



2025 4-H Shooting Sports

Fall Match Championships

General Rules

2025 4-H Shooting Sports Kansas Championships

General Rules

IT IS THE SHOOTER'S RESPONSIBILITY TO KNOW AND ABIDE BY THE RULES!!!

All disciplines will be following the [National Minimum Standards & Best Management Practices](#) AND the governing body of that discipline as facilities will allow unless otherwise indicated.

Disqualification will occur if there is any violation of these rules.

The 4-H Shooting Sports Kansas State Championship Matches all follow Kansas 4-H Policy.

By entry in these events, the local Extension Agent and shooting sports program coordinator verify that those youth entered are *bona fide* members of the 4-H Shooting Sports Program in their respective local units, and that they are knowledgeable and proficient in the safe use of the equipment, and knowledgeable of the general rules of the events. Match and/or range officials may dismiss or disqualify any participant if he/she believes the participant does not demonstrate the basic proficiency and knowledge required. Violation of any of these policies and/or rules are grounds for disqualification and dismissal from the Championships.

Table of Contents

	Page
General Rules	2
Updated Minimum Standard	3
Participation	3
Conduct	4
Range and Facilities	4
Equipment and Firearms Check-in	4
Range Protocols	5
Health and Safety	5
Notice of Non-discrimination and Accommodations Process	6
Coaching	6
Protests	6
College Recruitment	7
Awards	7
Ties	7
Rule Books	7
National Team Selections	7
Qualifying Events	8
Fall Matches	
Archery	9
Muzzleloading & Small Bore Pistol/Rifle	17
Hunting Skills	22
Shotgun	24

Updated Minimum Standard

Each year, the National 4-H Shooting Sports Committee reviews both the Championship Rules and Regulations as well as the Minimum Standards and Best Management Practices of a 4-H Shooting Sports Program. Decisions to edit are based on the safety and education of our youth as well as the integrity of the 4-H Program. The committee has updated the minimum standard, listed below.

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, suppressors, and magazines extending more than 2 inches below the receiver are prohibited. Below are visual examples of firearms that would not be permitted.



Synopsis of General Rules

I. Participation

- 1. 4-H Membership** – All 4-H Shooting Sports members in good standing and meeting the criteria below are eligible to compete in 4-H shooting sports events, subject to limitations imposed by the specific event and the rules for active membership instituted by their state. Official 4-H enrollment is required.
- 2. Age Requirements** – Participants must be 9 to 18 years of age before January 1st to compete at the State Championships. Participants who will be 19 years of age before January 1st of the year the National Championships are held are NOT eligible to make the National Team.
Juniors are 13 and under; Seniors are 14-18, unless otherwise indicated.
- 3. Official Entry**– All registrations must be approved by the discipline instructor of the participant's unit to verify eligibility and then by the Extension Unit's 4-H Shooting Sports Coordinator & Extension Agent. All parties will work together to submit registration for state matches. The Match Steering Group will verify that all entrants have qualified to participate in the state match.
- 4. Individual Participation** – All individuals participating as team members are competing concomitantly as individuals. Where teams cannot be formed, individual participants may compete in the Championships for individual awards and recognition.
- 5. Team Composition** - All match teams will be automatically selected based on top aggregate scores shot at the state match event. 1. For County Extension units, there may only be one team from each county unit. 2. For Extension Districts, there may be as many teams as there are counties in the district, if the participants are registered as a district.
- 6. Post-Secondary Restriction** – Participants shall not have participated in any post-secondary (university, college, junior college, or technical school) competitive collegiate shooting sports event at any level. A competitive event is defined here as an event open to more than one educational institution (or its students) in which scores are kept and awards are offered to any or all participants.
- 7. Refunds** – No Refunds for cancellations.

II. Conduct

1. **4-H Image and Honor** - The State Matches are a youth events showcasing a major component of the 4-H program. The nature of events demands that all of us involved in the event from the match CRO's to the young people, parents and coaches participating must put forward the best image of the 4-H Shooting Sports Program and the 4-H program generally. To protect that public image, use of alcoholic beverages and any use of tobacco products by minors is not permitted on the grounds and the Kansas 4-H Code of Conduct should be followed. Violation of this policy is grounds for disqualification and dismissal from the event.
2. **Knowledge of Rules and Procedures** – Where possible, each event in this program has been associated with the appropriate National Governing Body (NGB) for that event. Exceptions to NGB rules are noted in the specific Match Rules. Participants and coaches are responsible for reading the rules, understanding procedures used in each event, and complying with the rules and standards involved. Questions are encouraged to clarify areas of confusion or misunderstanding. Ignorance of the rules does not negate their existence. Participants are responsible for knowing the rules of their events and complying with them. Learning the rules is part of the educational process for shooting sports participants.
3. **Dress Code** - Participants and coaches are expected to dress appropriately for the events in which they participate. Both young people and adults should wear attire appropriate for the weather while remaining modest. It is important to recognize and respect individual's choices which can at times bring unwanted attention either to an individual or to the group as a whole. All participants, coaches, parents, and family members must remember that they may be photographed or interviewed for use by local, regional, or national media. Let's do all we can to make sure that is a positive image for 4-H!
4. **Footwear Policy** - Participants in any shooting event or activity, while on the shooting line, are required to wear shoes that completely cover their feet, including soles. Examples of footwear that are not acceptable include, but are not limited to: sandals, clogs, flip-flops, slippers, house shoes, and bare feet.
5. **Behavior and Sportsmanship** - All participants, coaches, and spectators will demonstrate the highest levels of sportsmanship, supporting the objectives and ideals promoted by the 4-H program in general and the 4-H Shooting Sports Program in particular. Participants or coaches will render aid and/or testimony if asked to do so by any match official. All participants, coaches, and observers are expected to conform to appropriate state 4-H Codes of Conduct, expectations, or volunteer agreements, as well as to the Kansas 4-H and National 4-H Shooting Sports Code of Conduct, not only to the letter, but in its intent.

III. Range and Facilities

1. Only factory loaded ammunition may be used. On the Trap, Skeet, and/or Sporting Clays Ranges, sizes of 7½, 8, 8 ½, or 9 shot may be used. Teams must source and bring/ship their own ammunition.
2. All range and facility rules must be followed at all times by spectators, participants, and coaches.

IV. Equipment and Firearms Check-in

1. Please see Specific Match Rules or Match Bulletin for check-in requirements. A spot-check of equipment may take place before, during, or after the match.

V. Range Protocols – In this section, "firearm" is broadly defined to include all rifles, pistols, shotguns, and muzzleloading arms regardless of type or action, including air guns. Range safety protocols will be strictly and vigorously enforced.

1. Firearms will be the last piece of equipment brought to the range by the competitors and the first piece of equipment to be removed from the range at the end of each event. When moving among positions, e.g., to different firing points in silhouette, the action must be open, ECI or CBI in place, and the muzzle pointed in a safe direction. In shotgun events, a visibly open action is sufficient with care to the position of the muzzle in a safe direction.
2. All firearms will remain cased until the competitor prepares to take the range for their relay and the range officer has declared the range ready. ECIs or CBIs will be in place until the competitor is on the firing line and will be replaced in the action prior to leaving the firing line. This does not apply to shotguns where the open actions permit visual observation by range staff.
3. No competitor shall rest the muzzle(s) of a shotgun or any other firearm on a shoe, toe pad or similar device such that the muzzle points at any part of an individual's body.
4. Deliberate shooting or attempting to shoot any living animal while on competitive ranges is grounds for ejection from the event or from the match.

VI. Health and Safety

1. **Medical Consent Form and Adult Supervision** – It is the responsibility of each team to have the appropriate health consent and release forms for each participant. An adult supervisor or coach must be present at each event site with immediate access to those forms during events. They must also have access to them in off hours. The Kansas 4-H Shooting Sports Program and the host are not responsible for medical authorizations or health histories of the participants.
2. **Safety** – Safety is the first priority for range staff, participants, coaches, and spectators. Standard and accepted range and shooting safety rules will always be followed. Any site-specific safety considerations will be announced at the appropriate venues. Match Director, Range officers, or other event staff may caution, warn, or eject any person on any range for unsafe behavior. Such ejection may result in forfeited scores, disqualification, or ejection from the grounds. Any spectator contributing to unsafe behavior or rules violations may be barred from the ranges by Committee staff or event management at any level.
3. **Cell Phones and Other Electronic Devices** –
 - a. Except in emergency situations, NO cell phones, radios, ear buds, smart watches, or other electronic communication devices may be used by competitors or others on or in the immediate vicinity of competitive ranges during active competition.
 - b. **Ear Protection:** Adequate ear protection carrying an OSHA Noise Reduction Rating (NRR) of at least 25 dB is required for all participants in Muzzle Loading, Pistol, Rifle, and Shotgun disciplines. This includes Hunting and Western Heritage live fire events. Noise Canceling devices without an OSHA NRR rating are not adequate as they are designed to make listening more enjoyable, not reducing the dB of sound entering the ear. Coaches or spectators on or near firing lines are subject to the same requirements. In all disciplines, devices placed over, on, or into the ear are not allowed to receive wireless, communication, background noise or similar broadcasts that could interfere with range commands.
 - c. Essential communication may take place off the ranges where the process will not interfere with participants in any venue or compromise safe operation of the range.
4. **Eye and Ear Protection Requirement** –
 - a. **Eye Protection:** Adequate eye protection (shooting glasses, safety glasses or safety goggles, or hardened prescription glasses are required for all competitors in muzzleloading, air and small bore pistol, air and small bore rifle, and shotgun events. This includes Hunting Skills competitors during live fire events for rifle and shotgun. Coaches or spectators on or near firing lines are subject to the same requirements.

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

VII. Notice of Non-Discrimination and Accommodations Process

K-State Research and Extension is committed to providing equal opportunity for participation in all programs, services and activities. Program information may be available in languages other than English. Language access requests and reasonable accommodations for persons with disabilities, including alternative means for communication (e.g., Braille, large print, audio tape, and American Sign Language), may be requested by contacting the event contact **Chandra Plate** four weeks prior to the start of the event at **620-388-7157**. Requests received after this date will be honored when it is feasible to do so. Language access services, such as interpretation or translation of vital information will be provided free of charge to limited English proficient individuals upon request. Kansas State University Agricultural Experiment Station and Cooperative Extension Service
K-State Research and Extension is an equal opportunity provider and employer.

VIII. Coaching – See Discipline Rules for coaching instructions, information, and limitations.

IX. Protests

1. **Protests and Protest Fees** - Youth participants only (no coaches, parents, or other adults) may protest:
 - a. an injustice they feel has been done to them individually.
 - b. conditions under which another competitor was permitted to fire, or
 - c. equipment not meeting standards another competitor was permitted to use.
2. **Steps to Filing an Official Protest** - Only the competitor affected can make the protest – not parents, coaches, or other adults. A protest must be initiated immediately upon the occurrence of the protested incident. Failure to comply with the following procedure will automatically void the protest:
 - a. State the complaint verbally to the CRO. The youth who is the subject of the complaint should not be disturbed during active shooting. While the line is safe, during a changeover period, the CRO will investigate and render a decision without drawing attention to the youth accused, and if possible, without drawing that youth in to question unless absolutely necessary.
 - b. If the participant complainant is not satisfied with the decision of the CRO, then:
 - c. Immediately appeal the decision to the Assistant CRO with a \$20.00 fee, and request a jury. The Assistant Range Officer will call the Match Director for the event who will assemble the jury away from sight of the youth on the range, if possible. The jury will be three pre-determined people to assemble. Jury members must be familiar with the rules. It is the responsibility of the jury to interpret and apply the rules and resolve protests. Jury members may not rule on a matter in which they or their team are personally involved. Decisions by the jury must be based on applicable rules, or in cases not specifically covered by the rules, must be governed by the intent and spirit of the rules. Alternate jurors will also be pre-selected. The jury may hear verbal explanations from the CRO and the youth protesting. The youth who is being accused should not be made aware, so as not to disrupt their shooting, unless their testimony is necessary for determining facts.
 - d. If the jury decides in favor of the appeal, the cash protest fee will be returned. If the previous decision is upheld, the protest fee will not be returned.
 - e. Jury decisions are final.

X. College Recruitment – College recruiters are invited and welcome to attend the State Championships. Recruiters are not to interfere with any daily competitions during the event or a competitor's daily schedule. All expenses related to their visit will be the college recruiter's responsibility. A request for booth-type space will be honored with a fee.

XI. Awards

Awards will be given to the top 5 Senior and top 5 Junior individuals where applicable, and the top 3 teams in every discipline. Any awards and targets not picked up at the end of the match will be sent to the Kansas 4-H Headquarters. They will then be sent out through K-State Research and Extension offices. Results will be posted on the Kansas 4-H Shooting Sports Homepage of the Kansas 4-H website as soon as possible after the match.

XII. Ties

Ties will only be broken to determine the top 5 individual awards and top 3 team awards.

RULE BOOKS

- NRA (800)-336- 7402 ([Small Bore Pistol](#), [Small Bore Rifle](#), [Pistol Silhouette](#), and [Rifle Silhouette](#))
- NMLRA (812) 667-5131 ([Muzzleloading](#))
- Archery
 - FITA (719) 866-4576 ([Archery](#))
 - IBO (440) 967-2137 ([Archery-3-D](#) and [Archery-Field](#))
- Shotgun
 - ATA (937) 898-4638 ([Shotgun](#))
 - NSSA (210) 688-3371 ([Skeet](#))
 - NSCA (210) 688-3371 ([Sporting Clays](#))

NATIONAL TEAM SELECTIONS

Teams representing Kansas 4-H Shooting Sports at the National 4-H Shooting Sports Championship Match will be chosen based on **individual aggregate scores** at the state match and eligibility (4-H age and not previously competed in the discipline at Nationals). In archery, after all applications have been received, the National Match Coordinator may select from eligible youth 4-H age 13-17, based on 30-meter FITA and Trail combined scores, to fill a team if needed.

Post-Secondary Restriction – Participants shall not have participated in any post-secondary (university, college, junior college, or technical school) competitive collegiate shooting sports event at any level. A competitive event is defined here as an event open to more than one educational institution (or its students) in which scores are kept and awards are offered to any or all participants.

Team Coach selection – Coaches are recruited based on counties the team participants are from, their rank, and coach availability. **Coaches must be 4-H certified discipline instructors.**

NATIONAL ELIGIBILITY BY DISCIPLINE:

- Recurve Archery 4-H age 14-17 (Barebow & Olympic combined)
- Compound Archery 4-H age 14-17 (Bow Hunter & Open combined)
- Hunting Skills / Shotgun 4-H age 13-17 (must shoot all 3 events at State Match)
- Muzzleloading / Small Bore 4-H age 13-17

QUALIFYING EVENTS

1. All qualifying events must submit a Request to Host Form, Match Bulletin, and Match Registration Form to be approved by the State 4-H Shooting Sports Program Coordinator a minimum of 30 days prior to the match or qualifying shoot being held.
2. Match Registration Forms MUST include at least 2 signature lines, an Extension Agent / Coordinator signature, and a Discipline Instructor signature for each discipline youth may compete in. Example template forms are available on the Shooting Sports website.
3. Qualifying events are not required to have awards as long as the current state match rules are used to shoot for score.
4. All scores sent in must be approved by the local Shooting Sports Coordinator/Extension Agent and respective Discipline Instructor. Please send in ALL scores, both qualifying and non- qualifying. Scores must be submitted in an excel document that includes name, county, 4-H age, score, and class. These scores must be sent to the State 4-H Shooting Sports Program Coordinator within 7 days of the qualifying match.
5. Pre-shot targets will not be allowed for a qualifying score for the state match.
6. The match bulletin and registration form will be posted on the Shooting Sports website for all qualifying events.
7. Refer to the Kansas 4-H Shooting Sports Handbook.
8. When requesting to host a Spring discipline qualifying match, the date of the match must be after the last fall state match, and when requesting to host a Fall discipline qualifying match, the date of the match must be after the spring state match.
9. Fall matches held after Oct 1st shall be considered part of the previous 4H year.

FALL MATCH – Archery

GENERAL ARCHERY RULES

1. Team scores will be calculated by adding the 30-meter FITA and Trail Archery scores together for the team score.
2. Each team shall consist of 2 members and may consist of Juniors and Seniors - both members must shoot the same bow class.
3. There can be a team designated for each class; Barebow, Olympic, Bow-Hunter, and Open.
4. For County Extension units, there may only be one team from each county unit for each bow class. Team members will be automatically selected based on top 30m/Trail scores from the county unit.
5. For Extension Districts, there may be as many teams for each bow class as there are counties in the district if the participants are registered as a district. Team members will be automatically selected based on top 30m/Trail scores from the counties in the district for as many teams as that district is allowed.
6. With the exceptions noted in this document, rules will follow the World Archery rulebook for FITA competition. National Field Archery Association and IBO rulebooks for the Trail Archery competition. The following rules/guidelines are provided to clarify procedures to be followed at all 4-H archery events and to provide uniformity in 4-H archery throughout Kansas.
7. Matches shall be held outdoors.

Rule changes must be reviewed and approved by the Archery Steering Group. The Archery Steering Group submits approved rules to the State Shooting Sports Advisory for approval then the State 4-H Shooting Sports Program Coordinator has the final approval. Rules must be approved and published prior to the first available date to submit match requests. These rules are not all inclusive of all the rules. Should more clarification be needed contact Archery Steering Group Chairman Dan Mosier II at 620-687-0643 or danmosierii@gmail.com and he will consult with the Archery Steering Group for further clarification.

QUALIFYING MATCHES

Archers must shoot a qualifying score at an approved event in each bow class they wish to shoot at the state match.

An archer may only shoot two classes at the 4-H State Match due to time restraints. (If an archer qualifies in all four classes, they must choose which two they wish to shoot.)

Only the FITA scores are used to qualify archers for the State Match.

Rules governing the qualifying events are the same as those governing the State Match (see below)

Qualifying scores required:

Recurve – Bare Bow	: 120 out of a possible 240
Recurve – Olympic	: 140 out of a possible 240
Compound – Bow Hunter	: 200 out of a possible 240
Compound – OPEN	: 210 out of a possible 240

FITA Course of Fire

1. Targets shall be 4 ft. FITA targets.
2. Archers will shoot a total of 24 arrows (usually in 4 ends of 6 arrows).
3. A practice end will be shot before the scoring ends and will consist of 6 arrows at 40 meters for Seniors and 6 arrows at 30 meters for Juniors. More practice ends at the participant's close distance may be allowed if time permits at the discretion of the Chief Range Officer. Archers are not required to shoot the practice ends.
4. Juniors will shoot 12 arrows at 30 meters and 12 arrows at 20 meters.
5. Seniors will shoot 12 arrows at 40 meters and 12 arrows at 30 meters.
6. Archers will have a total of 4 minutes to shoot each 6-arrow end.
7. Two minutes is allowed to look for lost arrows after each end.
8. Whistle commands are strongly recommended to be used for the FITA competition:
 - a. **2 whistle blows** = to the line and ready, feet straddling the line (arrows are in the quiver)
 - b. **1 whistle blow** = you may nock and release arrows per end
 - c. **3 whistle blows** = proceed to scoring line, score targets and remove all arrows
 - d. **4+ whistle blows** = immediately stop shooting. **There is an unsafe condition!**
9. No archer shall occupy the shooting line except when the appropriate signal has been given.
10. Archers may not nock an arrow until the signal to start shooting is given by the Range Officer
11. When an archer has shot all arrows in an end they will move away from the shooting line to the waiting area, rack their bow if possible and wait for the whistle commands to proceed with scoring and removal of arrows.
12. The archer will remain behind the line and be respectful of others still shooting.
13. While an archer is on the shooting line there should be no coaching or communication between them and anyone not involved in the scoring round, i.e., parents, leaders, fellow archers (It is strongly recommended that there be a buffer/dead zone of at least 10 meters behind the ready line to separate parents/spectators etc. from the shooting line.)
14. Except for competitors with disabilities, archers shall shoot from a standing position and without support, with their body above the shooting line.
15. The Range Officer shall be advised if an archer, when drawing back the string of their bow, uses any technique which, (sky drawing) in the opinion of the judges, could allow the arrow, if accidentally released, to fly beyond a safety zone or safety arrangements (overshoot area, net, wall etc.) If an archer persists in using such a technique, they shall, in the interest of safety, be asked by the Chief Range Officer to stop shooting immediately and to leave the range.
16. The Ranger Officer will deem the area around and behind the targets safe and all arrows have been removed from the targets after each end and before the next end begins.

NON-SHOT ARROWS

- When any part of the arrow is still within the 3-meter area in front of the firing line it is considered a non-shot arrow. A dropped arrow at the firing line will not be picked up and reshot. It is also considered a non-shot arrow.
- **Archers are encouraged to carry extra arrows in their quiver in case they drop an arrow.**

- On rare occasions an archer drops an arrow (due to a nock breakage or some other reason), or shoots an arrow into the 3-meter area in front of the shooting line when in the process of letting down, etc. If the archer feels confident that no other equipment failure has occurred and is sure part of the arrow shaft is within the 3-meter area, the best action is to shoot another arrow, if an arrow is available in the quiver. **However, they must NOT step forward in front of the shooting line to pick up any arrow.**
- If the archer knows they will have a time problem or does not have another arrow at hand to shoot or is unsure if the arrow is within the 3-meter area or not, they may take a step back and call a judge, explaining the situation. The judge will then handle the incident as an equipment failure, and at the expiry of that end, if needed, the other archers will be held back, and the situation will be handled.
- The archer will have 40 seconds per arrow to shoot any un-shot arrows of that end before all archers are permitted to go forward to the targets for general scoring.

SCORING

- Archers will score their own targets with their lane partners.
- Scorecards must be filled out in blue or black ink only. No pencils. Corrections may only be made by a Range Officer in Red ink.
- Archers will sign and check each lane partners score card.
- Neither the arrows nor the target face shall be touched until the value of all the arrows on that target face have been recorded.
- An arrow shall be scored according to the position of the shaft in the target face. If the shaft of an arrow touches two colors, or touches any dividing lines between two scoring zones, that arrow shall score the higher value of the two zones involved.
- If a fragment of a target face is missing, including the dividing line or where two colors meet, or if the dividing line is pushed aside by an arrow, then an imaginary circular line shall be used for judging the value of any arrow that hits such a part.
- An arrow hitting the target butt and passing completely through the butt, provided all arrow holes have been marked and provided an unmarked hole can be identified, shall score according to the value of the unmarked hole in the target face.
- An arrow embedding itself into another arrow shall score the same value as the arrow struck.
- An arrow deflecting into the target face shall score as it lies in the target face.
- An arrow deflecting or bouncing off another arrow and landing on the ground, shall score the value of the struck arrow, provided the damaged arrow can be identified.
- A missed arrow shall be recorded as "M" on the scorecard.
- An arrow hitting a target face other than the archers own target face shall be considered a miss.
- If more than the required number of arrows should be found in the target butt or on the ground near the butt, or in the shooting lanes, only the lowest 6 in value shall be scored. Archers or teams found to repeat this offence may be disqualified.
- All arrow holes in the scoring zone shall be suitably marked by the archers every time the arrows are scored and removed from the target face.
- Arrows embedded in the butt and not showing on the face can only be scored by a judge.

- Ties will be broken in FITA by the number of 10s first followed by the number of X's, if a tie remains - event officials will flip a coin to determine placing.
- Ties for aggregate awards will be broken by the total number of X's from FITA and Field targets plus the number of 11's from the 3D Targets (the 11 pt scoring ring on 3D targets is equivalent to an "X" on the FITA and Field targets).

Ties for the Team awards will be broken the same as aggregate ties.

Trail Archery Course of Fire

1. Archery Bow Classes in Trail Archery will be the same as the 4 FITA classes. Recurve – Bare Bow, Recurve – Olympic, Compound – Bow Hunter, and Compound – Open.
2. Trail Archery will include 3-D targets and Field Archery targets. Trail Archery event rules will use the current IBO rulebook as the underlying set of rules for Field Archery **EXCEPT** as indicated below.
3. Juniors and Seniors will shoot one shot at each of 15 3-D targets and two shots at each of 5 Field Archery targets.
4. Distance to targets, target size, and target arrangement will be determined by the Range Officer and will vary from station to station.
5. Field Archery targets will be shot from specified distances, 3-D target distance will not be specified.
6. In the Field Archery portion, each archer, regardless of age division or bow class, will shoot from the same firing point at each station.
7. In the 3D Archery portion, firing stations may differ depending on age group and bow type.
8. In Field Archery, target faces will be set on butts and there may be more than one butt per station or more than one target face per butt.
9. When there are multiple target faces, the Field Archery targets will be identified as to age division or bow class as determined by the Range Officer.
10. For those who shoot the Trail Archery course of fire first, archers will have the opportunity to shoot six practice arrows on the FITA range, as directed by the Range Officer, as a group and then go directly to the Trail Archery range.
11. Unless otherwise stated at the match, range commands will be by voice and will be covered by the Chief Range Officer for each match segment.
12. There will be only one archer shooting at a time per 3D station. There may be more than 1 archer shooting at each of the Field stations at the discretion of the Range Officer.
13. Archers will rotate their shooting order. If you shot first at the first target you will shoot last at the next target and so on.
14. Arrows must stick in the target for a score to count in 3-D, in all age divisions and bow classes.
15. For 3-D targets, Kneeling position is allowed.
16. Archers will be given maximum time of two minutes to complete each shot. If the range officer sees that an archer is taking too much time to release an arrow the archer will be warned. A second warning will be a shot at a target taken away and a score of 0 will be given for that shot. The third warning given will be a 0 taken on the remainder of the targets.

17. Regular binoculars allowed to check for shot placement **before** the shot is taken, but not to check for scoring after the shot.
18. Rangefinders are always prohibited on the shooting line. If you are found with a rangefinder on your person you will be disqualified.
19. Please act with dignity and respect for other archers while they are shooting and you are waiting your turn.
20. Archers should observe each other to verify shot placement, such as bounce in, skip hits, and pass through.
21. Talking should be kept to an extreme minimum while others are shooting. There should be no discussion of yardage of targets at any time on the 3D range or with someone who hasn't shot the 3D range.

SCORING

- Archers will score their own targets with their lane partners.
- Archers will sign and check each lane partners score card.
- 3-D scoring will be the innermost ring/zone is scored as 11 points, the next is scored as 10 points, next as 8 points and anything else sticking in the foam is 5 points.
- Field Archery will be scored as follows by the color change bands on the face. 5 points for the inner color, 4 points for the next color, and 3 points for the outer color. Arrows falling outside of the 3rd color band will score zero. Any arrows within the "X" ring on the center color will score 5 points and will be noted on the score card with an "X". These X's will be used as tie breakers.
- Bounce in or skip hits do not count for score.
- Ties will be broken in the Trail Archery event by number of X's on the Field targets first and score on pre-designated (but unknown to archers) 3-D targets second.
- Ties for aggregate awards will be broken by the total number of X's from FITA and Field targets plus the number of 11's from the 3D Targets (the 11 pt scoring ring on 3D targets is equivalent to an "X" on the FITA and Field targets).
- Ties for the Team awards will be broken the same as aggregate ties.

EQUIPMENT:

1. Wood arrows will be allowed for Recurve Bare Bow and Olympic Classes only.
2. No Broadheads allowed.
3. Closed-toed shoes must be worn during competitive events. The toe box must be completely enclosed with no holes.
4. **Arm guard protection is encouraged for ALL classes but not required.**
5. **Back quivers are not allowed.**
6. **Gloves or finger tabs are encouraged for ALL classes but not required for any archer using a finger release.**
7. Draw weight is not to exceed 60 lbs. in all classes.
8. Field glasses maybe used to spot arrows provided they do not represent any obstruction to other athletes. Rangefinders are prohibited.
9. Prescription spectacles, shooting spectacles and sunglasses may be used. None of these may be fitted with micro-hole lenses, or similar devices, nor may they be marked in any way that can assist in aiming.

Recurve – Bare Bow:

- The unstrung bow must pass completely through a hole or ring 12.2cm inside diameter. Weights may be added to the riser below the arrow rest. Weights, regardless of shape, must mount directly to the riser without rods, extensions, or angular mounting connections and must pass through the 12.2cm ring/hole while mounted on the bow.
- A bow of any type provided it complies with the common meaning of the word “bow” as used in target archery, that is, an instrument consisting of a handle (grip), riser (no shoot-through type) and two flexible limbs each ending in a tip with a string nock. The bow is braced for use by a single string attached directly between the two string nocks, and in operation is held one hand by its handle (grip) while the fingers of the other hand draw and release the string.
- Any moveable pressure button, pressure point or arrow plate may be used on the bow provided they are not electric or electronic and do not offer an additional aid in aiming.

Whisker Biscuits are NOT permitted.

- Draw check indicators, audible or visible, may NOT be used.
- **Finger protection in the form of gloves or shooting tabs to draw and release the string is encouraged but not required, however they cannot incorporate any device that shall assist the athlete to draw and release the string.**

Recurve – Olympic:

- A bow of any type provided it complies with the common meaning of the word “bow” as used in target archery, that is, an instrument consisting of a handle (grip), riser (no shoot-through type) and two flexible limbs each ending in a tip with a string nock. The bow is braced for use by a single string attached directly between the two-string nock, and in operation is held in one hand by its handle (grip) while the fingers of the other hand draw and release the string.
- A “kisser” button is permitted.
- One draw check indicator, audible and or visible may be used provided it is not electric or electronic.
- Any moveable pressure button, pressure point or arrow plate may be used to measure draw length on the bow provided they are not electric or electronic and do not offer any additional aid in aiming.
- Whisker Biscuits are permitted.
- A bow sight is permitted, including multiple pin sights. It shall not incorporate a prism, lens, or any other magnifying device, leveling, electric or electronic devices.
- The overall length of the sighting circle or point (tunnel, tube, sighting pin or other corresponding extended component) shall not exceed 2 cm in the athlete’s line of vision. A sight may be attached to the bow for the purpose of aiming and which may allow for windage adjustment as well as an elevation setting.
 - The sight is subject to the following provisions:
 - A bow sight extension is permitted.
 - A plate or tape with distance markings may be mounted on the sight as a Guide for marking but shall not in any way offer any additional aid.
- The sight point may be a fiber optic sight pin.

- The total length of the fiber optic pin may exceed 2cm, provided that one end is attached outside the athlete's line of vision at full draw, while the part within the athlete's line of vision does not exceed 2cm in a straight line before bending.
- The fiber optic pin is measured independently of the tunnel.
- Stabilizers and torque flight compensators on the bow are permitted; they may not serve as a string guide or touch anything but the bow. They should not contact the archer's body for stability.
- Finger protection in the form of gloves or shooting tabs to draw and release the string are **encouraged but not required**, however they cannot incorporate any device that shall assist the athlete to draw and release the string.

Compound – Bow Hunter:

- A Compound Bow, which may be of a shoot-through type riser, is one where the draw is mechanically varied by a system of pulleys or cams. The bow is braced for use by bowstring(s) attached directly to the cam, string nocks of the bow limbs, cables or by other means as may be applicable to the design.
- A "kisser" button is permitted.
- A bowstring of any type which may include multiple serving/s to accommodate nocking points and include other attachments such as a lip or nose mark, a peep-hole, a peep hole 'hold-in-line' device, loop bowstring, etc. is permitted.
- Draw check indicators, audible and/or visual may be used.
- A bow sight with single or multiple sighting pins may be attached to the bow and may also incorporate a leveling device. Pins should be set to archer's target distances before entering range. Archers in the Bow Hunter Class may adjust their sights after their practice arrows, however, **NO SIGHT ADJUSTMENTS ALLOWED ONCE RECORD SHOTS BEGIN**. The bow device may not project any visual light or laser down range. It shall NOT incorporate a prism, lens (magnifying or non- magnifying), electric or electronic devices.
- The sight points may be fiber optic and or incorporate chemical glow stick. The glow stick shall be encased so as not to disturb other archers.
- A release aid may be used provided it is not attached in any way to the bow. Any type of finger protection may be used. If a mechanical release is used there is no need for any type of finger protection.
- A wrist strap may be used on the bow hand.
- One stabilizer is permitted up to 12" in length measured from the back of the bow, and directed away from the bow directly downrange, in the direction of the arrow flight. Additional Vbars, counterbalances, or weighted attachments are prohibited.

Compound – Open:

- A Compound Bow, which may be of a shoot-through type riser, is one where the draw is mechanically varied by a system of pulleys or cams. The bow is braced for use by bowstring(s) attached directly to the cams, string nocks of the bow limbs, cables or by other means as may be applicable to the design. The peak draw weight shall not exceed 60 lbs.
- A “kisser” button is permitted.
- A bowstring of any type which may include multiple serving/s accommodate nocking points and include other attachments such as a lip or nose mark, a peep-hole, a peep-hole ‘hold-in- line’ device, loop bowstring, etc.
- Draw check indicators, audible and / or visual may be used.
- A bow sight may be attached to the bow which may allow for windage adjustments as well as elevation setting, and which may also incorporate a leveling device, and/or magnifying lenses and or prisms. The bow device may not project any visual light or laser down range.
- The sight points may be a fiber optic sight pin and or a chemical glow stick. The glow stick shall be encased so as not to disturb other archers.
- A release aid may be used provided it is not attached in any way to the bow. Any type of finger protection may be used. If a mechanical release is used there is no need for any type of finger protection.
- A wrist strap may be used on the bow hand.
- Stabilizers and torque flight compensators on the bow are permitted. They should not be used to contact the archer’s body for stability.

FALL MATCH – Muzzleloading & Small Bore Pistol/Rifle

Fall matches held after Oct. 1 are included as part of the previous 4-H year.

MUZZLELOADING

Age requirements: 4-H Age 12–13-year-olds before January 1 of current year = Juniors

4-H Age 14–18-year-olds before January 1 of current year = Seniors

Teams will be automatically selected based on top scores shot at the state match.

The 2-member team may consist of Junior and/or Senior competitors.

Targets will be scored using edge of ball scoring for paper and novelty.

On the Bottle Target, any shot not touching the outside edge of the bottle and is touching both the top edge of the base, and the bottom edge of the neck (straddling the white line) will be scored as nicking the neck.

Follow the National Muzzle Loading Rifle Association rules with the following exceptions:

1. Rifle rules only at this time are applicable.
- 2. The maximum load per shot is 60 grains.**
3. Any safe gun is permitted.

Course of fire:

- TG2406 - 100 yd. 8 ring targets – shot at 50 yards, 10 rounds – 20 minutes
- TG901 - 25 yd. Haffner Animal 2 per bull, 10 rounds – 20 minutes
- TG2427 - 25 yd. Bottle Targets 2 per bull, 10 rounds – 20 minutes
- Bottle targets will be shot as follows:
 - 2 shots per bottle for 10 shots total; Top Bottle used as a sighter bottle
 - Ties will be broken by total number of neck shots
 - Muzzleloading overlays may be used to verify ‘all-in’ and/or ‘nicks’

Hunter Silhouette – 2 minutes per shot, shot in banks of 5

Chicken – 40 yards; Pig – 60 yards; Turkey – 77 yards; Ram – 100 yards

Paper targets may be used instead of metal silhouettes dependent upon range capabilities.

All silhouette scoring will award 10 points for a hit and 0 points for a miss.

Qualifying Course of Fire:

- Shoot at a state match committee approved event.
- TG2406 target: Shoot 10 shots at 50 yards – 8 ring targets
- TG2427 target: Shoot 10 shots at 25 yards – bottle target
- **Qualifying score: 75 points out of a possible 200**

SMALL BORE PISTOL

Age requirements: 4-H Age 12–13-year-olds before January 1 of current year = Juniors
4-H Age 14–18-year-olds before January 1 of current year = Seniors

Teams will be automatically selected based on top scores shot at the state match.
Teams are 2-member teams.

Follow current edition NRA rules for bulls/timed fire and current edition NRA Pistol Silhouette rulebook for silhouette match.

Must have a current signed Handgun permission form on firing line with shooter. Ammunition: No hypervelocity, hollow point, tracer or explosive ammunition is allowed. Clear Chamber Indicators are required for all events.

Distances may vary due to range capabilities.

Equipment:

- Any safe .22 rim fire pistol-limited to long rifle (NO HYPER VELOCITY), approved by the Chief Range Officer.
- Any sight except for projected (laser).
- Open, aperture, and telescopic sights are acceptable.

Course of Fire (Following NRA Short Course): -

Refer to rule 10.7 Firing Line procedures and commands

- 25-yard range distance:
 - Slow fire – B16 target; 10 minutes for 10 shots
 - Timed fire – B8 target, 20 seconds per string of 5, 2 strings of 5
 - Rapid fire – B8 target, 10 seconds per string of 5, 2 strings of 5
- If 50 feet range distance is used (only when 25 yards is not possible):
 - Slow fire – B2 target; 10 minutes for 10 shots
 - Timed fire – B3 target, 20 seconds per string of 5, 2 strings of 5
 - Rapid fire – B3 target, 10 seconds per string of 5, 2 strings of 5
- Silhouettes: Per NRA Pistol Silhouette Rules, Section 3.2 Smallbore Hunters Pistol
 - Where range limits allow, NRA ½ scale metallic silhouettes will be shot
 - Time Limits: Following a 30 second “Ready Time,” two minutes will be allowed on each bank of five targets
 - Course of fire: 10 chickens - 40 yds; 10 pigs - 50 yds; 10 turkeys - 75 yds; 10 rams - 100 yds
 - Alibis: 30 seconds allowed for each unfired round of the series in which the alibi is allowed

- For ranges that do not have 75 yd and 100 yd silhouette capabilities, a 50 yd range may be used as follows:
 - 20 chickens - 40 yd and 20 pigs - 50 yd (recent State Match course of fire at Capital City Gun Club)
 - If sufficient metallic silhouettes are not available, or metallic silhouettes cannot be used on the range, ½ scale PAPER silhouettes may be substituted and shot at the distances shown above
 - At last resort for limited range capabilities, 50 ft TQ12 and TQ13 reduced scale silhouette targets will be used: 2 rams, 2 turkeys, 2 pigs and 2 chickens with 5 shots per animal with 40 shots total

Scoring:

Silhouette – A scorer shall be assigned to each competitor. All silhouette scoring will award 10 points for a hit and 0 points for a miss. Silhouettes must be knocked off the stand OR off their base to be scored as a hit. A silhouette that is turned while still on the stand is a miss. Silhouettes MUST be shot in sequence from left to right. Hits out-of-sequence are scored as misses. Each shooter is responsible for checking with the scorekeeper immediately after firing five rounds to be sure that they agree with the number of hits.

Qualifying Course of Fire:

- Shoot 30 shots (10 shots each Slow fire, Timed fire, and Rapid fire) at 25 yards (or 50 feet if 25 yards is not possible) at a state match committee approved event. (See Course of Fire above).
- **Qualifying score: 125 points out of a possible 300.**

SMALL BORE RIFLE

Age requirements: 4-H Age 12–13-year-olds before January 1 of current year = Juniors
4-H Age 14–18-year-olds before January 1 of current year = Seniors

Teams will be automatically selected based on top scores shot at the state match.
Teams are 2-member teams.

3P - Follow current edition of the NRA Small Bore Rifle Rules

Silhouette - Follow current edition of the NRA Rifle Silhouette Rules.

NRA Rules for equipment for each course of fire will be used - see “Equipment” below. **Ammunition:**

No hypervelocity, hollow point, tracer or explosive ammunition is allowed.

Clear Chamber Indicators are required for all events.

Distances may vary due to range capabilities.

Equipment:

1. 3P match (*rulebook section 3.2 – Any Rifle*) - Any safe rifle not excluded by the [National Minimum Standards & Best Management Practices](#) using .22 short, long or .22 long rifle cartridges. No restrictions on barrel length, weight, or accessories. Any safe trigger allowed – NO release triggers. All other equipment used in the 3P match shall conform to Section 3. Equipment and Ammunition in the current NRA Small Bore Rifle rulebook. For rifles with removable or tubular magazines, rule 10.1.6 requiring SINGLE loading will NOT be enforced. (Rulebook section 10.1.6 – Loading in Slow Fire).
2. Silhouette Match - (*rulebook section 3 – Rifles, Equipment, and Ammunition*) – *Section 3.2 - Small Bore Silhouette Rifle* - identical to the description of the High-Power Silhouette Rifle, EXCEPT the rifle shall be chambered for only factory loaded .22 caliber short, long, or long rifle cartridges. Hot loads such as “stingers” are not permitted. Maximum weight of the rifle is 10 lbs. 2 oz. which includes sights. Any sights, telescopic or metallic may be used. Any safe trigger, not subject to accidental discharge and which do not function on release is permitted.

Course of Fire:

1. 3-Position 3x10 Match, as described in the “Qualifying” section. Note that this match may be shot at either 50 yards or 50 meters, with the appropriate targets for 3-position shooting, depending on the capabilities of the range used. Fouling and sighting shots are permitted at any time after the Commence Firing command is given (rulebook section 9.2). The Orion 50m Rifle 6 Bull Targets will be used at the state match.
2. NRA Small Bore Silhouette Rifle Match will be shot using NRA 1/5 scale Small Bore Rifle metallic silhouettes. The preferred course of fire will be as follows: 10 chickens, 10 pigs, 10 turkeys, and 10 rams, to be shot at 40, 60, 77, and 100 meters or yards, respectively, depending on the capabilities of the range. Where range conditions do not allow the targets to be placed at their maximum distances, alternate distances and target combinations may be used. **The State Match held at Captial City Gun Club will be set up in yards.** Silhouette targets will be shot in banks of five. A 2 ½ minute time period is allowed for each bank of five animals.

Scoring:

- 3P - Targets will be scored in the scoring room after EACH position.
- Silhouette – A scorer shall be assigned to each competitor. All silhouette scoring will award 10 points for a hit and 0 points for a miss. Silhouettes must be knocked off of the stand OR off of their base to be scored as a hit. A silhouette that is turned while still on the stand is a miss. Silhouettes MUST be shot in sequence from left to right. Hits out-of-sequence are scored as misses. Each shooter is responsible for checking with the scorekeeper immediately after firing five rounds to be sure that they agree with the number of hits.

Qualifying Course of Fire:

- A/51 or Orion 50m Rifle 6 Bull Targets: Shoot 3x10 course of fire at 50 yards at a state match committee approved event to include 10 shots each in prone (1 min per record shot), standing (2 min per record shot), and kneeling (1.5 min per record shot). Targets will be changed after each position.

Qualifying FALL MATCH – Hunting Skills

Fall matches held after Oct. 1 are included as part of the previous 4-H year.

Age requirements: 4-H Age 9–13-year-olds before January 1 of current year = Juniors
4-H Age 14–18-year-olds before January 1 of current year = Seniors

Teams will be automatically selected based on top scores shot at the state match.
The 2-member team may consist of Junior and/or Senior competitors.

Minimum Requirements for participation in 4-H Hunting Skills State Match:

- Enrolled in 4-H Hunting Skills Discipline.
- Must be signed off by a 4-H Certified Instructor in each shooting discipline in order to compete in that discipline at the Hunting Skills State Match.
- Live Fire age requirement for all 3 shooting disciplines for Hunting Skills = 4-H age 9 years old

**** NOTE ****

The Hunting Skills Steering Group encourages counties/units to host a “fun match” or “Hunting Skills Educational Event” to help youth practice their skills and/or prepare for the Hunting Skills State Match.

State Hunting Skills Match “Course of Fire”

Juniors and Seniors will compete in the 3 sections of Wildlife ID, Hunter Knowledge, and Compassing/Maps, worth 100 points each for a total of 300 points.

Competition components will include Hunting Skills lessons such as:

- Wildlife ID and Knowledge
 - Skulls, hides, wings, etc., to ID
 - Knowledge of species, such as habitat and characteristics
- Hunter Knowledge
 - Information from 4-H curriculum classes and NRA Hunter’s Guide
 - History of Hunting
 - Why We Hunt
 - Hunter Ethics
 - Hunter Laws/ Regulations
 - Wildlife Management
 - Survival in the Outdoors
 - Injuries/First Aid
 - Hunting Equipment
 - North American Model of Wildlife Conservation
- Compassing/Maps
 - Information from 4-H curriculum classes, Penn State Orienteering Booklet and Brunton ABC’s of Compass and Map
 - Compass Course to complete – distances will be specified in feet.
 - Knowledge of use of compass and maps
- Live Fire Course of Fire in 3 disciplines - Archery, Shotgun, and Small Bore Rifle

Live fire “Course of Fire”

The course of live fire for Archery, Shotgun, and Small-Bore Rifle will be scored hit or miss.

- Archery – 15 arrows at either a 2D or 3D Animal Target, with varying distances not to exceed 30 yards. (2D or 3D determined by availability of targets)
- Shotgun – 25 clays at 16 yards in trap
- Small Bore Rifle – 30 shots at 2D animal targets at 3 unknown distances not to exceed 50 yards: Ten shots each in prone, standing, and kneeling

In the **Junior and Senior** Division, the shooting score(s) will be added to the competitor’s score for their total aggregate score. The shooting score will be worth 100 points equally weighted between the 3 live fire disciplines for a total of 400 points possible. If a shooter has chosen not to compete in a discipline, they will receive zero points for that discipline and would also not be eligible to be considered for the Team Kansas delegation to the National 4-H Shooting Sports Championship Match.

Shooting Equipment:

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

Only in case of malfunction may a competitor change firearm or bow during the activity.

No Rangefinders or binoculars permitted.

Shooting Equipment must meet the following guidelines:

Rifle:

Any safe rifle meeting 4-H Minimum standards in .22 rim fire caliber; maximum weight including sights of 8.0 pounds with safe hunting triggers (at least 2.5 pounds). Scopes no greater than 6X. If variable scopes are used, they must be taped by the Range Officer before the beginning of the event at no greater than 6X. Range-finder reticles are not permitted. Bipods, other supporting devices or shooting sticks are not allowed or even to be attached to the firearm.

Standard velocity .22 LR ammunition or high velocity .22 LR ammunition is allowed and must be less than 1400fps. A hunting- style sling no more than 1 ½ inches in width is permitted. All smallbore rifles are required to use an ECI (Empty Chamber Indicator). Common Hunting items such as a jacket are permissible for kneeling or prone positions if desired but may not be used to support the rifle.

Shotgun:

12 gauge or smaller, capable of 2 shots without reloading. Standard factory target or factory field loads of no more than 1 1/8 ounces of shot and shot no larger than #7 1/2. No hand loads.

Archery:

Recurve or compound suitable for hunting (no crossbows), drawing no more than 60 pounds with suitable arrows tipped with field points only (no broad head tips), are permitted. Hunting-style sights are allowed. Sights may not be adjusted once the day’s competition begins. Stabilizers are limited to a maximum length of 12 inches. Side stabilizers are not allowed. All shooting will be at unmarked distances.

FALL MATCH – Shotgun

Fall state matches held after Oct. 1 are included as part of the previous 4-H year.

Age Requirement: 4-H Age 10-13 before January 1 of current year = Juniors/Intermediate
4-H Age 14-18 before January 1 of current year = Seniors

Follow the current ATA rules, NSSA and NSCA rules, with the following exceptions:

Teams will be automatically selected based on top scores shot at the state match.

The 5-member team may consist of Junior and/or Senior competitors.

No barrels resting on toes, foot, or pointed at any part of the body

1. A shooter can qualify for state in trap, skeet or both.
2. Competitors **MUST** provide their own shells.
3. **NO RELOADS ALLOWED.**
4. Shells can and will be checked for legal loads (see ammunition specifications below). Anyone found with an illegal load will be DISQUALIFIED. NO EXCEPTIONS – NO WARNINGS.
5. Competitor must carry shells for each given round on their person.
6. **Competitors must have at least one hand supporting the shotgun at all times.**
7. There will be **NO** setting of shells on the ground due to safety reasons. The break between the first 25 and second 25 shots will only be long enough for the shooter to exchange shell boxes.
8. Calling of losses will be done.
9. Use of release triggers is prohibited.
10. Counties will be pre-squadded prior to the state match.
11. Eye and ear protection is required.
12. Audio headphones or earpieces are not permitted on the firing line or the field. Once an individual or team is called to compete, headphones or earpieces must be removed and remain off during competition.
13. Semi-automatic catchers are highly recommended on all semi-automatic shotguns.
14. Skeet and Sporting Clays ONLY, shooters may load two shells in their gun during competition and must carry enough shells to complete the course.
15. To be considered a hit target there must be a visible piece of the target broke, not just dust.
16. Squads will be moved to the first available range at the match steering group's discretion.

Ammunition Specifications:

NEW SHELLS, no larger than 12 ga, with a maximum shot size of 7 1/2 lead shot and a maximum shot charge of 1 1/8 oz (or depending on range rules).

Trap:

Course of Fire:

- 100 clays at 16 yards
- Individual ties will be broken by shoot-offs starting at 21 yards and move back in 2-yard increments to 27 yards as needed. Each competitor will shoot two clays per trap pad (10 rounds total). Shoot-offs will be held immediately after the last squad of shooters.

Qualifying Course of Fire:

- Clay targets: Shoot 50 clays at 16 yards at a state match committee approved event.
- **Qualifying score: 35 clays out of a possible 50.** The first 50 course of fire will be counted towards the qualifying score.

Skeet:

Course of Fire:

- 100 clays
- Individual tie breakers use reverse order. (Using the score sheet for hits and misses starting at the last target and counting to the first target, the shooter with the longest continuous run of hits wins the tiebreaker.)

Qualifying Course of Fire:

- Clay targets: Shoot 50 clays at a state match committee approved event.
- **Qualifying score: 30 points out of a possible 50.** The first 50 course of fire will be counted towards the qualifying score.

Sporting Clays:

Course of Fire:

- 100 clays
- Individual ties will be broken by using predetermined stations. Stations are predetermined by host club.

Qualifying Course of Fire:

- **Shooter must qualify in either trap or skeet to shoot sporting clays.**

Team Overall Awards will be based on grand aggregate of trap, skeet, and sporting clays. Tie breaker will be the highest trap team score. If tie is not broken, then combine the team trap and skeet scores.

Top Gun Award will be given to an individual with highest grand aggregate score. Tie breaker is the highest trap score. If tie continues, then combine the trap and skeet scores.

- **Individual National Match Selection will be determined by using the grand aggregate of trap, skeet, and sporting clays.re: 175 points out of a possible 300.**