 Rifle	390
Air Pistol	150
.22 Pistol	150
Shotgun	10
Archery (Recurve, Bare Bow, Compound Bare Bow)	60
Archery (Compound and Unlimited)	90
Muzzleloader	30
Hunting	No minimum required

The Mississippi 4-H Shooting Sports State Championship will be held in mid-July (location TBD by site committee).

General Participation

Participants are required to have met the following regulations to be eligible to participate in a district event:

1. Completed 8 hours of 4-H Shooting Sports training each 4-H year in each discipline in which they compete.
2. Participated in at least one sanctioned competition identical to that of the district discipline in which they are going to compete.
3. A 4-H Shooting Sports certified instructor must verify on the participant's registration forms that the participant has met his or her minimum training requirements. This instructor must be certified in the discipline in which he/she is verifying. For a list of certified 4-H Shooting Sports instructors, please contact your local Extension office.
4. The local MSU Extension agent is responsible for collecting fees and information and entering it into the computer system.
5. 4-H rules apply! Each participant must have a completed Parental Consent/Code of Conduct Form and Health Card in order to participate in any event. These forms can be obtained from your local MSU Extension office.
6. **Any changes to classifications must be made before the start of the match and are the responsibility of the competitor.**
7. Each district event will be coordinated following MSU Extension guidelines.

4-H rules supersede National Governing Body (NGB) unless noted. Please see appendix.

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.

1. **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. 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.**
2. 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.

3. **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 muzzle.** 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.
4. Arrows will not be nocked until the participant is on the shooting line. **The use of a hip or ground quiver is required.**
5. Participants must obey all range commands. Arrive at each event at least 15 minutes prior to relay times to receive range orientation.
6. Rifles must be single loaded, except when range officer dictates otherwise. Parent or person assisting participant must certify when each firearm is clear.
7. Participants must wear adequate eye and ear protection while on the firing line.
8. 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.** Ammunition that is stored inside a case when checked at firearm check-in or on the firing line will also constitute a disqualification from the range. Arrows are not classified as ammunition and thus may be stored in the bow case.
9. 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 classifications will be checked at the range.**
10. Range assignment cards will be issued with relay number and approximate time as well as the competition equipment class they will participate in.
11. All equipment, including firearms, will be the responsibility of the participant under the supervision of the certified 4-H instructor and MSU Extension agent.
12. 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 participant from the competition.

13. 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 shirts 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 open-hole “Crock-type” soft-soled shoes to provide adequate foot protection from hot brass. **Dress code will be strictly enforced.**
14. 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, to competition are automatically disqualified.** Instructors and the MSU Extension agent will be notified and the infraction documented.
15. Each discipline event will have a registration fee to be determined by that district. Registration date and late fees will be determined by the district.
16. Tactical firearms are not permitted in the 4-H Shooting Sports program.
17. Dogs are not allowed on the range. The exception to this rule is service animals.
18. 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.
19. No cell phones will be allowed on the firing line during live fire. This includes use of cell phones by parents, instructors, and participants (excluding range officer).
20. 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.)
21. Spotting scopes are allowed for .22 rifle and .22 pistol events.

Rules Committee

1. There will be a rules committee in place to handle any rule discrepancies, challenges, or protests that arise.
2. This committee will consist of at least three of the following five:
 - a. Range officer in charge of range in question.
 - b. Event coordinator or state executive board member.
 - c. State 4-H staff member, state 4-H Shooting Sports coordinator, or other pre-determined state staff on site.
 - d. Level II or Level III instructor for discipline in question.
 - e. Regional Extension coordinator on site.
3. 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.

You can get a copy of Mississippi 4-H Youth Development Rules and Procedures (Extension Publication 2431) from your local 4-H office.

5-Meter Air Pistol

Rules

NRA International Pistol Rule Book #CI16500 (adapted for 5-meter)

<https://competitions.nra.org/media/7577/nra-international-pistol-rules.pdf>

All air pistols must be 800 fps or less.

The following 4-H rules supersede the NRA rules:

Classes

Smooth bore pistol – BB: Any smooth bore BB pistol, with metallic sights, in which the propelling force is developed using a compressed spring, gas, or compressed air, may be used.

Smooth bore .177 caliber pellet – Any smooth bore .177 caliber pellet pistol. Flat-nosed lead pellets are permitted as ammunition. With metallic sights only.

Acceptable models:

Daisy Model 288: fixed sight; spring air, weight .8 lb.

Daisy Model 1200: adjustable sight; CO2 weight 1.1 lb.

Crossman Model AA11: adjustable sight; CO2; weight 13 oz.

OR any pistol of equal quality (suggested retail price under \$40)

Sights

Blade and Ramp front sight – adjustable open rear sight OR
Blade and Ramp front sight – fixed open rear sight.

Ammunition

Round, .177 cal. (4.5 mm), steel BBs only

Course of Fire

5 meters (16½ feet) adapted for smooth bore BB pistol

Junior I (8–9): Shoots two-handed, sitting at a table, resting butt of pistol on sandbag. 20 shots – 5 shots each on 4 targets

Junior II (10–11): Shoots two-handed, sitting at a table, resting elbows or forearms but not butt of pistol on sandbag or table. Arms should be straight. Sandbags or blocks can be used under forearms or elbows to bring pistol to eye level. 20 shots – 5 shots each on 4 targets

Junior III (12–13): Shoots two-handed standing. 20 shots – 5 shots each on 4 targets at 5 meters

Time Limit

1 minute per shot

Target

#B-40 OR Daisy #5819; 10-meter single bull pistol target (used at 5 meters)

#B-40/4; 10-meter 4 bull pistol target (used at 5 meters)

Note: Competitors are responsible for bringing their own blocks and sandbags.

Recognition Levels 5m Air Pistol - Jr I, II, III

Recognition	Min. Score
Marksman	60
Sharpshooter	90
Expert	130
Distinguished Expert	170



Jr. II – Shoots two-handed, sitting at a table, resting elbows or forearms but not butt of pistol on sandbag or table. Arms should be straight.



Jr. I – Shoots two-handed, sitting at a table, resting butt of pistol on sandbag.

10-Meter Air Pistol

Rules

NRA International Pistol Rules #CI16500

<https://competitions.nra.org/media/7577/nra-international-pistol-rules.pdf>

All air pistols must be 800 fps or less.

The following 4-H rules supersede the NRA rules:

Classes

Match Air Pistol: Any Air Pistol that meets fps requirement; suggested retail price that is under \$600. (Weight not to exceed 2.9 lb.)

Precision Air Pistol: Any precision air pistol that complies with Rule 3.7 (See Appendix) and has a value of \$601 or more and meets the fps requirement.

Sights

Only open sights are allowed, adjusted for elevation and windage

Ammunition

Any .177 caliber (4.5mm) flat nosed lead pellet

Junior I (8–9): Shoots two-handed, sitting at a table, resting butt of pistol on sandbag. 20 shots – 5 shots each on 4 targets at 10 meters

Junior II (10–11): Shoots two-handed, sitting at a table, resting elbows or forearms but not butt of pistol on sandbag or table. Arms should be straight. Sandbags or blocks can be used under forearms or elbows to bring pistol to eye level. 20 shots – 5 shots each on 4 targets at 10 meters

Junior III (12–13): May elect to shoot two-handed or one-handed, standing; one- and two-handed shooters will register and be scored in separate classes. 20 shots – 5 shots each on 4 targets at 10 meters

Senior I (14–15): May elect to shoot two-handed or one-handed, standing; one- and two-handed shooters will register and be scored in separate classes. 40 shots – 5 shots each on 8 targets at 10 meters

Senior II (16–18): May elect to shoot two-handed or one-handed, standing; one- and two-handed shooters will register and be scored in separate classes. 40 shots – 5 shots each on 8 targets at 10 meters

Time Limit

1 minute per shot for all classes

Target

#B-40 OR Daisy #5819; 10-meter single bull pistol target

#B-40/4; 10-meter 4 bull pistol target

Note: Competitors are responsible for bringing their own blocks and sandbags.

Recognition Levels		
	10m Air Pistol Jr I, II, III	10m Air Pistol Sr I, II
Recognition	Min. Score	Min. Score
Marksman	60	120
Sharpshooter	90	180
Expert	130	260
Distinguished Expert	170	340



Standing one-handed



Standing two-handed

.22-Caliber Conventional Pistol

Rules

NRA Pistol Rules #CP 16650

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

NRA Pistol Rule 9.14 and 10.10 concerning “refiring” and “malfunctions”: Any refires or malfunctions will be handled at the sole discretion of the range officer (e.g., unlimited refires will be allowed and only the shots not fired will be refired).

The following 4-H rules supersede the NRA rules:

Classes

.22 Pistol

Metallic sights: Any semi-automatic .22 caliber pistol with metallic sights

Any sights: Any semi-automatic .22 caliber pistol with any metallic/optical sight

.22 Double-Action Revolver

Metallic sights: Any .22 caliber double-action revolver with metallic sights

Any sights: Any .22 caliber double-action revolver with any metallic/optical sight

Barrel Length

No longer than 10¾ inches (National 4-H Shooting Sports events currently have a 10-inch maximum rule)

Ammunition

Any .22 caliber short, long or long rifle rimfire cartridge with a bullet weighing no more than 45 grains.

Hollow-point ammunition is allowed, unless otherwise stated by the range owner/operator. Magnums are NOT allowed. Hyper-velocity ammo is not allowed. Hyper-velocity is defined as any ammunition with a velocity of more than 1,400 fps (feet per second).

Distance

25 yards

Course of Fire

10 shots each slow fire, timed fire, and rapid fire (30 record shots).

Senior I (14–15) May elect to shoot two-handed or one-handed, standing; one- and two-handed shooters will register and be scored in separate classes

Senior II (16–18) May elect to shoot two-handed or one-handed, standing; one- and two-handed shooters will register and be scored in separate classes

NOTE: Participants may shoot one- or two-handed at the district level. They may only shoot one-handed at the State Championship.

Time

Slow fire: 5 minutes for 10 shots

Timed fire: 20 seconds per 5-shot string

Rapid fire: 10 seconds per 5-shot string

Target

NRA B-8

Recognition Levels .22m Pistol - Sr I, II	
Recognition	Min. Score
Marksman	90
Sharpshooter	135
Expert	195
Distinguished Expert	255

5-Meter Air Rifle

Rules

NRA 5-meter BB Gun Rule Book #CC 16410 <http://www.rulebooks.nra.org/documents/pdf/compete/RuleBooks/Bbgun/bb-book.pdf>

All air guns must be 800 fps or less.

The following 4-H rules supersede the NRA rules:

Classes:

BB

BB Scoped: Any air gun with either rifled or smooth bore barrels is permitted, such as Daisy 499, 845, 840, or Crossman 760. Only round .177 (4.5mm) steel BBs are permitted as ammunition.

Smoothbore Pellet

Smoothbore Pellet Scoped and *Rifled Pellet: Any air gun with a smooth bore barrel is permitted, such as Daisy 499, 845, 840, or Crossman 760. Only .177 (4.5 mm) flat nosed lead pellets are permitted as ammunition.

Rifled Pellet Scoped: Any air gun with a rifled barrel is permitted, such as Daisy 880. Only .177 (4.5 mm) flat nosed lead pellets are permitted as ammunition.

Sights

A hooded front sight with interchangeable aperture inserts and adjustable rear peep sights may be used in place of the blade and ramp front and open rear sight with elevation adjustment. (Rule 3.7c) (See Appendix)

Scopes with a maximum power of 6X. Variable scopes may be used but must be taped and immobilized at the 6X setting.

Stocks

Factory-installed stocks may be altered in length only. (Rule 3.4) (See Appendix)

Weight Limit

Not to exceed 6 lb., excluding the sling. (Rule 3.12) (See Appendix)

Slings

Slings are permitted—not to be wider than 1¼ inch. (Rule 3.13) (See Appendix)

Kneeling

A cylinder cushion for use in the kneeling position only, not more than 9.84 inches long and 7.08 inches in diameter (Rule 3.14.1) (See Appendix)

Shooting Equipment

No footwear higher than the ankle that would give artificial support or gloves are permitted. (Rule 3.11) (See

Appendix) (*Note: Individuals wearing lace-up boots or high-topped shoes may be asked to loosen the laces.)

Junior I (8–9) Elbow padding will be permitted.

Junior II (10–11) Elbow padding and upper arm sling padding or a cloth shooting jacket may be used.

Junior III (12–13) Elbow padding and upper arm sling padding or a cloth shooting jacket may be used.

Time Limit

1 minute per record shot (10 minutes per position) with 3 minutes preparation period for each position.

Course of Fire

Junior I will fire 30 shots sitting at a table. Shooters can have only one point of contact with their rifle and the table, that being on top of the front sandbag. Shooters must have the buttstock against their body up off the table. Multiple sandbags may be stacked for the front bag, but buttstock cannot have sandbags under it.

Junior II will fire 30 shots sitting at a table. Shooters who shoot from elbows on table must support the rifle with at least their front elbow on the table, with the buttstock against their shoulder off of the table. This means their elbow must be on the table with the forearm and wrist off of the table. They cannot lay their arm out straight in front of them resting on the table. Their rear elbow can be off or on the table, but the gun cannot touch at any point.

Junior III 3 positions (Rule 7.1) (See Appendix)

Prone: 10 shots

Standing: 10 shots

*Kneeling: 10 shots

***See Rule 5.10 in Appendix for definition of kneeling.**

Note: Competitors are responsible for bringing their own blocks and sandbags.

Targets

Daisy #5815 or #AR 4/10 5-meter (16½ feet) air rifle target, 10 record bull; 1 record shot per bull.

Recognition Levels 5m Air Rifle – Jr I, II, III; Sr I, II, III	
Recognition	Min. Score
Marksman	90
Sharpshooter	135
Expert	195
Distinguished Expert	255



Junior I



Junior II

Junior III 4-H'ers must shoot 3-position (prone, standing, kneeling).

10-Meter Air Rifle

Rules

National Standard 3-Position Air Rifle rules

<http://www.odcmp.com/3P/Rulebook.htm>

The following 4-H rules supersede the CMP rules:

All air guns must be 800 fps or less.

Classes

Trainer – AR

Trainer – AR Scoped:

Trainer Air Rifle, not to exceed 7.5 lb.

.177 caliber pellet rifle, cost under \$100—Daisy #1170 or equal.

Sporter – AR

Sporter – AR Scoped:

Sporter Air Rifle, not to exceed 7.5 lb.

Daisy Model 853, or costing \$650 or less.

Approved Sporter Air Rifles

- ▶ Air rifles officially approved for Sporter Class air rifle competitions are the Air Force Air Guns Edge, Crossman CH2000 (C02), Crossman cH2009 (C02 or CA), Crossman CH2021 (CA), Daisy M599 Competition Air Rifle, Daisy M853/753/953/853CM (pneumatic), Daisy 888/887 (C02), Daisy XSV40 Valiant (compressed air), Air Arms T200 (compressed air, with non-adjustable cheek-piece and butt-plate), and Champions Choice T200 (CZ 200T, compressed air, with adjustable cheek-piece and butt-plate). Daisy 887/888 rifles may have 2010 model replacement stocks.
- ▶ Any approved Sporter Class air rifle that is not currently available to junior clubs or teams at a cost of \$350 or less will lose its Sporter Class approval. Air rifles of that model that were purchased at a cost of less than \$650 may continue to be used in Sporter Class competitions. The price ceiling specified in this rule may be a price that is available to junior shooting clubs or teams through a manufacturer's special marketing program. Note: For information on special marketing programs, contact the manufacturer or distributor directly.

Stock

- ▶ Wood, plastic wood, or other material may be added to the lower, forward surface of the pistol grip, but the modified pistol grip may not be anatomically formed. Its dimensions may not exceed the maximum width of the original pistol grip, and no part of the modified pistol grip may extend farther forward than a line perpendicular to the bore that is 1.5 inches from the center of the forward surface of the trigger.

- ▶ The depth of the fore-end as measured from the center line of the bore to the bottom of the fore-end may not exceed 100 mm. The fore-end may have a moveable fore-end attachment or extension, provided the depth of the fore-end with the attachment in place does not exceed 100 mm (3.94 inches). A moveable fore-end attachment On-the-AFAG-Edge may be moved between positions (because of its short length).

Precision – AR

Precision – AR Scoped

- ▶ Precision Air Rifle, not to exceed 12.2 lb. No cost restrictions.

Ammunition

.177 (4.5 mm) flat nosed lead pellet

Sights

Metallic – any sight not containing lens or system of lenses. Hooded front sight with changeable aperture inserts and micrometer adjustable rear peep sight will be permitted.

Scoped – any telescopic sight, not to exceed 6X. Variable scopes may be used but must be taped and immobilized at the 6X setting.

Slings

Slings are permitted, not to be wider than 1.25 inch (Sporter & Trainer Class) or 1.6 inch (Precision Class).

Kneeling

One cylindrical roll for shooting in the kneeling position is allowed.

Rolls

The roll cannot be longer than 10 inches or wider than 7.2 inches.

Stocks

The stock may be adjustable in length, and the cheek-piece may be adjustable in height. The stock may have a vertically adjustable butt plate. These adjustments (length of stock, vertical position of butt plate, height of cheek-piece) must remain the same in all three positions and may not be changed during a competition. Thumb hole, thumb rest, palm rest, and hand heel rest are prohibited.

Clothing

Shooting jackets and special shooting pants are not permitted in Trainer or Sporter Classes. Up to two loose-fitting shirts or sweatshirts may be worn in Trainer and Sporter Classes. Shooting jackets are permitted in the Precision Class. Shooting gloves are permitted but must remain loose around the wrist.

Course of Fire

Junior I (8–9): Will fire 30 shots sitting at a table. Shooters can have only one point of contact with their rifle and the table, that being on top of the front sandbag. Shooters must have the buttstock against their body up off the table. Multiple sandbags may be stacked for the front bag, but buttstock cannot have sandbags under it (see pictures on page 16). Table shooters have 1 minute per shot.

Junior II (10–11; 3 positions):

Prone: 10 shots

Standing: 10 shots

*Kneeling: 10 shots

OR

Will fire 30 shots sitting at a table. Shooters who shoot off of elbows on table must support the rifle with at least their front elbow on the table, with the buttstock against their shoulder off of the table. This means their elbow has to be on the table with the forearm and wrist off of the table. They cannot lay their arm out straight in front of them resting on the table. Their rear elbow can be off or on the table, but the gun cannot touch at any point.

Note: Once a position option is selected, the shooter must use that option for all competitions in the year.

Junior III & older (12–18; 3 positions):

Prone: 10 shots

Standing: 10 shots

*Kneeling: 10 shots

***See Rule 5.1.3 in Appendix for definition of Kneeling.**

Time Limit

Shooting time (including sighting shots) will be 15 minutes prone, 15 minutes kneeling, and 20 minutes standing. If there are no position shooters on the line, time will be 1 minute per record shot.

Junior I and II times will coincide with position shooters' times. The range officer will decide before the match begins whether or not sighting shots will be allowed.

Target

Daisy #5818 or #AR – 5/10-10 meter (33 feet) air rifle target, 10 record bull target: 1 record shot per bull.

Note: Competitors are responsible for bringing their own blocks and sandbags.

Recognition Levels 10m Air Rifle – Jr I, II, III; Sr I, II, III	
Recognition	Min. Score
Marksman	90
Sharpshooter	135
Expert	195
Distinguished Expert	255

.22-Caliber Rimfire Rifle (Junior)

Junior CMP Sporter Rifle Match (10–13 4-H Age)

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.

Age Groups

Junior II – (10 and 11)

Junior III – (12 and 13)

Classes

Open (O) – Any legal rifle equipped with traditional open sights that have a “U” or “V” notched rear sight and a post or bead front sight mounted to the barrel.

Telescopic (T) – Any legal rifle equipped with an optical sight that may not exceed 6x magnification power, with variable power scopes that can exceed this power being taped in place at 6x or lower magnification. Electro-optics that use “reflex” or “holographic” technology will apply to this classification.

Aperture (A) – Any legal rifle equipped with an aperture, peep, or ghost ring sight that may be mounted on the receiver or barrel, and a post, bead, or globe front sight mounted to the barrel.

Target

B-19 Pistol Target – Use three targets for Juniors.

Distance

25 yards (75 feet)

Course of Fire

30 shots for record (3 targets) 10 shots in 10 minutes per position

25 yards

Prone position – 10 shots slow fire

Sitting or kneeling – 10 shots slow fire

Standing – 10 shots slow fire

There will be a 5-minute period to fire sighters from the prone position. After 5 minutes, the range will be called cold, and shooters may check their targets. There will be

a 3-minute preparation period for each position. Once the first record shot has been fired, no further sighting shots are allowed. The number of sighting shots allowed TBD by event staff.

As a safety precaution, Junior 4-H’ers will load 10 rounds one time when given the load command. This will eliminate the need for a reload in the middle of a live fire round.

Cheek Rests

The use of cheek rests is allowed in the Junior divisions at the district level. Adjustable or aftermarket cheek rests are permitted, provided they are securely attached, do not create an unfair competitive advantage, and do not alter the rifle’s safety features. All other stock modifications remain subject to existing equipment rules.

Ammunition

.22 short, .22 long, or .22 long rifle ammunition only. Bullet weight may be up to 45 grains. Hollow-point ammunition is allowed. NO magnum or hyper-velocity ammunition is allowed. Hyper-velocity is defined as any ammunition with a velocity of more than 1,400 fps (feet per second).

Equipment

Current CMP rules allow for three different classes. Any rifle that meets any of the CMP classes for use will be allowed, with the exception that any rifles in the configuration of a modern military style rifle will not be permitted. All rifles still must meet the weight, trigger pull, and optic limit requirements. There are NO exceptions to these limits.

Rifle

Overall weight of the rifle may not exceed 8.5 pounds, with sights and magazine. If sling is used, it may be removed when rifle is weighed. Any type of action, semi-auto or manually operated, with a trigger pull of at least 3.0 pounds.

Stock

Rifles may be configured with non-standard stocks, barrels, or configurations. Rifles with thumbhole stocks, adjustable stocks, adjustable cheek pieces, orthopedically shaped cheek pieces, or orthopedic pistol grips may be used, provided they comply with weight and trigger pull limitations. The stock may have a sling swivel in the FIXED (non-adjustable) location on the fore end. If the buttstock length of pull or the cheek piece is adjustable, buttstock length and cheek piece adjustments must remain the same for all three positions. These adjustments should be taped or fixed in a single position. Any magazine extending below stock may not be used as a palm rest or

used to support on the forearm. Barrels may be fluted or have non-standard contours.

Sling

Standard leather or web sling no wider than 1¼ 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. If a variable power scope is capable of greater than 6X, the adjustment device on each scope must be secured with tape or other similar means so that it cannot be changed during match. Check-in seal must remain intact. The magnification must remain at the sealed power during the entire match.

Barrel

Barrels may not be equipped with any type of muzzle device (examples: muzzle break, fake suppressor, recoil compensator, or porting). Fluted barrels and sleeved carbon graphite or aluminum barrels will be allowed provided there is no porting.

Clothing

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

Telescopes or Field Glasses

Competitors may use a spotting telescope or binoculars to spot fired shots during firing. Spotting scope cameras that project images to other electronic devices are not permitted.

Shooting Mat

Competitors may use a shooting mat or ground cloth, provided it does not provide artificial support. Competitors may not stand on the shooting mat in the standing position.

Kneeling Roll

If the competitor elects to fire in the kneeling position, one kneeling roll that is not more than 6 inches in diameter may be used. The kneeling roll may be placed under the foot or ankle or between the foot and buttocks.

NGB

Rulebook: CMP Games Rifle and Pistol Competition Rules (most recent printing). <http://thecmp.org>

4-H rules always supersede NGB rules.

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.

Examples of unacceptable firearm components include: front pistol grips, heat shields or barrel shrouds that completely surround the barrel, muzzle brakes, recoil compensators, and suppressors. Magazines that extend more than 2 inches below the receiver are prohibited.

Below are examples of firearms that would not be permitted:



Recognition Levels Junior .22 Rifle	
Recognition	Min. Score
Marksman	90
Sharpshooter	135
Expert	195
Distinguished Expert	255

.22-Caliber Rimfire Rifle (Senior)

Senior CMP Sporter Rifle Match (14–18 4-H Age)

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.

Age Groups

Senior I – (14–15)

Senior II – (16–18)

Classes

Open (O) – Any legal rifle equipped with traditional open sights that have a “U” or “V” notched rear sight and a post or bead front sight mounted to the barrel.

Telescopic (T) – Any legal rifle equipped with an optical sight that may not exceed 6x magnification power, with variable power scopes that can exceed this power being taped in place at 6x or lower magnification. Electro-optics that use “reflex” or “holographic” technology will apply to this classification.

Aperture (A) – Any legal rifle equipped with an aperture, peep, or ghost ring sight that may be mounted on the receiver or barrel, and a post, bead, or globe front sight mounted to the barrel.

Target

B-19 Pistol Target (use six targets for seniors)

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

In the slow fire rounds, Seniors may load up to 10 rounds in a removable magazine during the preparation period. The magazine may not be inserted until the “Load” command

is given. Competitors with tubular magazines may not load their 10 rounds until the “Load” command is given.

Rapid fire – Two 5-shot strings in 25 seconds for semi-automatic firearms or 30 seconds for manually repeating firearms.

Sighter Shots

There will be a 5-minute period to fire sighters from the prone position. After 5 minutes, the range will be called cold, and shooters may check their targets. The number of sighting shots allowed TBD by event staff.

There will be a 3-minute preparation period for each position. Once the first record shot has been fired, no further sighting shots are allowed.

Alibis

For each shot not fired due to firearm malfunction in a rapid-fire round, there will be an allotment of 5 seconds per shot to make up lost shots.

Ammunition

.22 short, .22 long, or .22 long rifle ammunition only. Bullet weight may be up to 45 grains. Hollow-point ammunition is allowed. NO magnum or hyper-velocity ammunition is allowed. Hyper-velocity is defined as any ammunition with a velocity of more than 1,400 fps (feet per second).

Equipment

Current CMP rules allow for 3 different classes. Any rifle that meets any of the CMP classes for use will be allowed, with the exception that any rifles in the configuration of a modern military style rifle will not be permitted. All rifles still must meet the weight, trigger pull, and optic limit requirements. There are NO exceptions to these limits.

Rifle

Overall weight of the rifle may not exceed 8.5 pounds, with sights and magazine. If a sling is used, it may be removed when rifle is weighed. Any type of action, semi-auto or manually operated, with a minimum trigger pull of 3.0 pounds.

Stock

Rifles may be configured with non-standard stocks, barrels, or configurations. Rifles with thumbhole stocks, adjustable stocks, adjustable cheek pieces, orthopedically shaped cheek pieces, or orthopedic pistol grips may be used, provided they comply with weight and trigger pull limitations. The stock may have a sling swivel in the FIXED (non-adjustable) location on the fore end. If the buttstock length of pull or the cheek piece is adjustable, buttstock length and cheek piece adjustments must remain the same for all three positions. These adjustments should be taped or fixed in a single position. Any magazine extending below stock may not be used as a palm rest or

used to support on the forearm. Barrels may be fluted or have non-standard contours.

Sling

Standard leather or web sling no wider than 1¼ 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. If a variable power scope is capable of greater than 6X, the adjustment device on each scope must be secured with tape or other similar means so that it cannot be changed during match. Check-in seal must retain intact. The magnification must remain at the sealed power during the entire match.

Barrel

Barrels may not be equipped with any type of muzzle device (examples: muzzle break, suppressors/silencers, recoil compensator, or porting). Fluted barrels and sleeved carbon graphite or aluminum barrels will be allowed provided there is no porting.

Clothing

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

Telescopes or Field Glasses

Competitors may use a spotting telescope or binoculars to spot fired shots during firing. Spotting scope cameras that project images to other electronic devices are not permitted.

Shooting Mat

Competitors may use a shooting mat or ground cloth, provided it does not provide artificial support. Competitors may not stand on the shooting mat in the standing position.

Kneeling Roll

If the competitor elects to fire in the kneeling position, one kneeling roll that is not more than 6 inches in diameter may be used. The kneeling roll may be placed under the foot or ankle or between the foot and buttocks.

NGB

Rulebook: CMP Games Rifle and Pistol Competition Rules (most recent printing). <http://thecmp.org>

4-H rules always supersede NGB rules.

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.

Examples of unacceptable firearm components include: front pistol grips, heat shields or barrel shrouds that completely surround the barrel, muzzle brakes, recoil compensators, and suppressors. Magazines that extend more than 2 inches below the receiver are prohibited.

Below are examples of firearms that would not be permitted:



Recognition Levels Senior .22 Rifle	
Recognition	Min. Score
Marksman	180
Sharpshooter	270
Expert	390
Distinguished Expert	510

50-Yard Bullseye Muzzleloading Rifle

Junior II and Junior III participants will shoot all three targets like Senior 4-H'ers: Bullseye and Bottles and Critters. Juniors II and III may use cross sticks.

Seniors (ages 14–18) are required to shoot at all three targets: bulls, bottles, and critters.

Instructor or person assisting participant will be required to maintain control of percussion caps during contests!

Rifles Allowed

Replica: Primitive replicas (percussion cap or flintlock), any caliber.

Inline: Modern muzzleloading rifle with in-line ignition, any caliber.

Classes

Metallic Sights: A muzzleloader with metallic sights is 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.)

Any Sights: A muzzleloader with the above described metallic sights or any optical sighting device with any magnification that does not project an image onto the target is permitted.

Ammunition

Any projectile of proper caliber for the firearm is legal.

Powder

Factory-made sporting black powder or black powder substitute. (Black powder substitute pellets are permitted.) The maximum powder charge allowed is 60 grains of black powder or its equivalent. All powder must be in premeasured loads. No open containers of powder are allowed on the firing line or loading benches of any range. Shooters must have a minimum of 20 premeasured loads per event and may be randomly checked by range officer to ensure compliance.

Course

Junior II:

Position: Standing – may use cross sticks and be assisted by an adult.

Shots: 5 shots at 50 yards for record.

Sighting Shots: Unlimited on a separate target within the time allotted.

Time: 30 minutes.

Assistance: An adult may help junior participants load their firearms.

Junior III:

Position: Standing - may use cross sticks

Shots: 5 at 50 yards for record.

Sighting Shots: Unlimited on a separate target within the time allotted.

Time: 30 minutes.

Assistance: An adult may help junior participants load their firearms.

Seniors:

Position: Standing Shots: 5 at 50 yards for record.

Sighting Shots: Unlimited on a separate target within the time allotted.

Time: 30 minutes.

Assistance: Senior participants must load their firearms, but an adult may cap the firearms.

Target

NMLRA target number TG2406.

Note: Used film canisters can be used as inexpensive “quick loads.”

Recognition Levels		
	Muzzleloader Jr II	Muzzleloader Jr III; Sr I, II
Recognition	Min. Score	Min. Score
Marksman	45	65
Sharpshooter	55	80
Expert	70	105
Distinguished Expert	85	125

25-Yard Bottles and Critters Muzzleloading Rifle

Junior II and above will compete in Bullseye and Bottles and Critters as one event.

Junior II and above are required to shoot at all three targets: bullseye, bottles, and critters.

Adults assisting youth will be required to maintain control of percussion caps during contests!

Rifles Allowed

Replica: Primitive replicas (percussion cap or flintlock), any caliber.

Inline: Modern muzzleloading rifle with in-line ignition, any caliber.

Classes

Metallic Sights: A muzzleloader with metallic sights is 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.)

Ammunition

Patched round ball or cast lead bullets. Sabots with jacketed bullets are not permitted.

Powder

Factory-made sporting black powder or black powder substitute. Black powder substitute pellets are permitted. The maximum powder charge allowed is 60 grains of black powder or its equivalent. All powder must be in premeasured loads. No open containers of powder are allowed on the firing line or loading benches of any range. Shooters must have a minimum of 20 premeasured loads per event and may be randomly checked by range officer to ensure compliance.

Shooting Position

All shooting is from the standing position. ***Junior II and III may use cross-sticks.**

Course of Fire

5 record shots on each target, 1 per record bull, unlimited sighting shots (on a separate target) at 25 yards in the time allotted. An adult may assist junior participants with the loading of their firearms. Adults may not assist senior I or II participants with loading, but they may cap the firearm.

Time Limits

One hour running time for 10 record shots.

Scoring

Bottles: as outlined on the target. Haffner: highest scoring area touched by ball.

Targets

NMLRA Bottle Target (TG2427) and NMLRA Haffner Combination Target (TG901). Available from NMLRA (1-812-667-5131).

Archery

There are five competition categories for archers:

Junior I (age 8–9)

Junior II (age 10–11)

Junior III (age 12–13)

Senior I (age 14–15)

Senior II (age 16–18)

Male and female archers will be scored separately.

Classes

Equipment will fall into five classifications:

1. Bare Bow Equipment
2. Recurve Equipment
3. Standard Compound Equipment
4. Compound Bare Bow
5. Unlimited

Range finders may be used in the Field and FITA rounds only. Range finders will not be allowed on the 3D range. This includes archers, coaches, parents, and spectators.

For all classifications shooting from 18 meters, peak draw weight must be 60 pounds or less!

For all archers shooting from 9 meters, peak draw weight must be 35 pounds or less!

Arrows

Any safe shaft material may be used, including carbon and graphite. No fiberglass arrows. Participants must bring at least six arrows of the same size and length to the event. Arrows must be no larger than 27/64ths and must meet AMO minimum weight standard (5 grains of arrow weight per pound bow peak draw weight). Arrows must be checked with bows during equipment check-in.

Competitors must use a quiver that is not attached to the bow (hip or ground quivers). No broadheads will be allowed. Field tips must be smooth where the field tip screws into the arrow shaft. Tips must not be flared/swollen to avoid damaging targets.

Course

Junior I: Archers will shoot four ends of five arrows each (20 arrows total) from 9 or 18 meters at an official NAA (National Archery Association) target. 10-pound minimum peak draw and 35-pound maximum peak draw at an official NAA (National Archery Association) target. The lowest end will be dropped.

Junior II: Archers will shoot four ends of five arrows each (20 arrows total) from 9 or 18 meters at an official NAA (National Archery Association) target. Participants shooting 9 meters must have a 10-pound minimum peak



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

draw and 35-pound maximum peak draw at an official NAA target. The lowest end will be dropped.

Junior III: Archers will shoot four ends of five arrows each (20 arrows total) from either 9 meters or 18 meters at an official NAA (National Archery Association) target. The lowest end will be dropped. After the participant selects a distance, that distance will be used for all competitions in the year. The same distance must be used in all archery categories in which the participant shoots.

Senior I and II: Archers will shoot four ends of five arrows each (20 arrows total) from 18 meters at an official NAA (National Archery Association) target. The lowest end will be dropped.

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, 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.
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 target or buttress will be 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 permitted.
6. Field glasses or other visual aids may be used.
7. Arm guards, dress shields, bow slings, quivers, and tassels are allowed.

Recurve Class

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. No mechanical release permitted.
2. Arrow rest must be simple in design, 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.
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. Field glasses or other visual aids may be used.
8. 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:
 - a. Serve as a string guide
 - b. Touch anything but the bow
 - c. Represent any obstacle to others
 - d. Exceed 12 inches
6. Finger tabs, gloves, tabs, or 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. Level devices on sights must be taped or covered.

Compound Bare Bow Class

Any compound with cams shot without sighting devices or pins and shot using fingers is allowed. (Example: Plain Genesis Bow without sights.)

Unlimited Class

Generally all types of additional devices may be used, with the exception of draw-locking devices. Examples of authorized equipment include leveling devices, magnified sights, and stabilizers longer than 12 inches.



Compound Bare Bow:
Genesis type bow



Bare Bow: No
sights, shot with
fingers, basic rest



Standard Compound
Hunting type bow. Sights,
short stabilizer



Recurve bow with sights
and stabilizer. Olympic
style recurve.

Match Conduct

Other than specific rules listed here, NAA rules will generally apply except for the official NAA dress code. Rulebooks are available from

<https://www.usarchery.org/>

Archery Range Rules

1. Bows and arrows must be cased during events except while the archer is shooting.
2. Competitors must use quivers. Only quivers that are not attached to a bow may be used (hip or ground quivers). No back quivers allowed.
3. During competition, the archer may draw his or her bow ONLY when standing on the shooting line, even if there is no arrow in the bow.
4. Archers may not draw at an angle significantly above the line of flight to the target (sky draw).
5. When time control is used at a tournament, archers may not raise their bow arms until the signal to begin shooting has been sounded.
6. Any archer shooting an arrow before the signal or after the signal denoting such time limit shall forfeit the highest-scoring arrow for that end.
7. An arrow shall be deemed as not having been shot if the archer can touch it with his bow without moving his feet from the position in relation to the shooting line.
8. These rules apply when a rebound occurs with multiple archers shooting at the target:
9. All archers will stop shooting but remain on the shooting line with their bows held above their heads.
10. Unless all arrow holes are suitably marked on each occasion when arrows are scored and drawn from the target, arrow rebounding or passing completely through the buttress will not be scored.
11. Neither the arrows nor the target face may be touched until all arrows on the target have been recorded.
12. All arrow holes must be marked, but only after all arrows on the target have been scored.
13. Except for people who have physical limitations, archers must shoot from a standing position and without support, with one foot on each side of the shooting line, or with both feet on the shooting line.
14. Tournament officials will score and tabulate all scorecards.
15. While an archer is on the shooting line, he/she must not receive any assistance or information from anyone or by any means, other than for the purpose of correcting an equipment failure or for safety.

16. Range Finders may be used in the Field and FITA round only. Range Finders will NOT be allowed on the 3D range. This includes archers, coaches, parents, and spectators.
17. Should the shaft of an arrow touch two colors or touch any dividing line between scoring zones, under FITA rules, that arrow will score the higher value of the zones affected.
18. The maximum time for an archer to shoot five arrows is 5 minutes.
19. Arrows that are embedded in the buttress but not showing on the face can be scored only by a judge.
20. The scorer and the archer will sign scorecards to indicate that the archer agrees with the value of the arrow. The archer is not signing that he/she agrees that the scorecard has been added correctly.

Targets

Junior I, Junior II, and Junior III competitors use NAA bullseye targets and may choose to shoot at 9 meters or 18 meters. Seniors I and II use NAA bullseye targets at 18 meters.

Shot values will range from 10 to 1.

- Recurve, bare bow, and compound bare bow divisions will shoot the NAA 60 cm target face.
- Compound division will shoot the NAA 40 cm target face but may elect to shoot a five-bull 40 cm target to prevent arrow stacking.
- Unlimited division will shoot NAA 40 cm target but may elect to shoot a five-bull 40 cm target to prevent arrow stacking.

Recognition Levels Archery	
Recognition	Min. Score
Qualifier	60
Bowman	90
Archer	105

Shotgun

Shotguns Allowed

Any 12-gauge or smaller shotgun in good, safe working condition is allowed. The shotgun should be capable of holding two shells and firing them in quick succession. Shotguns with adjustable combs and/or butts may be used. No shotguns with a tactical frame or pistol grip are allowed. Shotguns must be cased (hard or soft gun case) at all times during events and practices until the competitor is at the shooting station awaiting range officer commands.

Ammunition

Only factory-loaded target shells of shot size 7½ to 9 (inclusive) will be allowed. Nothing over 3¼ drams, 1⅛ ounce shot or shot size larger than 7½ will be permitted. Ammunition speed should be 1300fps or less. **For safety reasons, reloaded ammunition is not permitted for this event.** No tracking ammunition with orange or brightly colored wad allowed.

Course

The basic event will consist of 15 clover clay targets. Participants will get two warm-up shots; one flyer from each thrower at station one. All participants will see the same target pattern. Where ties exist, the participants who are tied and are still on the property at the end of the shooting will shoot doubles from the middle station until the ties are broken. This means that a shooter must break both targets on a station in order to beat a shooter who broke only one target (i.e., if one shooter breaks the first target and another shooter breaks the second target, they are still tied). Tied participants who have left the property before ties are discovered will assume the next lower placing (will wait no more than 15 minutes unless on another range).

Scoring

A designated official will score targets. Only legal targets will be scored. When there is a question of whether the target was hit or missed, the scorer and two pullers will together decide, and the majority will rule. Officials may ask assistance from the trap puller or the range official if they feel that assistance is required. If a shooter hits two targets in one shot: The first target is “established,” but the shooter must shoot twice, and the second target must be broken with the second shot. The shooter does not have to shoot the first target again but must fire the first shot toward it. The second target will only be scored a hit if it is broken with the second shot. The participant will sign target scorecards indicating that they agree the score is correct.

Firearm Malfunctions

Failure of the shotgun to fire due to mechanical defect will be considered firearm malfunction. Shooter error in loading or operating the firearm does not constitute a malfunction. Examples of shooter error include failure to load the firearm or to load the proper barrel; failure to place the safety in the “fire” position; failure to load two cartridges when shooting two shots is necessary, as in the second shot at a single target and when doubles are thrown; failure to properly close the action or operate the slide on a pump action shotgun; loading empty shells; or using improperly sized ammunition. **A maximum of two failure to fire (regardless of malfunction or shooter error) will be permitted per round of 15 targets, with the shooter having the option to swap to another firearm (that has been through the safety check procedure before competition begins) after the second malfunction. If the shooter does not have another checked firearm available, then the additional failures to fire will be scored as lost. The first shot on a single target can be counted as a malfunction. The second shot is not guaranteed for single targets in the Clover Clay course.**

Match Conduct

Generally, National Sporting Clays Association rules will apply. NSCA rules permit two shots at single targets and permit a second shot at the first target in doubles if the first shot misses. For the flight of doubles, “a fair pair in the air” is required or “nothing is established.”

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

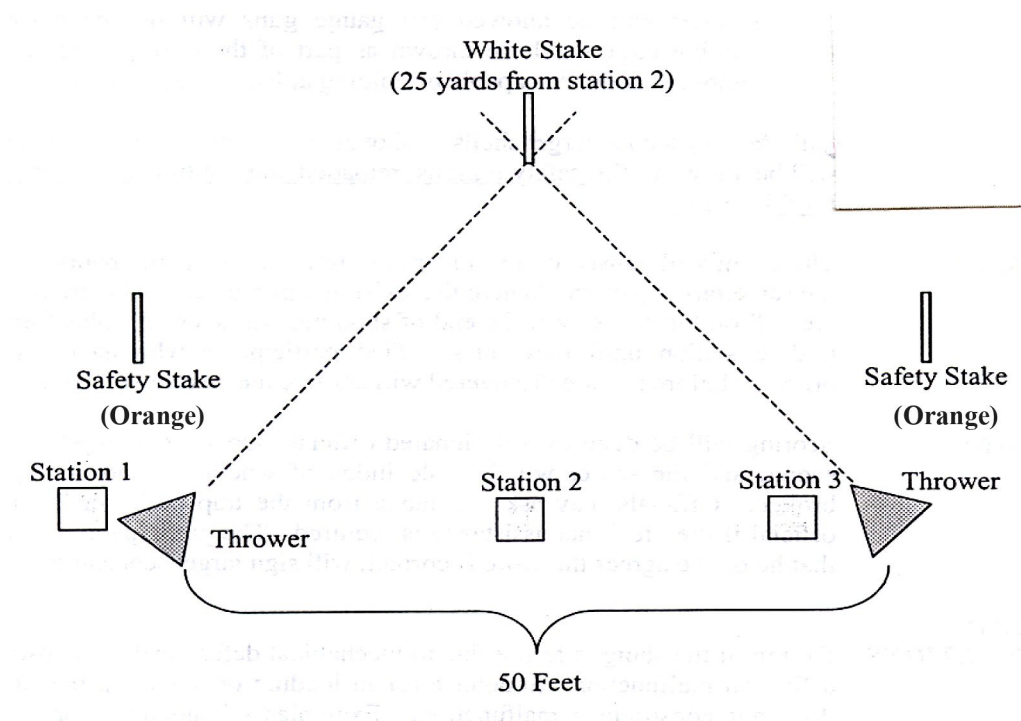
Rulebooks are also available from:

National Sporting Clays Association
PO Box 68007

San Antonio, TX 78263

Telephone: 512-688-3371

Range Layout for Shotgun



NOTE:

Throwers should be set to throw across white stake at the same level about 20 feet high.

Stations 1 and 3 should be set up 4 to 5 feet to the left of the throwers.

The orange stakes are safety stakes. **They should be positioned 25 feet from Stations 1 and 3 and offset 7 feet outbound.** When a shooter is at any station, his or her gun should never pass behind the orange stakes. Use paint to make a box on the ground at each station. It should be big enough for the shooter's foot to fit inside.

Course of Fire

From Station 1: 1st target from closest thrower, 2nd target from far thrower, 1 pair of doubles (one from each thrower at the same time), 5th target – rabbit* from far thrower.

From Station 2: 1st target from left thrower, 2nd target from right thrower, 1 pair of doubles (one from each thrower at the same time), 5th target – rabbit* from shooter's choice of thrower.

From Station 3: 1st target from closest thrower, 2nd target from far thrower, 1 pair of doubles (one from each thrower at the same time), 5th target – rabbit* from far thrower.

***Note:** Rabbit targets must be broken before passing the white stake that marks the center of the course. Rabbit targets that are shot at after passing the white stake will be counted as misses. A course of fire that permits flight targets instead of rabbits where range configuration precludes throwing rabbit targets is allowed. Final decision left to event management.

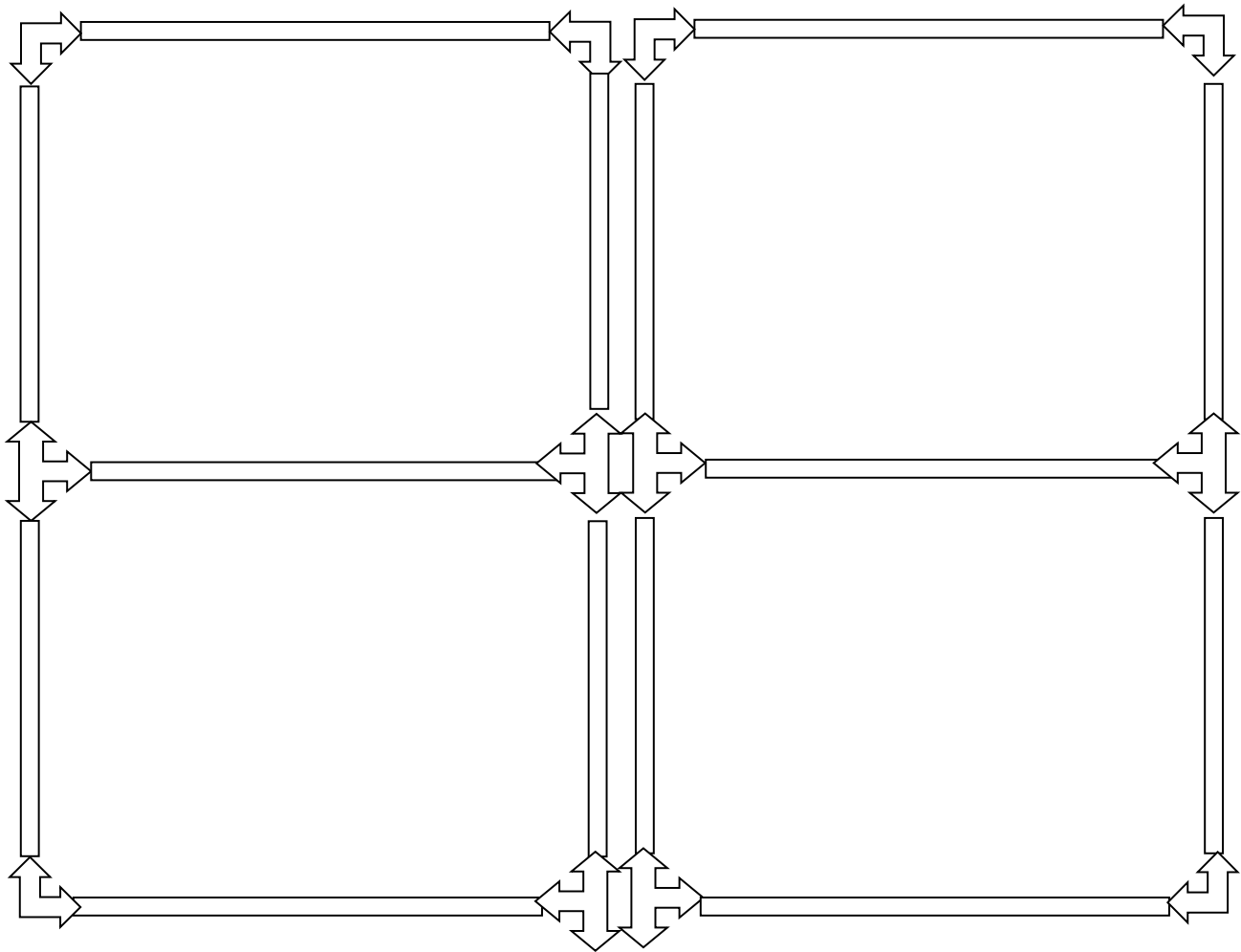
Recognition Levels Shotgun – Jr II, III; Sr I, II	
Recognition	Min. Score
Marksman	6
Sharpshooter	8
Expert	10
Distinguished Expert	11

Suggested Shooting Gate for Shotgun Events

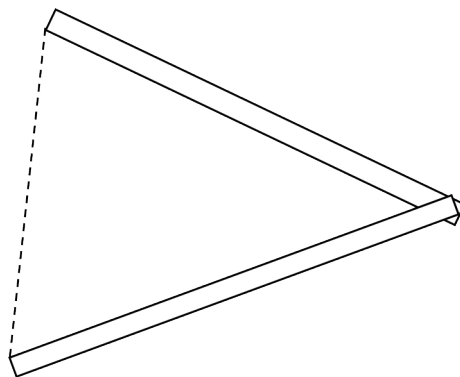
Shooting gate is constructed of

- ▶ 8 pieces of 3-foot PVC pipe at least 1 inch in diameter (vertical pieces)
- ▶ 6 pieces of 4-foot PVC pipe at least 1 inch in diameter (horizontal pieces)
- ▶ 8 PVC elbows
- ▶ 4 PVC tees

Fasten two sections together with three cable ties (one at top, one above center section, and one at bottom) for stability and so they will fold for portability.



Gates should be placed so that the front edges are no more than 4 feet apart. Use spray paint to draw line between front edges of the gate for safety zone. Do not allow shooter to step outside this box.



Hunting

All Hunting Discipline Level I and Level II instructors will be asked to submit 20 4-H Junior wildlife knowledge age-appropriate questions (w/ answers) and 30 Senior wildlife knowledge age-appropriate questions (w/ answers) and where they found them from the material (Hunting/Wildlife Skills Member Manual, NRA Hunter's Manual, Mississippi Hunter Education Book, and the MDWFP Wildlife ID Guide). These questions will be checked by Level II Hunting/Wildlife Skills Instructors and finalized by the State Shooting Sports Coordinator. Questions will then be kept on campus. Prior to district and state competitions, questions will be randomly picked and emailed to the district/state coordinator no more than 3 days before the event to be printed.

At the district level for Juniors (300 total possible points)

- ▶ Shoot/don't shoot, wildlife id, and wildlife knowledge are equal in weight (weighted to 100 total possible points)
- ▶ Each district will use the same wildlife knowledge test which will be emailed to the district coordinators 3 days prior to the event (weighted to 100 total possible points)
- ▶ Wildlife id is set up for age-appropriate identification (weighted to 100 total possible points)
- ▶ Juniors can shoot 3D archery if they have the 8 hours of required training in archery (does not count toward their score)

At the district level for Seniors (400 total possible points)

- ▶ Shoot/don't shoot, wildlife id, archery, and wildlife knowledge are equal in weight (weighted to 100 total possible points)
- ▶ Archery will be conducted on the shoot/don't shoot range under a Level I archery instructor & youth must have received at least 8 hours of archery training from a certified 4-H archery instructor prior to the District Event. (weighted to 100 total possible points)
- ▶ Each district will use the same wildlife knowledge test for 3 age groups Junior which will be emailed to the district coordinators 3 days prior to the event (weighted to 100 total possible points)
- ▶ Wildlife id is set up for age-appropriate identification (weighted to 100 total possible points)

In the event of a tie, the higher score of **Hunter Decision Making Trail** will be declared the winner. If the tie remains, the higher level of achievement on the written exam will be declared the winner.

- ▶ The highest Hunter Decision Making score should be recognized.
- ▶ Overall high score will be recognized as well as 2nd and 3rd place.

Hunting – Shoot/Don't Shoot

Ammunition

Seniors will shoot archery. Juniors are allowed to shoot but will not count towards their score. Participants must have received 8 hours of archery discipline specific safety instruction in the specified live-fire discipline represented in the hunting contest. This is in addition to the required 8 hours of hunting instruction.

Course

Hunting trail stations will consist of various scenarios involving animals and hunters. Trail scenarios may be outdoor mockup, indoor photos, or interactive videos. An adult group leader will lead participants through the trail and read the scenarios aloud. Group size depends on number of range personnel and participants. Sharing information is not allowed.

Junior I, II, and III participants will visit a minimum of four stations and a maximum of six stations.

Senior I and II participants will visit a minimum of eight stations and maximum of 10 stations. Seniors will participate in the shoot/don't shoot and then will shoot at the 3D target for that 3D station. There are eight to 10 stations for the archery score. Correct shoot/don't shoot earns the participant 5 points. Shoot/don't shoot portion of the hunting discipline will not be accessible by Junior participants during the live fire portion.

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. Will be weighted to have a possible 100 points.

Wildlife Knowledge

- ▶ An age-appropriate written exam will be administered. The written exam is worth up to 100 points. Each correct question earns the participant 1 point and is then weighted to give the participant a potential 100 points if everything is answered correctly.
- ▶ Each district will use the same wildlife knowledge test.
- ▶ There will be three different wildlife knowledge tests available: Junior I & II, Junior III, and Senior I & II.

Wildlife ID

- ▶ Junior I and II for wildlife ID will identify a minimum of 10 and a maximum of 15 pelts for a potential final weighted score of 100.
- ▶ Junior III participants for wildlife ID will identify Junior I and II pelts including a minimum of 5 skulls and maximum of 10 skulls, resulting in a total possible score of 100 points after it has been weighted.
- ▶ Senior I and II participants will be given the same wildlife id questions as the Junior I, II, and III participants along with a minimum of 4 scat identification and a maximum of 8 scat identification and a minimum of 5 track ID and a minimum of 5 avian wings for a total possible score of 100 points after it has been weighted.
- ▶ Participants are not allowed to touch specimens during testing and there will not be a word bank available.
- ▶ Photos approved by the Shooting Sports Coordinator may be used if there are not enough specimens.

Archery

(Only Seniors will be scored.)

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 2D/3D targets at varying unmarked distances. This can be achieved by 5 different targets from 3 different shooting distances and angles.

Equipment

Bow may be recurve or compound. It should be suitable for hunting; no crossbows are allowed. Draw weight may be no more than 60 lb. Only suitable arrows tipped with field points are permitted.

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. Will be weighted to a possible 100 points.

Recognition will be given in the following categories:

- ▶ Highest Hunter Decision Making score
- ▶ Overall high score, 2nd place, 3rd place

Juniors I, II, and III will have a total possible score of 300.

Seniors I and II will have a total possible score of 400.

*In the event of a tie for an award, the challenger with the higher score 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 written exam will be declared.

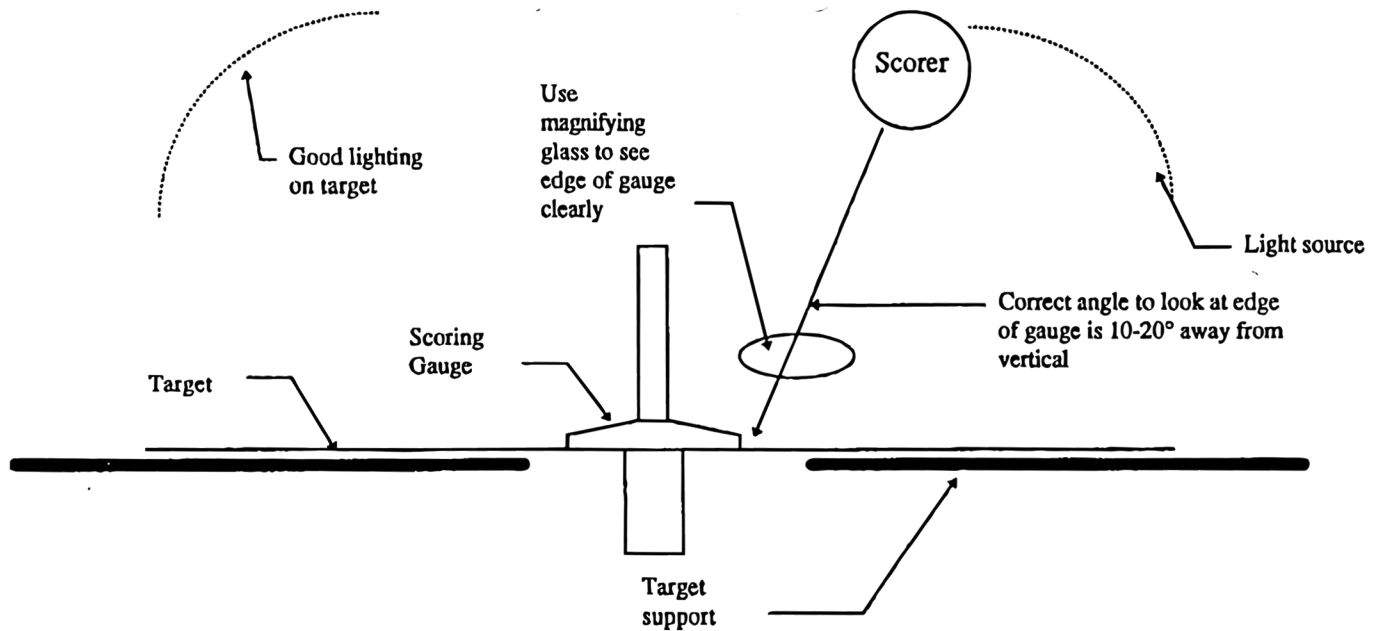
Resources

<https://4-hshootingsports.org/resources/instructor/huntingskills>

Hunting/Wildlife Skills Member Manual, NRA Hunter's Manual, Mississippi Hunter Education Book, and the MDWFP Wildlife ID Guide

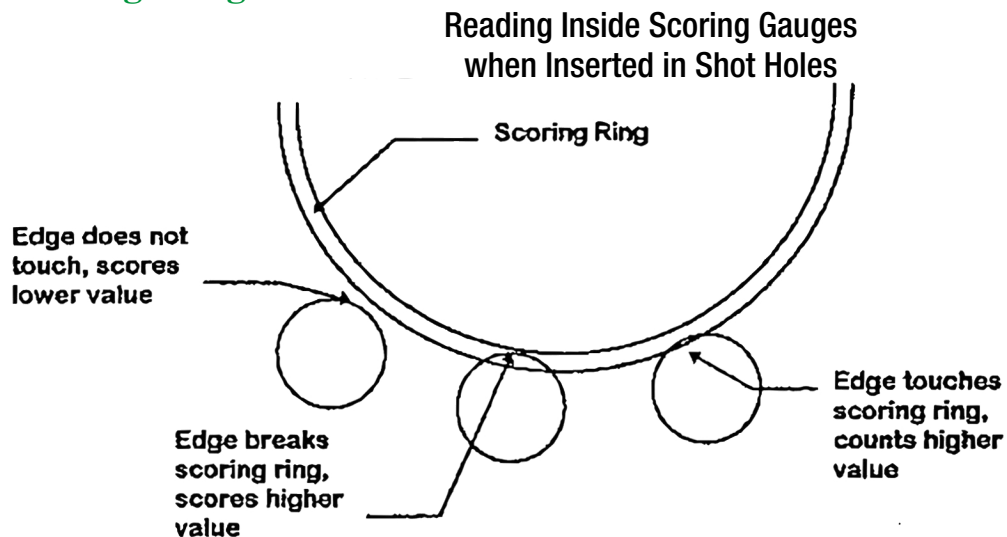
Guidelines for Scoring Paper Targets

Correct Method of Scoring Gauged Shots



Applying the correct method of scoring with a scoring gauge includes 1) placing the target horizontally on a support, 2) having the target well-lighted, 3) looking at the edge of the gauge from a slight angle and 4) using a magnifying glass whenever necessary.

Inward Scoring Gauges



If you can see even a faint black gap between the edge of the scoring gauge and the outside edge of the white scoring ring, the shot receives the lower value. If you cannot see a gap and the gauge touches the outside edge of the scoring ring, the shot receives the higher value.

A shot that touches is IN.

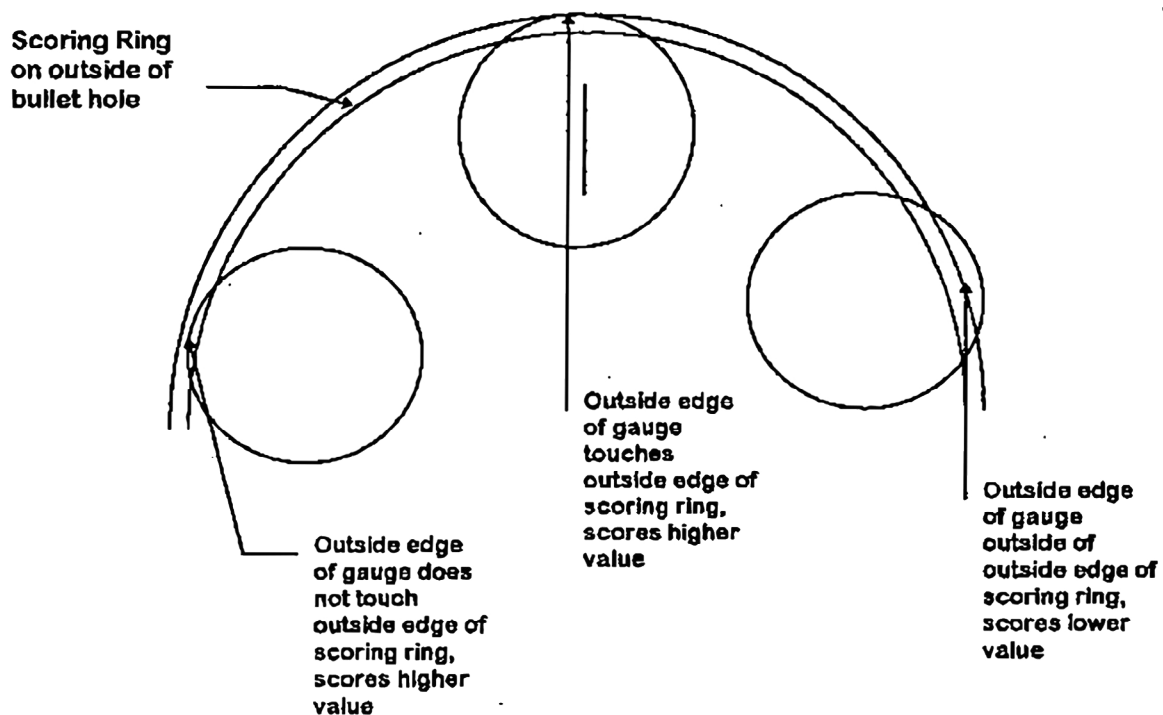
A shot that does not touch is OUT.

Outward Scoring Gauges

If you can see white between the outside edge of the scoring gauge and the outside edge of the outer white scoring ring, the shot receives the higher value. If you cannot see white but can see that the outside edge of the gauge just touches or is tangent to the outside edge of the scoring ring, the shot receives the higher value. If any part of the outside edge of the scoring gauge lies outside the outside edge of the scoring ring, the shot receives the lower value.

If the outside gauge does not touch or just touches the outside of the ring, the shot is IN.

If any part the outside gauge lies outside of the ring, the shot is OUT.



Where Can I Get Targets?

B-40, AR-4/10, and AR 5/10 only are available from the MSU Extension Service Print Shop as part of regular Extension county print requests. Contact the Mississippi State University Center for 4-H Youth Development office at (662) 325-3350 for additional information on ordering targets and supplies for hunting.

Most Paper Targets

National Target Company
4960 Wyaconda Rd
Rockville, MD 20852-2444
<http://www.nationaltarget.com/>
Phone: 1-800-827-7060
Fax: 1-301-770-7892
(20% discount to government agencies, including MSU)

Archery Targets

Lancaster Archery Supply
Lancaster, PA
lancasterarchery.com
855-922-7769

Hunting Discipline Websites

PECOSALES
www.nature-watch.com
www.boneroom.com
www.etsy.com

Muzzleloading Bottles and Critters Targets

National Muzzleloading Rifle Association
PO Box 67
Friendship, IN 47021
<http://www.nmlra.org/>
812-667-5131

Shotgun Clay Targets, Including Rabbits

Starkville Gun Club
2125 Sixteen Section Road
Starkville, MS 39759
Contact: Clark Hartness
Cell: 662-324-5353
Pickup MUST be coordinated in advance and made in person!

.22 Rifle Silhouette Targets

Ray Schafer
2321 Piney Mountain Church Rd
Bostic, NC 28018
828-245-8168

F&T Fur Harvesters (Pelts)

Fntpost.com

2D animal targets

3riversarchery.com

Hunting Items (Scat, Tracks, Skulls, Feather Replicas)

Acorn Naturalists
www.acornnaturalists.com

All Full Size, 3/8 Size, 1/2 Size, and Small Bore Metallic Silhouette Targets

Customer Manufacturing Co.
5501 S Lamar St
Dallas, TX 75215
214-428-5173

Air Gun Silhouette Targets

Champions' Circle
201 International Blvd
LaVergne, TN 37086
615-793-4066
800-345-7179 (*orders only*)

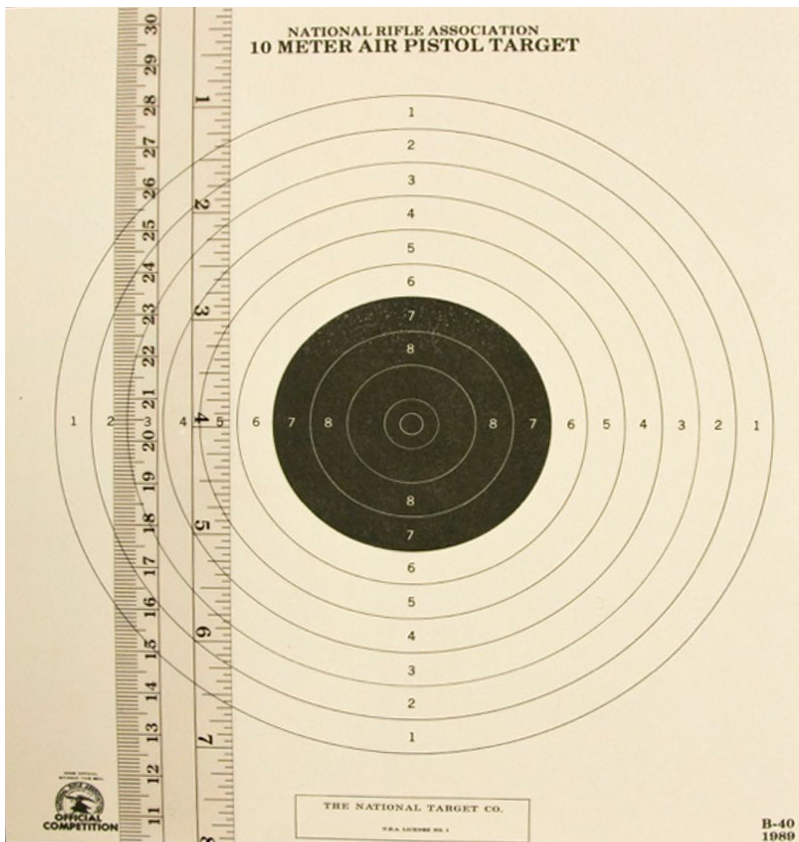
Target Examples

Target images are the property of their respective owners.

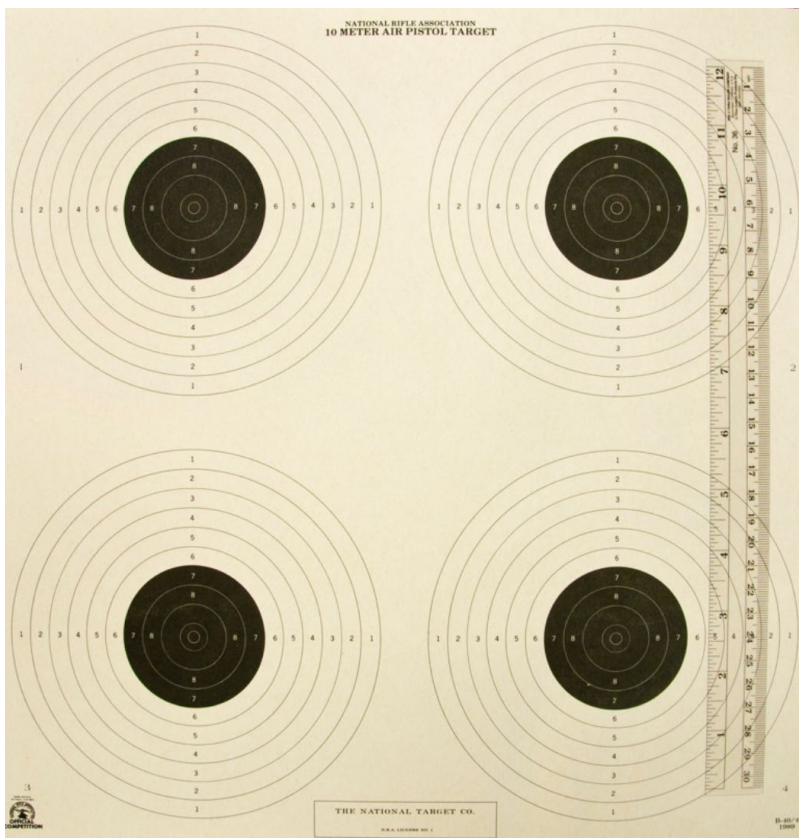
These images are provided as examples for educational purposes only.

See page 36 for target ordering information.

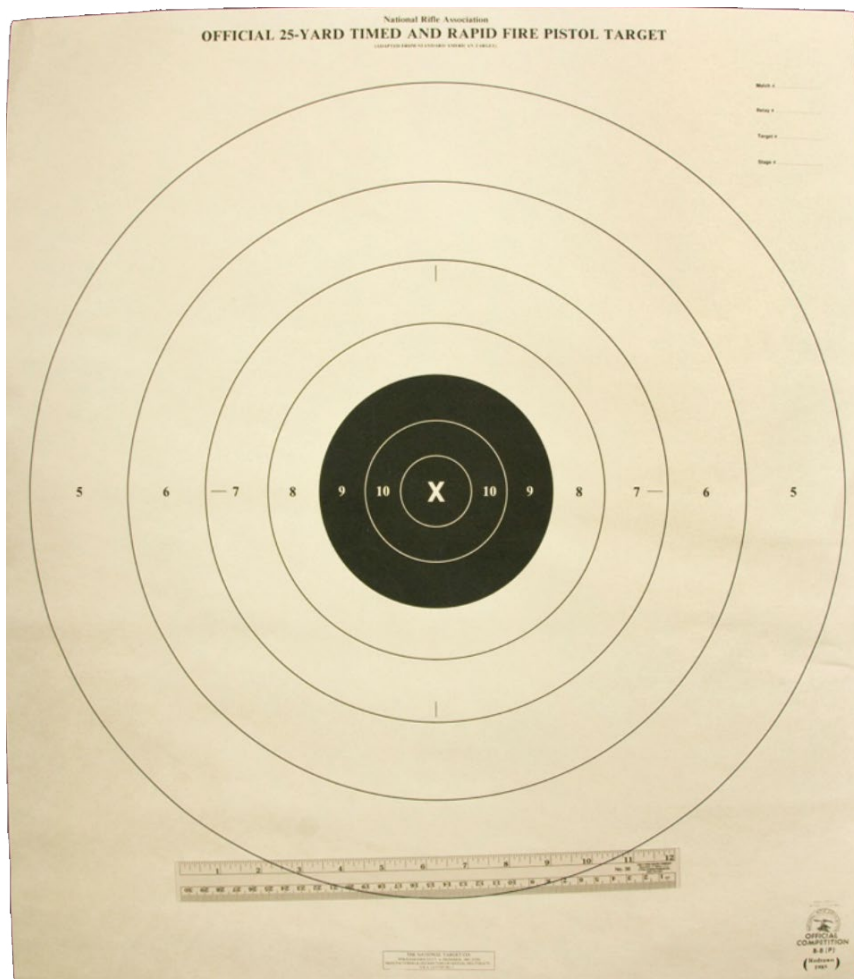
B-40 – Air Pistol



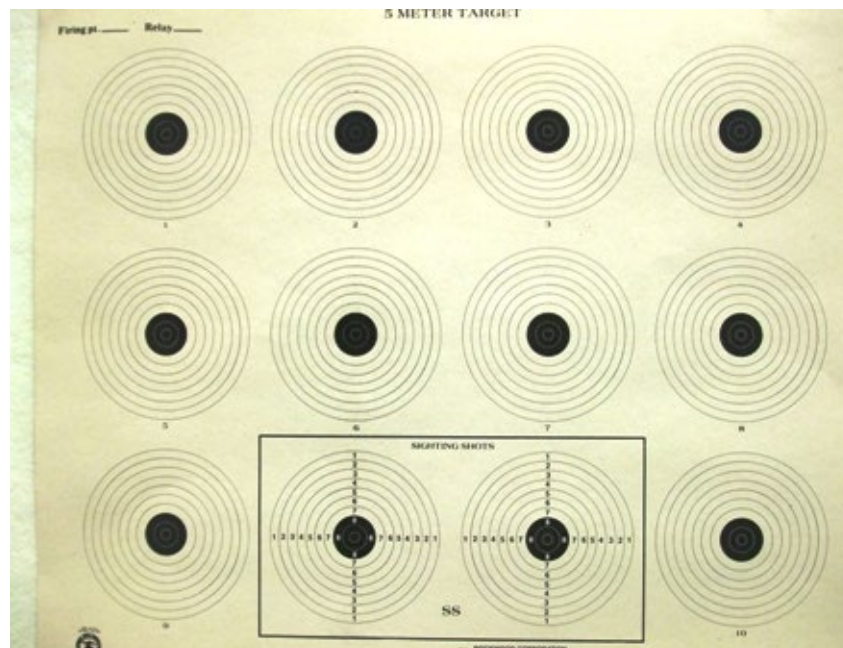
B-40/4 – Air Pistol



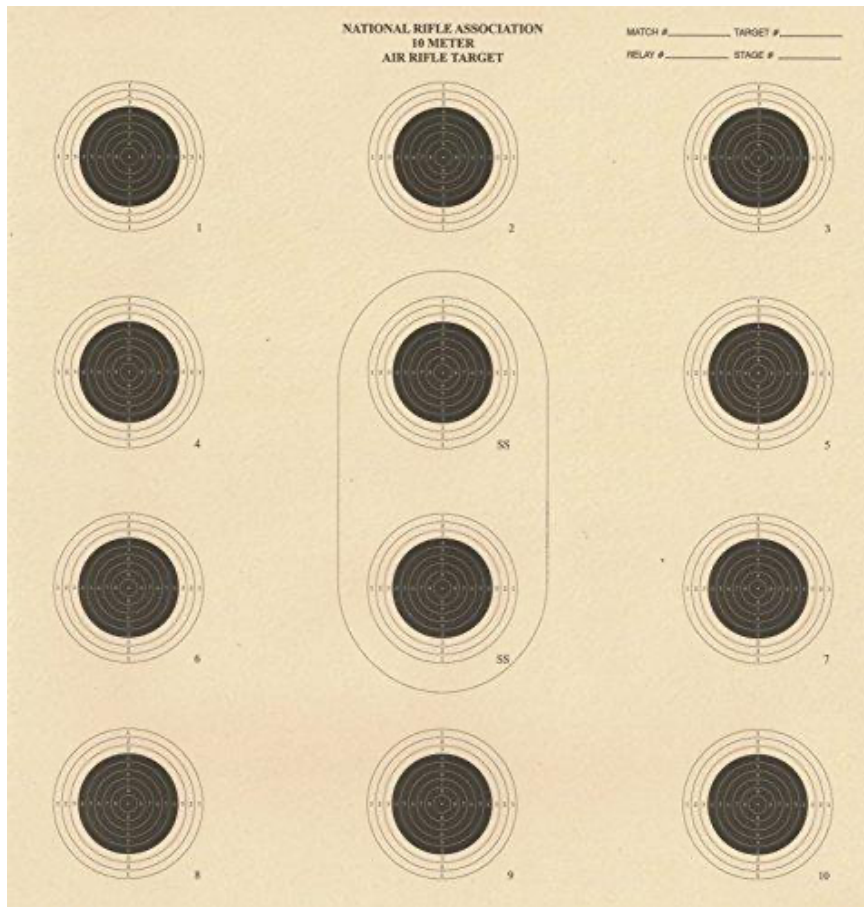
B-8 - .22 Pistol



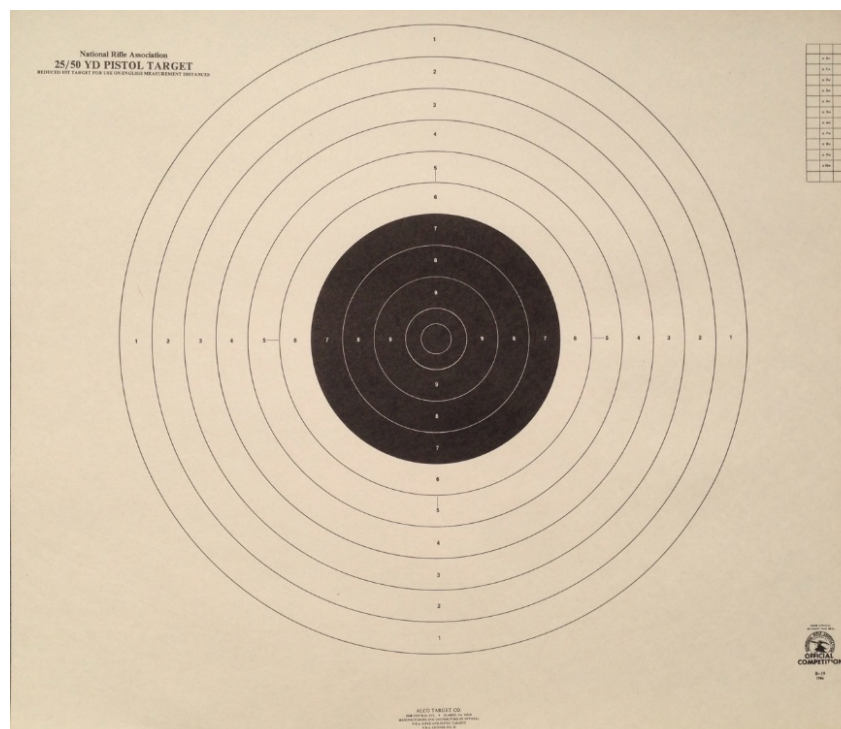
AR 4/10 – 5 m Air Rifle



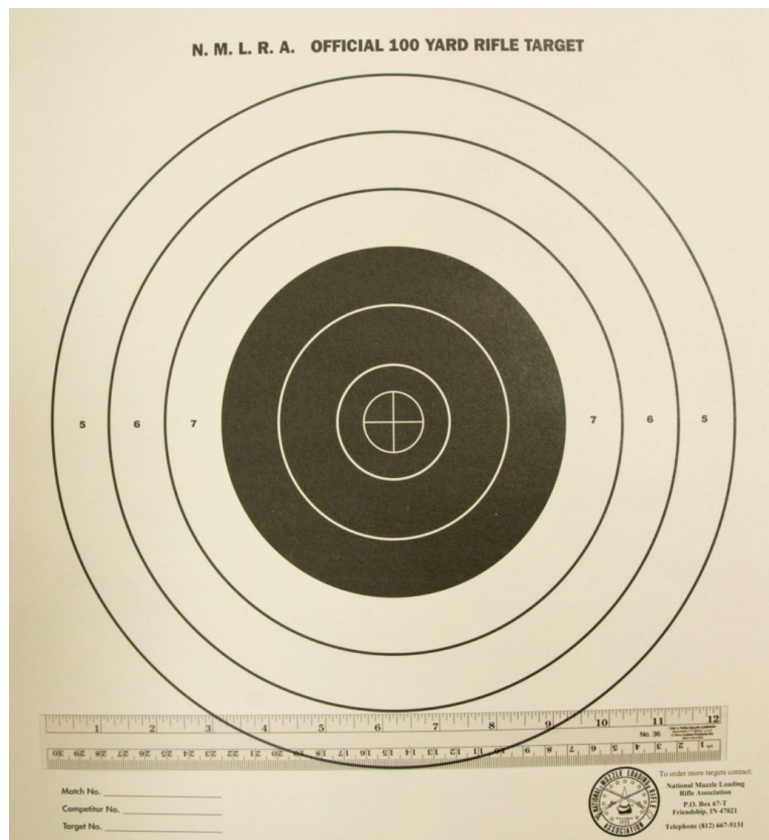
AR-5/10 – 10 M Air Rifle



B-19 - .22 Pistol Target CMP Sporter Rifle Match for Junior and Senior Competitors



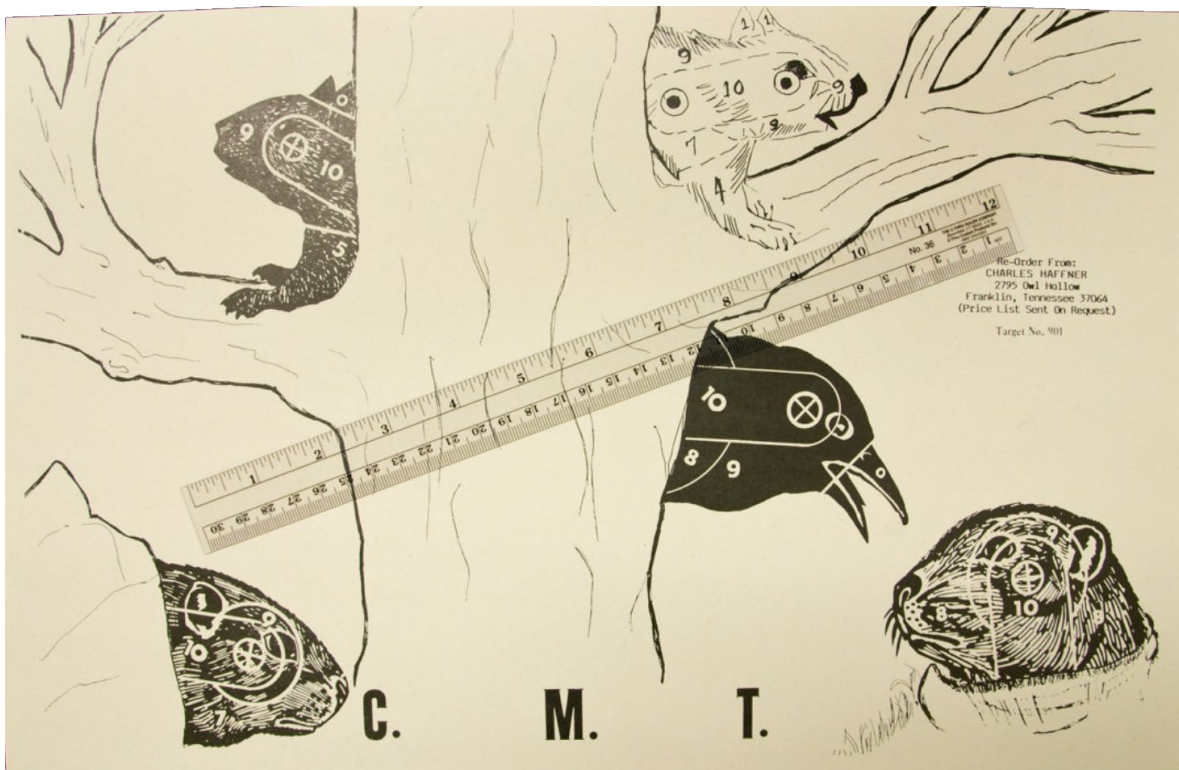
TG2406 - Muzzleloading



TG2427 - Muzzleloading



TG901 - Muzzleloading



NAA 60CM - Archery



NAA 40CM - Archery



Vegas Five-Spot - Archery



Appendix

10-Meter Air Pistol

NRA International Pistol Rule 3.7, Page 10

3.7 Air Pistol: Any 4.5mm (.177 cal) type of compressed air CO2 pistol or revolver that complies with Rule 3.1 and the following specifications may be used:

- a. The weight of the pistol or revolver with all accessories must not exceed 1,500 grams (3.3 lb).
- b. The trigger pull must be at least 500 grams (17.6 oz.), measured with the barrel vertical.
- c. No part of the grip or accessories may encircle the hand. The heel rest must extend at a right angle not less than 90 degrees to the grip. Any upward curvature of the heel and/or thumb rests and/or downward curvature of the side opposite the thumb is prohibited. The thumb support must allow free upward movement of the thumb. However, curved surfaces on the grips or frame, including the heel and/or thumb rest in the longitudinal direction of the pistol are permitted.
- d. The overall size of the pistol is limited to those dimensions that will permit the pistol to be enclosed completely in a rectangular box having maximum inside dimensions of 420mm X 200mm X 50mm. A manufacturing tolerance of +0.5mm-0.00mm in the dimensions of the box will be permitted. In the case of semiautomatic air pistol, the magazine need not be fitted for the box test.
- e. The pistol used in the air pistol event may be loaded with one pellet only.
- f. Ported barrels and perforated attachments for air pistols are allowed, providing pistols comply with all other requirements, including dimensions.
- g. Ammunition: Any 4.5mm (.177 cal.) pellets may be used. (See Rule 3.1(f)).

NRA International Pistol Rule 3.7, Page 7

3. Firearms, Equipment, and Ammunition

3.1 Applicable to All Pistol Events

- a. This section defines authorized equipment. Where alternative types of equipment are shown, the least restrictive conditions apply, unless the tournament program sets forth limitations.
- b. Only open sights are allowed. Optics, mirror, telescope, laser beam, electronically projected dots, and so forth are prohibited. Any aiming device programmed to activate the firing mechanism is prohibited. No protective covering is permitted on front or rear open sights.
- c. Corrective lenses and/or filters may not be attached to the firearm but may be worn by the competitor. The shooter may use a telescope or binoculars to observe his/her shot holes.
- d. The grip or any part of the firearm may not be extended or constructed in any way that would give any support beyond the hand. The wrist must remain absolutely free and visible when the pistol is held in the normal firing position.
- e. Adjustable grips are permitted, providing when adjusted to the shooter's hand, they conform to the rules of the event. The adjustment must not be changed after the equipment control checks in any way that would conflict with the ISSF rules.
- f. All projectiles used must be made of lead or similar soft material. Jacketed projectiles are not permitted.

5-Meter Air Rifle

NRA BB Gun Rules, Page 4

3.4 Stocks: Factory installed stocks may be altered in length. When shortening or lengthening a stock, the butt must be identical to the original equipment. The butt of the stock may be roughed, checkered, or scored to provide a nonslip surface. No further modification to the stock is allowed. Material such as sandpaper, emery paper, adhesives, rubber, or rosin may not be added to any portion of the stock or firearm. Stocks may be repainted or left unfinished.

NRA BB Gun Rules, Page 5

3.7 Sight: A hooded front sight with interchangeable inserts may be used; however, no portion of the front sight may extend past the end of the barrel.

NRA BB Gun Rules, Page 5

3.12 Weight Limit: The total weight of an unloaded BB gun may not exceed 6 lb., excluding the sling.

NRA BB Gun Rules, Page 5

3.13 Slings: Slings not exceeding 1¼ inch in width are permitted.

NRA BB Gun Rules, Page 5

3.14.1 Kneeling Roll: Only one cylindrical roll for shooting in the kneeling position is allowed. It may be a maximum of 25 cm (9.84 inches) long and 18 cm (7.08 inches) in diameter.

NRA BB Gun Rules, Page 5

3.11 Clothing Regulations: No footwear higher than the ankle.

Courses of Fire, Page 9

7.1 BB Gun Rules

- a. Prone Position – 10 shots, AR-4/1, AR-4/10 targets.
- b. Standing Position – 10 shots, AR-4/1, AR-4/5, AR-4/10 targets.
- c. Kneeling Position – 10 shots, AR-4/1, AR-4/5, AR-4/10 targets.
- d. 30 shots three positions – 10 shots each position. Order of firing will be prone, standing, and kneeling.

BB Gun Rules, Page 7

5.10 Kneeling: The shooter may touch the ground with the right foot, the right knee, and the left foot. The BB gun must be held in the same way as when shooting in the prone position (i.e., with both hands and the right shoulder). The left elbow must be supported on the left knee. The point of the elbow may not be more than 10 cm (3.9 inches) from the point of the knee. The BB gun may be held by means of the sling. If the kneeling roll is placed under the instep of the right foot, the foot may not be turned at an angle of more than 45 degrees. If the kneeling roll is not used, the foot may be positioned at any angle, to include placing the side of the foot and the lower leg in contact with the ground.

10-Meter Air Rifle

National Standard 3-Position Air Rifle Rules, Pages 19–20

5.1.3 Kneeling

- ▶ The competitor may touch the firing point surface with the toe of the right foot, the right knee, and the left foot.
- ▶ The rifle may be held with both hands and the right shoulder; the cheek may be placed against the stock.
- ▶ The left elbow must be supported on the left knee.
- ▶ The point of the elbow cannot be more than 100 mm (4 in.) over or 150mm (6 in.) behind the point of the knee.
- ▶ The rifle may be supported by a sling, but the fore-end behind the left hand must not touch the shooting jacket.
- ▶ No part of the rifle may touch the sling or any of its attachments.
- ▶ The rifle must not touch or rest against any other point or object.
- ▶ If the kneeling roll is placed under the instep of the right foot, the foot may not be turned at an angle of more than 45 degrees.
- ▶ If the kneeling roll is not used, the foot may be placed at any angle. This may include placing the side of the foot and the lower leg in contact with the surface of the firing point.
- ▶ No portion of the upper leg or buttocks may touch the firing point surface.
- ▶ If the competitor uses the shooting mat, he may kneel completely on the shooting mat or may have one, two, or three points of contact.
- ▶ Only trousers and underclothing may be worn between the competitor's seat and heel. Jackets or other articles must not be placed between these two points or under the right knee.

.22 Rifle

5.6.4 Shooting Kit and Rifle Stand

A shooting kit, chair, or rifle stand may be used as a rifle rest between shots in the standing position, providing no part of the stand is taller than the competitor's shoulders when they are standing. The shooting kit, chair, or rifle stand may not be of such size construction as to interfere with other competitors. When used as a rifle rest or cartridge holder (kneeling position), the kit, chair, or stand may be placed forward of the firing line. When using a rifle stand, competitors must take special care to be sure the muzzle of the rifle, when the rifle rests on the stand, is not pointed toward or near another competitor. If a rifle cradle is attached to a rifle stand, it should be placed no higher than one-third of the distance between the floor and the competitor's shoulders (to prevent stands from easily tipping over and damaging rifles). The competitor must hold any rifle placed on top of the shooting stand; a rifle may not be allowed to rest freely on top of a shooting stand. When not used as a rifle rest or cartridge holder (kneeling), the kit, chair, or rifle stand may not be placed forward of the firing line.

Rimfire Sporter Loading Procedures		
Step	When	Procedure
1	When Range Officer announces the first or next series and gives the LOAD command	<ul style="list-style-type: none">• Semi-auto rifle: Close bolt on an empty chamber• Manually operated rifle: Open bolt
2	After the LOAD command is given	<ul style="list-style-type: none">• Detachable magazine: Insert magazine charged with 5 rounds in rifle• Tube magazine: Load 5 rounds in tube
3	When Range Officer give START command AND the competitor has assumed a firing position	<ul style="list-style-type: none">• Semi-auto rifle: Cycle bolt/action to chamber the first round• Manually operated rifle: Close action to chamber the first round

Notes

- Clips (detachable magazines) may be pre-charged with 5 rounds only, but they may not contact the rifle until the LOAD command is given.
- All firing series must begin with an empty chamber; a cartridge may not be loaded in the rifle chamber until after the START command AND the competitor is in the proper firing position.

Source: CMP Guide to Rimfire Sporter Shooting Civilian Marksmanship Program

Smallbore and Air Rifle Positions

Adapted from CMP NLU # 748 Teaching Rifle Positions to New Junior Shooters (www.thecmp.org).

The Basic Prone Position

Always have a quick safety brief before any handling of firearms: muzzle downrange, finger off the trigger until ready, eye and ear protection, rifle unloaded except on the firing line.

Setup and Body Angle

Place the shooting mat so the shooter naturally lies at about a 25–30 degree angle to the firing line. This angle helps the body and rifle fall into a comfortable, repeatable position.

Building the Basic Prone Position (Simple Sequence)

- ▶ Kneel on the mat and then lie down with the body at a 25–30 degree angle, matching the angle of the shooting mat. Let the rifle rest naturally on your body as you settle—bring the rifle to the shooter, not the shooter to the rifle.
- ▶ Left elbow placement: Imagine a straight line from the left foot to the left hand. Place the left elbow directly under that “sideline.” This puts the supporting forearm in the most stable and vertical plane to support the rifle and upper body.
- ▶ Rifle butt-plate and head: Position the rifle butt up in the shoulder so the head stays up—“butt up, head up.” A high, repeatable butt pocket keeps the head comfortable and the eye naturally aligned with the sights; don’t move the rifle butt to force the sights onto the target.
- ▶ Left hand (fore-end) location: Slide the left hand forward or back on the stock to bring the sights to target level. Use small adjustments of the hand to raise or lower the sights until the sights naturally point at the target height.

Natural Point of Aim (NPA) and Alignment

- ▶ Rotate/shift the whole body–rifle system on the left elbow to align with the target. Don’t muscle the barrel; instead, pivot around the elbow by using the feet and legs to move the body until the sights naturally point at the target. This establishes your NPA—the foundation of consistent aiming.
- ▶ Once body angle, elbow, butt-plate/head relationship, and left-hand location are set, spend time in this basic position and allow it to become comfortable before refining details.

Practice and Refinement

- ▶ Dry-fire repetitions: Numerous dry repeats in this exact position are essential. Focus on consistent cheek weld, steady shoulder pocket, and relaxed support arm.
- ▶ Live fire: Begin with short strings, concentrating on maintaining the exact setup each shot. As experience grows, attend to finer points, such as relaxing the left arm, centering the NPA, and getting a crisp sight picture.

Common Quick Fixes

- ▶ **Inconsistent cheek weld:** Mark the stock with tape as a reference.
- ▶ **Poor NPA:** Shift body slightly on the elbow using legs/feet rather than moving the rifle with the hands.
- ▶ **Tension in support arm:** Relax the shoulder/upper body and let the position support the rifle.

The Basic Kneeling Position

Always have a quick safety brief before any handling of firearms: muzzle downrange, finger off the trigger until ready, eye and ear protection, rifle unloaded except on the firing line.

Setup and Foundation

- ▶ Place a **kneeling roll** about three-quarters filled and rotate it roughly **40–60 degrees away** from the firing line.
- ▶ Kneel with the **right toe behind the roll** and the right ankle in the roll's V; keep the heel vertical.
- ▶ Sit back so weight rests on the **right heel** (try to bring the heel under the buttocks)—this shifts weight rearward for stability.

Building the Basic Kneeling Position (Simple Sequence)

- ▶ **Left leg placement:** Position the left lower leg near-vertical; a slight forward shift works for long legs/short torso.
- ▶ **Butt and head:** Set the butt high in the right shoulder so the head remains nearly erect—small head drop to the cheek is OK; raise the butt if the head must drop a lot.
- ▶ **Left elbow:** Let the left elbow **drop naturally onto the left leg or knee**—don't reach forward; let the elbow fall into place while weight stays on the heel.

Sight Height and Alignment

- ▶ **Left hand/wrist:** Move the hand along the fore-end to raise/lower the sights until they naturally point at the target—don't force the rifle.
- ▶ **Natural point of aim (NPA):** Pivot the body over the right heel and roll to bring the sights on target—use feet/hips, not arm muscles, to align.

Practice and Refinement

- ▶ Many **dry-fire reps** in this exact setup, then short live-fire strings focusing on keeping the same checks each shot.
- ▶ Only after the relaxed position is consistent, introduce fine horizontal centering and sight-height tweaks.

Common Quick Fixes

- ▶ **Head too low:** Raise butt in shoulder.
- ▶ **Sights too high/low:** Change hand/wrist position (higher = fingertips; lower = flat hand/closed fist).
- ▶ **Elbow not settling:** Sit back more on the heel so elbow drops naturally.
- ▶ **Unstable balance:** Move roll slightly or shift heel placement; relax upper body.



Common New Shooter Mistakes in Kneeling

Coaches should be alert to detect and correct these common mistakes:

Kneeling roll too big (or too small) – If the kneeling roll is too big or too full, the body will be too high.

Right foot turned – If the foot is not vertical, it will gradually turn further under the weight of the body; a vertical foot is stable and cannot turn further.

Pulling lower left leg back – This shifts weight forward off of the heel and reduces stability.

Sitting up straight – Sitting up straight increases tension in the body; instead, let the shoulders and upper body relax down.

Unbalanced position – Leaning to the right usually by placing weight on the right knee requires lots of muscle tension to keep the body in position; instead, balance the entire weight of the body–rifle system over the right and left heels.

The Basic Sitting Position

Always have a quick safety brief before any handling of firearms: muzzle downrange, finger off the trigger until ready, eye and ear protection, rifle unloaded except on the firing line.

Setup and Foundation

- ▶ Sit on the mat, legs crossed (“cross-legged”) or with one leg bent and the other extended (“cross-ankle”). Pick whichever feels more stable and repeatable.
- ▶ Body angled slightly toward the target (20–30 degrees). Keep torso upright but relaxed.
- ▶ Buttocks firmly on the ground—body weight evenly distributed.

Building the Position

- ▶ **Legs:** Crossed ankles or cross-legged—wide enough to form a solid base, not cramped.
- ▶ **Elbows:** Place elbows naturally on the insides of the knees/shins—don’t force them outward. Let bone rest on bone for steadiness.
- ▶ **Rifle butt and head:** Seat butt in the ground, rifle butt high in shoulder so the head stays nearly erect—avoid “crunching” the head down.

Sight Height and Alignment

- ▶ Adjust left hand/wrist along the fore-end so the sights rest naturally at target level. Do not muscle the rifle up or down.
- ▶ Rotate body slightly around hips to bring sights onto target (natural point of aim).

Practice and Refinement

- ▶ Dry-fire reps: Practice settling into position, sight alignment, and breathing cycle.
- ▶ Live fire: Short strings, focusing on consistent setup each shot. Add timing only after stable groups appear.

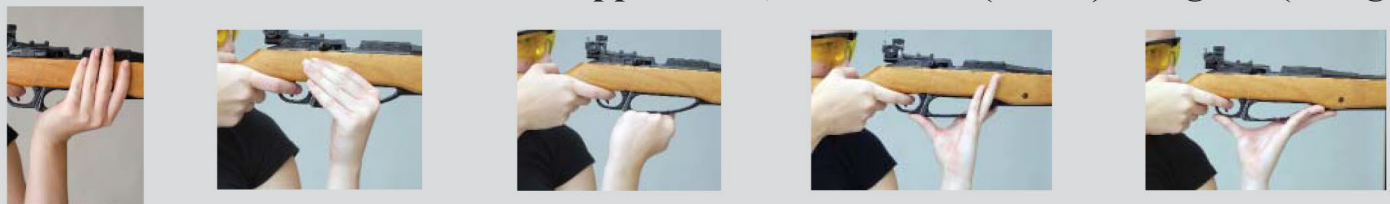
Common Quick Fixes

- ▶ **Elbows slipping:** Move knees slightly in/out until elbows rest solidly.
- ▶ **Neck strain:** Raise butt height in shoulder so head stays upright.
- ▶ **Sights off target:** Pivot body; don’t drag rifle with arms.
- ▶ **Wobbling base:** Spread legs slightly wider for stability.

Pre-shot Micro-check

- ▶ Rifle butt same place in shoulder?
- ▶ Elbows on knees/shins?
- ▶ Head upright, cheek weld consistent?
- ▶ Sights naturally on target?

Hand-Wrist Positions for the Left Support Arm, from lowest (on left) to highest (on right)



Source: Teaching the Standing Position, An On the Mark Series by Gary Anderson, DCM, Civilian Marksmanship Program (2008).

The Basic Standing Position

Always have a quick safety brief before any handling of firearms: muzzle downrange, finger off the trigger until ready, eye and ear protection, rifle unloaded except on the firing line.

Setup and Body Angle

- ▶ Step to the firing line and turn so your **left side faces the target** with feet and hips about **90–100 degrees away** from the target. Imagine a line through the left foot to hip to rifle pointing at the target.
- ▶ Place the rifle butt in the right shoulder; bring the rifle to the shooter—don't push the head down to meet the rifle.



Building the Basic Standing Position

- ▶ **Left elbow placement:** Shift the left elbow so it sits **directly under the rifle**, forming a straight support column from feet to hip to elbow to rifle.
- ▶ **Head and rifle butt:** Set the rifle butt so the head stays nearly erect—small downward movement to the cheek piece is OK; if the head must drop a lot, raise the butt. Think **“butt height = head comfort.”**
- ▶ **Relax and balance:** Relax the left shoulder and arm down onto the side/hip. Balance the body–rifle weight evenly over both feet; lean slightly to the right/rear only as needed to counterbalance the rifle.

Left Hand/Wrist and Sight Height

- ▶ Pick a left hand/wrist position that **fills the gap** between hip and fore-end so the sights naturally point at the target. Options (low to high): flat of hand, closed fist, fork of hand, fingertips.
- ▶ **Don't force** the rifle up or down—change hand height or body angle instead.

Natural Point of Aim (NPA) and Alignment

Adjust body and hand so the sights rest on the target **without muscular effort**. Use feet/hips, not the arms, to pivot the body until the sights hang on the target naturally.

Practice and Refinement

- ▶ Repetition is everything: many dry-fire reps in the exact setup, then short live-fire strings focusing on consistent setup for each shot.
- ▶ As shooters improve, introduce small fine adjustments for horizontal centering and sight height—only after the basic relaxed position is consistent.

Common Quick Fixes

- ▶ **Head drops too much:** Raise butt in shoulder.
- ▶ **Sights too high/low:** Change hand/wrist position (higher – fingertips; lower – flat hand/closed fist).
- ▶ **Unbalanced weight/wobbly:** Shift feet slightly or bend/lean right to re-balance; relax upper body.
- ▶ **Elbow not under rifle:** Move elbow forward until it aligns under the fore-end.

Common New Shooter Mistakes in Standing

Coaches of new shooters must be especially alert to detect and correct these common mistakes:

- ▶ **Incorrect body turn** – Too little or too much body turn makes it impossible to have a straight column of support under the rifle and upper body and difficult to balance the position.
- ▶ **Left elbow not under rifle** – Incorrect elbow positioning misaligns the column of support.
- ▶ **Left hip not under rifle** – Incorrect hip position misaligns the support column and makes attaining good balance more difficult.
- ▶ **Rifle butt too low in shoulder** – When the head is tipped down too far to see through the sights comfortably, the butt must be raised in the shoulder and a higher left hand-wrist position must be selected.
- ▶ **Left arm not relaxed down onto side or hip** – This means the rifle is being supported with muscles instead of bones—relax the arm down onto the side or hip and, if necessary, select a higher hand position.

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.

Publication 2752 (POD-01-26)

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



Copyright 2026 by Mississippi State University. All rights reserved. This publication may be copied and distributed without alteration for nonprofit educational purposes provided that credit is given to the Mississippi State University Extension Service.

Produced by Agricultural Communications.

Mississippi State University is an equal opportunity institution. Discrimination is prohibited in university employment, programs, or activities based on race, color, ethnicity, sex, pregnancy, religion, national origin, disability, age, sexual orientation, genetic information, status as a U.S. veteran, or any other status to the extent protected by applicable law. Questions about equal opportunity programs or compliance should be directed to the [Office of Civil Rights Compliance](#), 231 Famous Maroon Band Street, P.O. 6044, Mississippi State, MS 39762.

Extension Service of Mississippi State University, cooperating with U.S. Department of Agriculture. Published in furtherance of Acts of Congress, May 8 and June 30, 1914. ANGUS L. CATCHOT JR., Director