

COLORADO 4-H SHOOTING SPORTS



STATE CONTEST RULE BOOK

January 2007



Colorado
State
University
Cooperative
Extension

Dear 4-H Shooting Sports Supporter,

We want to congratulate you on being a part of an excellent program of youth development. 4-H shooting sports is a project designed to teach basic life skills such as decision-making, teamwork, self-discipline, self-confidence and problem solving as well as teaching shooting skills. The 4-H shooting sports program is an activity for a lifetime and you are helping to start that development in the youth of this program. Colorado has a strong 4-H shooting sports program and it continues to grow every year.

I am pleased to introduce the 2007 Colorado State Fair 4-H Shooting Sports Rulebook. Please note that the 4-H Code of Conduct is on the back inside cover of this booklet. Together we can work to promote the development of our youth involved in the program.

Our Colorado State Fair competition is designed to develop healthy competition for our shooters who have worked all year long to develop their skills. The 2006 state fair shoot drew 827 contestants with over 2,980 entries in the disciplines. I am sure that the 2007 state fair shoot will bring more individuals and entries to the contest. One exciting change this year is the decision to offer the shotgun program as individual classes of trap, skeet or 5-stand.

Shooting sports competitions serve as an evaluation of how well our youth have developed their skills. It is important that we keep in mind the purpose and focus of our 4-H shooting sports program . . . youth development! Let's make this years' event fun, educational and safe for all who attend. Good luck and I hope you continue to enjoy working with the youth of Colorado.

The Colorado 4-H Shooting Sports Leadership Team

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**Check match rules the day of the shoot and to register go to our web site at:
<http://www.co4hshooting.org>**

REGISTRATIONS DUE AUGUST 1, 2007

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Colorado 4-H Shooting Sports Leadership Team Members

Tom Adam, Boulder Cty	Barbie Latoski, Jefferson Cty
Brooke Balenseifen, Crowley/Otero Cty	Jody Wayne Lee, Moffat Cty
Beri Blair, Delta Cty	Mick Livingston, Kit Carson Cty
Roger Borgen, Montezuma Cty	Tim Macklin, Prowers Cty
Perry Brewer, Kit Carson Cty	Don Marr, Yuma Cty
Ron Brown, Pueblo Cty	Linda McAdams, Larimer Cty
Chad Brunmeier, Larimer Cty	Eric McPhail, Gunnison Cty
Randy Burbach, Larimer Cty	Ed Mizicko, Pueblo Cty
Tim Burton, Cheyenne Cty	David Monie, La Plata Cty
Warren Craig, Boulder Cty	F. Isaac Munoz, Delta Cty
Michael Easterday, Montezuma Cty	Brenda Noakes, Grand Cty
Steve Ford, Eagle Cty	Todd Oppenheimer, Eagle Cty
Sam George, Yuma Cty	Nori Pearce, Rio Blanco Cty
Jeff Goodwin, 4-H Youth Development Director	Michele Pike, Garfield Cty
Jim Hamilton, 4-H Shooting Sports Coordinator	Dave Racette, Fremont Cty
Dave Hatch, Garfield Cty	Richard Romanin, Douglas Cty
DaNell Hennis, Boulder Cty	Rick Romanin, Douglas Cty
Danny Hoey, Montrose Cty	Ed Rowland, Morgan Cty
Bob Holliman, Boulder Cty	Al Seely, Logan Cty
Ryan Hudson, Mesa Cty	Mary Seely, Logan Cty
Eugene Hust, San Miguel/W.Montrose Cty	Wade Seely, Adams Cty
Kurt Jones, Chaffee Cty	Donald Simmons, Boulder Cty
Dan Junk, Boulder Cty	Rick Steckel, Delta Cty
Mike Kanzler, Morgan Cty	Jerry Stodghill, Las Animas Cty
Freddie Kiefer, Larimer Cty	Sharon Stodghill, Las Animas Cty
Jack Kromer, El Paso Cty	Tom Vetter, Boulder Cty
Jeff Lambeth, Las Animas Cty	Van Wands, Park Cty
Toni Lambeth, Las Animas Cty	Claude Lynn Wilhelm, Routt Cty
Philip Land Jr, LaPlata Cty	Jim Wilson, Garfield Cty
Thomas Lasich, Larimer Cty	Roland J. Young, Weld Cty

Shooting Sports Contest General Rules

1. County delegates must be enrolled in 4-H and have a valid Hunter Education Card. Hunter Education Card numbers must be provided on entry forms.
2. All contest areas are divided by Junior (ages 8-13) and Senior (ages 14-18). Age is determined as of January 1 of the current year. Any eligible 4-H member may compete.
3. **Number of Entries.** In all events, with the exception of shotgun, counties may enter six individuals (four team members and two individuals). Shotgun is five team members and one individual.
4. **Teams.** Each team, with the exception of shotgun, is four members. Shotgun is five.
 - a. Junior team: All members must be Juniors.
Senior team: two members must be Seniors.
 - b. Team members must be designated on entry forms. Substitutions may be made from additional members currently entered in the same class. All competitors are scored Individually with scores aggregated for team score.
 - c. If a Junior shooter moves up to shoot on a Senior team, then that shooter will be scored as a Senior individual in that class only.
5. **Management.** The administration of the State Shoot will be managed by a team of superintendents and the state 4-H staff specialist. Interpretation of rules, violations and so forth will be the responsibility of this group.
6. **Shooting Range Management.** a) Each individual range will be under the direct supervision of the individual superintendent. b) The same firearm/bow must be used throughout the match except in the case of a malfunction. Line officer **must** be notified immediately of any malfunction.
7. All paper targets, with the exception of archery, will be posted for inspection. No challenges allowed after posted targets have been removed. Fifteen minutes are allowed to review each set
8. **Official protest.** Must be filed the day of the shoot by the **shooter**, in writing, along with a \$25 cash protest fee. If the protest is upheld, the fee will be returned.

NOTE: Superintendents have final say on questionable equipment and all safety matters. It is the responsibility of the competitor to have all equipment approved prior to the competition.

9. Any safe trigger is allowed. A safe trigger is one which does not allow the hammer, firing pin or arrow release to fall except by a deliberate pull of the trigger by the shooter.
10. Code of Conduct (as stated in this rule book) will be enforced.
11. All firearms must be unloaded and muzzle pointed upward or down range when on the line. Break action firearms carried open and muzzle pointed forward in a safe direction with no over the shoulder carry.
12. No coaching allowed during the record relay. Shooter shall be **disqualified**.
13. No electronic communication devices are allowed on the line.
14. Please notify superintendent at registration if a shooter has a disability or special need.
15. We are guests and local range rules also apply.
16. Artificial Shooting Rests and Supports: Anytime a firearm is grounded while on the line it will have the action open and up. Bi-pods or leaning devices may be used to support the firearm when at rest only and not during shooting sequence.
17. Eye protection is required for all shooting activities except archery. Ear protection is required for all activities except archery and air rifle/air pistol.
18. Counties who have **not paid their entry fees** for the year prior to the shoot cannot shoot.
19. Reasonable accommodations for youth with disabilities will be made for those identified on the entry form.

Air Pistol 10-Meter Contest Rules

General Rules:

1. The Pistol Contest will be open to those counties with 4-H certified pistol leaders.
2. All devices and equipment are forbidden that may facilitate shooting and are not mentioned in these rules and are contrary to the spirit of these rules and regulations. It is the competitor's responsibility to submit questionable equipment for official inspection and approval prior to the contest.
3. Safe gun handling is expected at all times. Members carrying pistols should remember "MAT." Muzzles pointed in a safe direction.
Actions open and empty.
Fingers off the Trigger.
4. **Clear bore indicators or CBI's:** All competitors will use CBI's that are required to extend a minimum of (3)" past muzzle and action when not firing.

Air Pistol:

- a. Firearms shall be .177 caliber.
- b. May be a single shot or a revolver (single or double action).
- c. No semi-automatic firearms will be allowed.
- d. Open iron sights only.
- e. Eye protection is required at all times on the line.
- f. Juniors shooting in the bench position may use artificial support for their hands or butt of the pistol and may rest their elbows on the bench surface. The rest may only touch the bottom surfaces of the butt and hands without touching any lateral surface and must have prior approval of superintendent
- g. No supports are permitted, including leaning on or against benches or tables when in standing position.
- h. Equipment malfunctions shall be reported to the line officer.
- i. No loaded pistol shall be more than 60 degrees above the horizontal shooting plane.
- j. All pistols must remain in cases until on firing line.

Clothing: Shooting coats, jackets, gloves, pants and shoes are prohibited.

Spotting Scopes: Spotting scopes or binoculars may be used throughout the match.

Target type: B40/4 1½ targets = 6 bulls/per position.

Coaching: Is permitted during sight-in period only (no more than (1) coach per shooter).

Course of Fire: Juniors: 12 shots from bench position (2 per bull).

12 shots from two-hand standing position (2 per bull).

Seniors: 12 shots from two-hand standing position (2 per bull).

12 shots from one-hand standing position (2 per bull).

Time: 35 minute block time, 2 minute preparation period, 5 minute sight-in period, and 25 minute fire for score. This applies to juniors and seniors.

Tie-breakers: Juniors (1) total two-hand standing target (2) most 10s, 9s, 8s, etc., on same target.

Seniors (1) total one-hand standing target (2) most 10s, 9s, 8s, etc., on same target.

Air Pistol Range Rules

Action Open: Unless cased, all actions are to remain open.

- a. No competitor will aim toward the targets until the proper command is given.
- b. No pistol will be handled in any manner to violate any safety rule.

Cease Fire: When the command “cease fire” is given, all pistols are to be benched and unloaded, with actions open. Shooters with pellets chambered at the time of cease fire will alert the line officer. Await further instructions from range personnel.

Firing Line Commands

Shooters to the Line: Shooters may bring equipment and pistols to the line. Pistols should be benched with actions open. Adjustments will be made during the sight-in period.

Your 2 minute preparation period begins now: Shooters may handle their pistols, find sight picture and dry fire (no live fire) down range.

Your 5 minute sight-in period begins now: Shooters may begin live firing their pistols at the sight-in target and make any necessary adjustment. (Target B40/1) Coaches are permitted to instruct how to make sight adjustments but **cannot physically make them**.

Cease Fire: All shooting stops after preparation period. Range personnel will go down range with permission of range officer to mark errant shots. Coaches will be excused from the firing line.

You will now have 25 minutes for your record shots.

Commence Firing: Shooters will have 25 minutes to shoot their two 12 shot courses. (See course of fire section). When they finish, they will bench their pistols and remain seated until the block time is completed or they are instructed to leave the line.

Cease Fire: After 25 minutes or at any time the range officer wants all firing to cease, this command will be given. All pistols will be benched with actions open. Firing must cease immediately.

Shooters may remove their equipment: Shooters may remove their equipment and pistols from the line. Range personnel will collect shooter targets and get them to the scoring personnel.

Air Rifle and .22-Caliber General Rules

General: All devices and equipment are forbidden that facilitate shooting and are not mentioned in these rules and are contrary to the spirit of these rules and regulations. It is the competitor's responsibility to submit questionable equipment and apparel for official inspection and approval in sufficient time before the beginning of the match so it will not inconvenience either the competitor or the official.

Firing Line: No portion of the shooter's body may rest upon or touch the ground in advance of the firing line and not more than six inches behind the firing line.

Clear bore indicators or CBI's: All competitors will use CBI's that are required to extend a minimum of 3" past the muzzle and action when not firing.

Eye Protection: All competitors and other personnel in the immediate vicinity of the range are to wear eye protection.

Ear Protection: All competitors and other personnel in the immediate vicinity of the range are to wear hearing-protection (except air rifle competition).

Spotting Scopes: Spotting scopes or binoculars will be allowed throughout the match.

Sight Definitions: Open – rear notch and front blade. Optional – factory installed hood. Aperture – sights must have rear peep and front globe with interchangeable inserts (apertures).

Kneeling Rolls: Kneeling rolls will be permitted in all classes. Pliable material not to exceed 7" diameter X 9½" length.

Artificial Shooting Rests and Supports: Anytime a firearm is grounded while on the line it will have the action open and up. Bi-pods or leaning devices may be used to support the firearm when at rest only and not during shooting sequence.

Shooting Mats: Not to exceed 1", in addition to ground cover provided.

Coaching: COACHING IS PERMITTED DURING THE SIGHT-IN PERIOD ONLY. The coach may assist the competitor by calling the shots, checking time, checking score, ordering sight changes, etc., but will not physically assist the competitor in loading, cocking*, adjusting positions or making sight corrections. The coach must control voice and actions as not to disturb other competitors. A competitor may have no more than 1 coach on the line during the sight-in period. NO COACHING FROM THE SPECTATOR AREA. *A competitor may have assistance with the cocking of the gun with prior approval of the superintendent.

Extended capacity magazines protruding more than 1" below the firearm are prohibited. Protruding magazines cannot be used as support.

Tie-breaker: Will be the total standing target score. Second tie-breaker will be the total kneeling score. Third tie-breaker will be the total sitting score. Fourth tie-breaker will be the total prone score. Fifth tie-breaker is the most 10s on the standing target, etc.

Range officer has the authority to make changes in squading for safety reasons.

<p>All questions and rulings will be the responsibility of the contest superintendent.</p>

Air Rifle and .22-Caliber Range Rules

Action Open: Unless the rifle is cased, the action must remain open and chamber up at all times. No competitor will aim toward the targets until the proper command is given. No rifle will be handled in any manner to violate any rule of safety.

Rifles must remain cased until reaching the designated staging area or firing line.

Rifles Unloaded: The rifle may not be loaded until the competitor has taken position at his or her firing point, rifle pointed toward the target and the command “Load” has been given. Only (1) cartridge may be loaded.

“Cease Fire”: All rifles will be unloaded immediately upon the command “Cease Fire.” Actions will remain open and chambers up.

Cross Fires: All cross fires will be reported to the line official.

Discipline: The safety of competitors, range personnel and spectators requires all to give continuous attention to careful handling of firearms and caution while moving about the range.

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

Firing Line Commands: When ready to start the firing of a match, the range officer commands. “Relay No. __ (match number or name), on the firing line.” The competitors in that relay take their assigned places at their firing points. The range officer then states “*The preparation period starts now.*” Range Officers check the location of each competitor. The command “Load” is permission for the competitor to load and prepare to fire. “*Commence Firing*” means to start firing without delay since timing of the string is also started with this command. “*Cease Fire*” is the command given at the end of time limit for each string or at any other time the range officer wishes all firing to cease. ***Firing must cease immediately.***

**Note: Block time will be used whenever possible. Notice will be given the day of competition.
A five minute warning for end of relay will be announced.**

All questions and rulings will be the responsibility of the contest superintendent.

Air Rifle 25-Foot Utility Class Rules

Control of the range will be under the supervision of the air rifle superintendent.

Rifle: Any type of conventional appearance. The following additional restrictions will apply.

- a. .177 caliber lead pellet only.
- b. No set or electric triggers allowed.
- c. Sights must be open type. Peep-type sites are not allowed.
- d. Factory-installed stock may be altered for length only. Foam cheek pieces added to stock for fit will be allowed.
- e. Air rifles with extended magazines (CO₂ cartridge) may be used as long as the extension is not used as a support.
- f. Thumb holes, palm rests, thumb rests, heel rests or spirit levels are not allowed.
- g. Adjustable butt plate must be in home or neutral position. No butt plate resembling a hook type plate will be allowed.
- h. No weight restrictions.

Clothing: Shooting coats, jackets, gloves, pants and shoes are prohibited.

Spotting Scopes: Spotting scopes or binoculars may be used throughout the match.

Sling: The use of a sling is not allowed.

Kneeling Rolls: Kneeling rolls are permitted. Pliable material not to exceed 7" diameter X 9½" length.

Artificial Shooting Rests and Supports: Anytime a firearm is grounded while on the line it will have the action open and up. Bi-pods or leaning device may be used to support the firearm when at rest only and not during shooting sequence.

Target type: TQ 5/5

Course of Fire: 5 shots in prone, standing, kneeling and sitting, in that order of fire. Thirty-five minute block time will be used. (Includes sighters and record shots.) This applies to Juniors and Seniors.

<p>All questions and rulings will be the responsibility of the contest superintendent.</p>

Air Rifle 10-Meter 4-Position Sporter Class Rules

Rifle: The Sporter Air Rifle is intended to be a low cost, entry-level rifle. Suggested models are as follows: Daisy 753/853/953/977, Daisy 888, Crossman 2000 and Daisy XSV40. Any rifle not included in this list but complies with requirements of this class may be added to the list. The Range Officer will have final approval.

- a. .177 caliber lead pellet only.
- b. No set or electric triggers allowed.
- c. Peep type aperture sight front and rear. No open sights allowed.
- d. The weight of the complete rifle with sights may not exceed 7.5 pounds.
- e. No hook butt plates will be allowed.
- f. Air rifles with extended magazines (CO₂ cartridge) may be used as long as the extension is not used as a support.
- g. Thumb holes, palm rest, thumb rests, heel rests or spirit levels are not allowed.
- h. The length of stock, height of cheek piece and butt plate location may not be changed after five minutes sight in period.

Clothing: Shooting gloves are permissible. Shooting coats, jackets, pants and shoes are not allowed.

Spotting Scopes: Spotting scopes or binoculars may be used throughout the match.

Sling: A sling may be used except in the standing position.

Kneeling Rolls: Kneeling rolls are permitted. Pliable material not to exceed 7" diameter X 9½" length.

Artificial Shooting Rests and Supports: Anytime a firearm is grounded while on the line it will have the action open and up. Bi-pods or leaning device may be used to support the firearm when at rest only and not during shooting sequence.

Target Type: AR 5/5.

Course of Fire: 5 shots in prone, standing, kneeling and sitting, in that order of fire. Thirty-five minute block time will be used. (Includes sighters and record shots.) This applies to Juniors and Seniors.

Rifles in this class may also qualify for 10-Meter Precision 3-position class.

<p>All questions and rulings will be the responsibility of the contest superintendent.</p>

Air Rifle 10-Meter Precision 3-Position Class Rules

Rifle: Any type air rifle. The following additional restrictions will apply.

- a. .177 caliber lead pellet only.
- b. No set or electric triggers allowed.
- c. Sights must be peep-type aperture, front and rear. No open-type sights allowed.
- d. Adjustable butt plates are allowed. Hook type butt plates are not allowed.
- e. The butt plate and cheek piece may be adjusted between positions.
- f. Thumb holes, palm rests, thumb rests, heel rests or spirit levels are not allowed.
- g. The weight of the complete rifle with sights may not exceed 12.12 pounds.
- h. Exterior weights other than concentric barrel weights are not allowed. A bipod or rifle rest may not be attached to the rifle during competition.

Clothing: Shooting coats or jackets and gloves are mandatory. Shooting pants and shoes are optional. Jacket designed for shooting purposes required. Jacket must include pads not to exceed 3/4" thickness attached to the outside of jacket, at shoulder for butt plate and on elbows. Sleeves no longer than wrists. Jacket length not to be longer than fingertips.

Spotting Scopes: Spotting scopes or binoculars may be used throughout the match.

Sling: Slings may be used except in the standing position.

Kneeling Rolls: Kneeling rolls are permitted. Pliable material not to exceed 7" diameter X 9 1/2" length.

Artificial Shooting Rests and Supports: anytime a firearm is grounded while on the line, it will have the action open and up. Bi-pods or leaning devices may be used to support the firearm when at rest only and not during shooting sequence.

Target Type: AR 5/5

Course of Fire: 5 shots in prone, standing, kneeling, in that order of fire. Thirty-five minute block time will be used. (Includes sighters and record shots.) This applies to Juniors and Seniors.

<p>All questions and rulings will be the responsibility of the contest superintendent.</p>

Air Rifle 10-Meter Olympic Off-Hand Class Rules

Rifle: Any type air rifle. The following additional restrictions will apply.

- a. .177 caliber lead pellet only.
- b. No set or electric triggers allowed.
- c. Sights must be peep-type aperture front and rear. No open-type sights, scopes or spirit levels allowed.
- d. Adjustable butt plates are allowed. No adjustable hook-type butt plates will be allowed. Hand stops are not allowed.
- e. The length of the stock and the cheek piece may not be changed during the course of fire.
- f. Thumb hole stocks, thumb rests, palm rests and heel rests are not allowed.
- g. The weight of the complete rifle with sights may not exceed 12.12 pounds.
- h. Exterior weights other than concentric barrel weights are not allowed. A bipod or rifle rest is not allowed during competition. They may be attached when the competitor has completed firing.
- i. The hand stop and sling swivel is not allowed in the standing position.
- j. The rifle may not be removed from the firing line during the course of fire except with the permission of the range officer.

Clothing: Shooting coats, gloves, pants and shoes will be allowed.

Spotting Scopes: Spotting scopes or binoculars may be used throughout the match.

Sling: Slings are not permitted.

Artificial Shooting Rests and Supports: anytime a firearm is grounded while on the line, it will have the action open and up. Bi-pods or leaning devices may be used to support the firearm when at rest only and not during shooting sequence.

Target Type: AR 5/10.

Course of Fire: 20 shots standing. Thirty-five minute block time will be used. (Includes sighters and record shots.) This applies to Juniors and Seniors.

<p>All questions and rulings will be the responsibility of the contest superintendent.</p>

.22-Caliber 50 Foot Hunt Class Rules

Control of the range will be under the supervision of the .22-caliber rifle superintendent.

Rifle: Any type of .22-caliber rifle capable of loading 1 round at a time is allowed. Single-shot bolt action or lever action rifles are preferred; however, any action type can be used, if it can be demonstrated that they can be loaded 1 round at a time in a safe manner. It is up to the competitor to have the rifle approved before competing. The range officer will have the final approval.

All rifles must have the appearance of a sport rifle. The following additional restrictions will apply.

- a. .22-caliber long rifle, long or short, standard velocity .22 ammunition is recommended.
- b. No set or electric triggers allowed.
- c. Open iron sights or fiber optic neon enhancement sights and factory installed hooded front sights are allowed. Aperture sights and front globe sights are not allowed.
- d. Factory-type stock may be altered for length only. No other alterations will be allowed.
- e. Adjustable or hook-type butt plates are prohibited.
- f. The rifle may not exceed 7½ pounds in weight.
- g. Thumb hole stocks, palm rests and heel rests are prohibited.
- h. Any safe trigger is allowed. A safe trigger is one which does not allow the hammer or firing pin release to fall except by a deliberate pull of the trigger by the shooter.

Clothing: Shooting coats, jackets, gloves, pants and shoes are prohibited.

Spotting Scopes: Spotting scopes or binoculars may be used throughout the match.

Sling: The use of a sling is prohibited.

Kneeling Rolls: Kneeling rolls may be used. Pliable material not to exceed 7" diameter X 9½" length.

Artificial Shooting Rests and Supports: Anytime a firearm is grounded while on the line, it will have the action open and up. Bi-pods or leaning devices may be used to support the firearm when at rest only and not during shooting sequence.

Target Type: A-17

Course of Fire: Ten shots prone, standing, kneeling and sitting, in that order of fire. Forty-five minute block time will be used. (Includes sighters and record shots.) This applies to Juniors and Seniors.

<p>All questions and rulings will be the responsibility of the contest superintendent.</p>

.22-Caliber 50 Foot 4-Position Sporter Class Rules

Rifle: Any type of .22-caliber rifle capable of loading 1 round at a time is allowed. Single-shot bolt action or lever action rifles are preferred; however, any action type tube-feed, clip-feed and semiautomatic rifles can be used if it can be demonstrated that they can be loaded 1 round at a time in a safe manner. It is up to the competitor to have the rifle approved before competing. The range officer will have the final approval.

- a. .22-caliber long rifle, long or short, standard velocity .22 ammunition is recommended.
- b. No set or electric triggers allowed.
- c. The weight of the complete rifle with sights may not exceed 8.5 lbs.
- d. Peep type aperture sight front and rear. No open sights or scopes allowed.
- e. Thumb hole stocks, palm rests, heel rests, Scheutzen-type and hooked butt plates are prohibited.
- f. Any *safe* trigger is allowed. A safe trigger is one which does not allow the hammer or firing pin to fall except by a deliberate pull of the trigger by the shooter.
- g. The length of stock, height of cheek piece and butt plate location may not be changed after 5 minutes sight-in period.

Clothing: Shooting gloves are permissible. Shooting coats, jackets, pants and shoes are not allowed.

Spotting Scopes: Spotting scopes or binoculars may be used throughout the match.

Sling: Slings may be used except in the standing position.

Kneeling Rolls: Kneeling rolls may be used. Pliable material not to exceed 7" diameter X 9½" length.

Artificial Shooting Rests and Supports: Anytime a firearm is grounded while on the line, it will have the action open and up. Bi-pods or leaning devices may be used to support the firearm when at rest only and not during shooting sequence.

Target type: A-17

Course of Fire: Ten shots prone, standing, kneeling and sitting in that order of fire. Forty-five minute block time will be used. (Includes sighters & record shots. This applies to Juniors and Seniors.

Rifles in this class may also qualify for International 3-position class.

<p>All questions and rulings will be the responsibility of the contest superintendent.</p>

.22-Caliber 50 Foot International 3-Position Class Rules

Rifle: Any .22-caliber rifle capable of safely loading 1 round at a time. It is up to the competitor to have the rifle approved before competing. The range officer will have the final approval. The following additional restrictions will apply.

- a. .22-caliber long rifle, long or short, standard velocity .22 ammunition is recommended.
- b. No set or electric triggers allowed.
- c. Peep-type aperture sights front and rear. No open sights or scopes allowed.
- d. Hook butt plates are allowed. Wrap-around body hooks are not allowed.
- e. Any safe trigger is allowed. A safe trigger is one which does not allow the hammer or firing pin to fall except by a deliberate pull of the trigger by the shooter.
- f. No weight limit.

Clothing: Shooting coats or jackets and gloves are mandatory. Shooting pants and shoes are optional. Jacket designed for shooting purposes must include pads not to exceed 3/4" thickness attached to the outside of jacket at shoulder for butt plate and on elbows. Sleeves no longer than wrists. Jacket length not to be longer than fingertips.

Spotting Scopes: Spotting scopes or binoculars may be used throughout the match.

Sling: Slings may be used except in the standing position.

Target Type: A-36.

Kneeling Rolls: Kneeling rolls are permitted. Pliable material not to exceed 7" diameter X 9½" length.

Artificial Shooting Rests and Supports: Anytime a firearm is grounded while on the line, it will have the action open and up. Bi-pods or leaning devices may be used to support the firearm when at rest only and not during shooting sequence.

Course of Fire: Ten-shots in prone, standing and kneeling, in that order of fire. Forty-five minute block time will be used. (Includes sighters and record shots.) This applies to Juniors and Seniors.

<p>All questions and rulings will be the responsibility of the contest superintendent.</p>

Archery Contest Rules

Control of the range will be under the supervision of the archery superintendent.

Classes: Individual may enter only 1 class for 2007.

- * Compound bow unlimited - (1) any compound bow, (2) any sight including scope, (3) any peepsight including clarifier, (4) arrow rest; where arrow contacts the rest cannot be behind the face of the bow (5) stabilizer, (6) fingers or any release
- * Compound bow limited - (1) any compound bow, (2) pin sight only, (3) peepsight without magnification, (4) arrow rest; where arrow contacts the rest cannot be behind the face of the bow (5) may have stabilizer 8" or less, (6) fingers or any release
- * Compound bow traditional - (1) any compound bow, (2) no sight, (3) no peepsight, (4) fingers only, (5) no stabilizer, (6) stick on rest or shelf only
- * Recurve bow limited - (1) any recurve or long bow, (2) pin sights only and no levels, (3) no peepsight, (4) fingers only, (5) stabilizer
- * Recurve bow traditional - (1) any recurve or long bow, (2) no sights or levels, (3) no peepsight, (4) fingers only, (5) no stabilizer, (6) stick on rest or shelf only

No arrow may be drawn past the face of the bow at any time.

Poundage: Maximum draw weight is 60 lbs. A portable poundage device will be used to check bows. All bow poundage will be checked at the end of each round. Bows over 60# draw-weight, shooters will be disqualified.

General Rules: All arrows must be in a quiver at all times, including coaches and parents. No range-finders or binoculars allowed on the range. **NO GROUND QUIVERS WILL BE ALLOWED.**

Required Equipment: Quiver, semi-rigid arm guard, finger protection or release as class requirements dictate. Quivers must be properly worn, not carried. **No pocket quivers allowed.**

Arrows: No fiberglass arrows. Wood arrows are discouraged at the state contest but may be used with Recurve/long bows with approval of contest superintendent prior to the start of the contest.

Course of Events: All archers will start and compete at 40, 30, 20 and 10 yards. Juniors will shoot 5 arrows per distance for a total of 20. Seniors will shoot 2 rounds of 5 arrows per distance for a total of 40. A time limit of 5 minutes per end.

- * Target size for 40 yards will be a 122 centimeter FITA, 48 inch target face.
- * Target size for 30 yards will be an 87 centimeter FITA, 30 inch target face.
- * Target size for 20 yards will be a 60 centimeter FITA, 24-inch target face.
- * Target size for 10 yards will be a NFAA 5 spot target 6¼ inch diameter.

Competitor will straddle firing line. Bows should be drawn in a safe and controlled manner.
Bows that fail safety inspection will not be allowed on the range.

The whistle system will be used during the competition. two whistle blasts signal, "shooters to the line." one whistle blast signals, "commence firing." three whistle blasts signal, "score and retrieve arrows." four or more whistle blasts signal, "cease fire immediately."

Tie Breakers: (1) total number of 10's, (2) 10's at 40 yards, (3) 10's at 30 yards, (4) 10's at 20 yards, (5) total score at 40 yards, (6) total score at 30 yards, (7) total score at 20 yards.

Traditional Muzzleloading Contest Rules

Control of the range will be under the supervision of the Muzzleloading superintendent.

Traditional Muzzleloading Rifle:

1. Open notch rear sight and post or bead front sight. No hooded or globed front sights allowed.
2. Any muzzleloader, flint or percussion cap only (No musket caps or 209 shotgun primers allowed), of any caliber may be used.
3. Patched round balls only, no conicals allowed.
4. No break actions.
5. Decision of Muzzleloading superintendent, regarding rifle eligibility, will be final.

General Rules:

1. All Colorado 4-H State Shooting Sports contest general rules will apply.
2. 10 minute relay sight-in on paper. 20 minutes relay for record at paper (5 shots down range). 20 minute relay for record at gong (5 shots down range). (No sight-in time for gongs.)
3. Eye and ear protection required at all times in the immediate vicinity of the range.
4. All hangfires or dry balls must be immediately reported to the line officer without leaving the firing line. Rifle must be kept pointed in a safe direction (while on the line the safe direction is down range).
5. **Blowing down the barrel is prohibited.**
6. Swabbing with a damp patch between rounds is permitted.
7. Coaches may not be on the firing line during the record relay. No coaching during the record relay.
8. All required firearm safety rules will be followed at all times.
9. Traditional class qualifies for the National Invitational.

Clothing: No shooting aids (jackets, gloves, etc.) No padded shooting shirts or pads of any kind are allowed (Jr. or Sr. classes).

Designated Firing: All shooters shall address the firing line as instructed by the range officer.

Course of fire: Juniors: 25 yards – 5 shots at 6 bull target, target RB 50-6-8
25 yards – 5 shots at 4” gong
Seniors: 50 yards – 5 shots at single bull target, target RB 100-8
50 yards – 5 shots at 4” gong

Challenges: To gong scoring must be made by the shooter immediately after the round is shot. Shooter and Scorer should go down range to check score. Crossfire’s are scored as a “0” (shooter & receiver).

Tiebreaker: (1) Total Gong Score (2) Total Paper Score (3) (10s), (9s), (8s), etc. then from center of ball, the closest high score to X in center of target. Decision of Superintendent is final.

Traditional Muzzleloading Contest Rules (Continued)

Flintlock Shooters: Flintlock shooters must declare such to the range officer before shooting begins. Failure to do so will result in disqualification.

Loading: Demonstrated ability, proficiency and safety in loading a muzzleloader are required. Loading benches are provided and **must** be used. Any **shooter** needing assistance with loading must contact the Muzzleloading superintendent prior to going on the firing line.

Powder: Black powder or Pyrodex powder **only** (no Pyrodex pellets allowed). No smokeless powders or duplex loads allowed. Powder must be kept in the original sealed container at all times. All firearms **must** be loaded from a separate powder measure. No more than 60 grains of black powder or equivalent will be used. Cream of Wheat or Corn Meal only is allowed as “filler” between the powder charge and patch if the shooter feels it is necessary.

Shooting Position: All targets will be shot offhand.

Range Commands: Definitions of commands used:

“Cease Firing/Hot loads-clear into bank/Range closed”: Upon hearing this, all muzzleloaders will be unloaded. Percussion caps will be removed from nipple on percussion rifles. Powder will be removed from flashpans of flintlocks. Hot loads will be cleared by firing into the bank only with the permission of the range officer.* Firearms will then be racked and remain in the rack until a “range open” command is given. Hot loads cleared into a target will disqualify the target.

“Fire in the hole”: Must be called when a loaded and primed rifle is on the line and ready to fire.

Period Dress Contest

Participants in the Muzzleloading contest are encouraged to enter the period dress costume contest. Costumes must be worn during the shooting competition with an interview judging following the contest. Participants are allowed to purchase, create or make their costumes. Interview judging will include describing your costume, the time-period it was used and why you chose that costume.

All questions and rulings will be the responsibility of the contest superintendent.

Open Muzzleloading Contest Rules

Control of the range will be under the supervision of the Muzzleloading Superintendent.

Open Muzzleloading Rifle:

1. Any rifle designed to be loaded from the muzzle.
2. Any sight (Laser, Telescopic, Peep, Open, Globe, Hooded, etc.)
3. Any projectile designed for a Muzzleloading Rifle. (RB, Conical, etc.)
4. Any Primer designed for a Muzzleloading Rifle. Must fit the nipple in the muzzleloader. (209 Primers, Musket Cap, Percussion Cap, etc.)
5. Any black powder or equivalent powder designed for a Muzzleloading Rifle. (Pellets, etc.) No more than 60 grains of powder will be used. Breech plug must be screwed into rifle barrel. (No smokeless powder allowed)
6. Open class does not qualify for National Invitational.

General Rules:

1. All Colorado 4-H State Shooting Sports contest general rules will apply.
2. 10 minute relay sight-in on paper. 20 minutes record at paper (5 shots down range). 20 minute relay for record at bottle target (5 shots down range). (No sight-in time for bottle targets.)
3. Eye and ear protection required at all times in the immediate vicinity of the range.
4. All hangfires or dry balls must be immediately reported to the line officer without leaving the firing line. Rifle must be kept pointed in a safe direction (while on the line the safe direction is down range).
5. **Blowing down the barrel is prohibited.**
6. Swabbing with a damp patch between rounds is permitted.
7. Coaches may not be on the firing line during the record relay. No coaching during the relay.
8. All required firearm safety rules will be followed at all times.

Clothing: Shooting aids may be used. No firearm support allowed (slings, post, sticks etc.)

Designated Firing: All shooters shall address the firing line as instructed by the range officer.

Course of fire: Juniors: 25 yards – 5 shots at 6 bull target, target RB 50-6-8
25 yards – 5 shots at 6 bottle target, target TG-2427
Seniors: 50 yards – 5 shots at single bull target, target RB 100-8
50 yards – 5 shots at 6 bottle target, target TG-2427

Tiebreaker: (1) Total Bottle Target Score (2) Total Paper Bull Score (3) (10s), (9s), (8s), etc. then from center of ball, the closest high score to X in center of target. Decision of Superintendent is final.

Shotgun Contest General Rules

Control of the range will be under the supervision of the shotgun superintendent.

1. All shotguns must remain unloaded and actions open until the shooter is on the line ready to shoot. (Break action shotguns may have the actions closed when they are in the rack.) Violation of this rule may subject the shooter to immediate disqualification. *Open or out!!!*
2. Shooters cannot insert a live round (**shell**) in their firearm until the person before them discharges their firearm.

No portion of the muzzle shall be allowed to come into contact with any portion of the competitor's body (i.e. toe rests are not allowed). No shoulder carries for shotguns.

3. All shotgun competitors are required to bring and use eye and hearing protection.
4. Ready position will be a free gun mount policy.
5. No release trigger allowed.
6. A contestant cannot use a shotgun that has a chamber larger than 12 gauge. Ammunition maximum shell length is 2 3/4" except for .410 ammunition. Recommended ammunition is a standard trap load.
7. Targets will be set the morning before the shoot starts and (will not be reset) except by the superintendent.
8. All contestants (team members and individuals) shall participate as individual shooters.
9. A Junior or Senior team shall be composed of five members.
10. Each team must nominate a team captain who is responsible for the team's conduct on the the line. The team captain shall begin shooting on the number 1 station and is responsible for ensuring that the team's score is accurately recorded before the team leaves the line.
11. Substitutions on the team must occur before the team comes to the line to shoot its first round. The same team members must shoot in the second round and for tie-breakers.
12. Standard clay targets of consistent coloration will be used in all 4-H shotgun events.
13. Each team will supply an adult puller for their round in trap and skeet. (**Puller has no input on scoring and will not be allowed to coach.**)
14. The target shall be thrown immediately upon the call. Only the line official may determine a late pull. (If you shoot, the result of the shot is scored.)
15. Shooters are allowed two misfires or gun malfunctions per round. Subsequent misfires will be counted as a lost target.
16. **All lost targets will be called immediately by the line officer.**

17. **Dead target:** A target is scored dead (hit or broken) when at least one visible piece is broken from the target. Dust is not a visible piece nor is change of direction.
18. **Lost target:** A target is scored lost (missed) when it is not hit during its flight or is dusted but no visible piece falls or changes direction without a visible piece falling. It is also lost if it is fired upon out of order.
19. **No bird or no target:** A target declared “no bird” or “no target” by the line officer must be repeated regardless of the actions of the shooter or result of any shot.
20. Repeat target must be thrown in the following situations, regardless of the shooters response to the target.
 - a. A broken target was thrown.
 - b. The target was thrown from the wrong house.
 - c. The target of distinctly different color is thrown.
 - d. Either target of a true pair or simultaneous pair is irregular.
 - e. A single target is thrown for a double.
 - f. The competitor fires out of turn.
 - g. Another competitor fires at the same target.
 - h. The line officer cannot for some reason decide whether the target is dead, lost or a no bird.
21. Repeat targets may be thrown under the following conditions, if the competitor does not fire at the target.
 - a. The target was thrown before the shooter called for it.
 - b. The target was not thrown within the allowable time limits.
 - c. The target flutters, takes an irregular course or has inadequate velocity.
22. If a shooter thinks that the scorer has miscalled a lost target (miss) the shooter must immediately challenge the call (**before the next shot is fired**) to the line official. Once the next shot is fired there cannot be a challenge. The outcome of the challenge of a score will be determined by the line officer and the scorer (**their decision is final**). The challenge cannot be done by parents or coaches. This must be done by shooter!
23. All official protests must be immediately made by either the team captain or the individual shooter. Such protests must be made before the team or individual leaves the field (defined as from the scorer to the firing line).
24. Teams unable to field the original team members for a tie-breaker/shootoff shall forfeit the tie.
25. Individuals unable to shoot in a tie-breaker/shootoff shall forfeit the tie.
26. Squads that are scheduled in the morning report to registration one hour prior to scheduled time. Two hours prior to scheduled time for afternoon squads.
27. **Shooters and Coach Responsibility:** In all circumstances, shooters, parents and coaches are responsible for their actions and upholding the standards of the 4-H shooting sports program. All of us are expected to behave in a manner suitable for the promotion of a 4-H youth development program, high ideals and the promotion of shooting sports in the United States. Cooperation, self-control, self-disciplines and high standards of sportsmanship are expected at all times.

5-Stand Sporting Clays Rules

1. 5-Stand will consist of two rounds of 25 targets for both juniors and seniors, one round per field.
2. Two shots per single will be allowed.
3. Shooters will compete shooting a total of 25 targets per round laid out at the discretion of the shoot management. Targets will remain the same throughout the competition.
4. All pairs will be true pairs or simultaneous pairs. A menu will be provided at each station for the shooter to read. (30 shots per 25 targets)
5. The shooter's feet must be behind the front opening of the Shooters Stand.
6. No chokes may be changed after the round has begun.
7. In true pairs the shooter has the right to shoot either target first. If the shooter has missed the first target they may fire the second shot at the same target. The score would be (*Lost/Result*).
8. In a true pair if a **no bird or no target** is called nothing can be established. (Nothing established: A proof double is required to establish both targets.)
9. Ties: Both team and individual will be broken by scores in ten target shootoffs with the shot selection being left up to the shoot management.
10. Shooter and coach responsibility: In all circumstances, shooters, parents and coaches are responsible for their actions and upholding the standards of the 4-H shooting sports program. All of us are expected to behave in a manner suitable for the promotion of a 4-H youth development program, high ideals and the promotion of shooting sports in the United States. Cooperation, self-control, self-discipline and high standards of sportsmanship are expected at all times.

American Skeet Rules

1. Skeet will consist of two rounds of 25 targets for both juniors and seniors.
2. Shooters will compete in a standard skeet round featuring single high and low house targets and a simultaneous pair from stations 1, 2, 6 and 7, single targets from stations 3, 4, 5 and 8. An optional target will be taken on the first missed, or as a second target on station 8 low house. When shooting doubles the target from the nearer house (out-goers) must always be taken first.
3. A shooter must stand with part of both feet within the boundaries of the shooting station.
4. The shoot superintendent will advise on the day of the contest if the shooter may load two shells on a single target.
5. Shooters may take a brief practice swing prior to calling for the target.
6. A shooter must shoot one shot per target. If a shooter shoots at the first target and misses, then shoots the second shot at the same target, the score will be "lost/lost" no matter what the result of the second shot is.
7. If two targets are thrown simultaneously in singles, and the shooter breaks or misses the correct target, it will be scored as shot. If the shooter refrains from firing they will be thrown a new target.
8. Proof doubles will be thrown to establish the scoring on one or both targets under the following conditions.
 - a. Nothing established: Under the following conditions, the proof double will establish the scoring for both targets.
 1. The first target is thrown broken.
 2. The targets collide before the result of the first shot is established.
 3. The first target is irregular and the shooter refrains from shooting.
 4. The shooter suffered from interference and refrained from firing on either target.
 - b. First shot established as shot: a proof double will be thrown to establish the scoring of the second target. Under the following conditions, (both targets must be attempted in proper order).
 1. The second target was thrown broken.
 2. The second target collides with fragments of the first target.
 3. Both targets are broken with the same shot. (Score will be dead/result)
 4. The second target is irregular and the shooter refrains from shooting.
 5. The second target fails to emerge on the call.
 6. The first shot is lost and the targets collide before a second shot can be taken.
9. Shooting at the wrong target first, results in a "lost" pair.
10. Ties: Both team and individual will be broken by shooting ten targets composed of doubles from stations 3, 4, 5, 4 and 3, with the highhouse target taken first on station 3 and alternating on station 4, highhouse first on the first attempt and the low house first on the return trip from station 5.

Trap Rules

1. Trap will consist of two rounds of 25 targets for juniors and seniors.
2. The rounds will be shot back-to-back with a maximum of five minutes between rounds to get a drink of water and your ammunition.
3. The shooter's feet must be behind the front line at the 16 yard line.
4. No chokes may be changed after the round has begun.
5. Squad time is 20 minutes per round.
6. **Ties:** Both team and individual shall be broken by shooting a tie-breaker from the 20 yard line. Both team and individual tie-breakers shall consist of a full 25-shot round. The team or individual with the highest score after the tie-breaker shall be given the tie. If still tied, the shoot-off will continue from the 27 yard line miss and out, (with the shot selection up to the shoot management).
7. **Shooter and Coach Responsibility:** In all circumstances shooters, parents and coaches are responsible for their actions and upholding the standards of the 4-H Shooting Sports Program. All of us are expected to behave in a manner suitable for the promotion of the 4-H Youth Development Program, high ideals and the promotion of 4-H shooting sports in the United States. Cooperation, self-control, self-discipline and high standards of sportsmanship are expected at all times.

Shooting Sports Scoring Guidelines

Refer to this rule book for class specifications.

All rulings by the Superintendent are final.

General Rules:

1. Benefit **ALWAYS** goes to the shooter.
2. **CONSISTENCY**, Score all targets the same way.
3. Targets are to be scored to the positive. Mark the score beside each bull. Total all shots for that target and circle the total.
4. Scoring plugs: When using the plug get a second opinion on the score **before** pulling the plug out. The Shot may only be plugged once. Mark with a P+ or a P- and the score.
5. Challenges: Targets are posted for 15 minutes following scoring of the relay.
Challenges must be made by the shooter. If the contestant is shooting another relay, immediately report to the scoring area to check their targets. Any exceptions to this rule must be approved by the scoring Superintendent.
6. Any use of scoring devices by anyone other than an active member of the scoring team, will cause immediate disqualification of that target packet.

Air Pistol:

1. .177 caliber
2. Sight-in: Must be shot at the sighter target only.
3. Targets must be shot in the following order:
Juniors: Sight-in, Bench Rest 12-shots 2 per bull, Two Handed Standing 12-shots 2 per bull.
Seniors: Sight-in, Two Handed Standing 12-shots 2 per bull, One Hand Standing 2 shots per bull.
(Targets shot in any other order will be disqualified).
4. Shot must touch the line to count.
5. Multiple shots in one bull: The shooter will lose (1) penalty point per extra shot over 2 per bull.
6. Multiple shots on a target: i.e. 13 shots on a 6 bull target. The shooter loses their highest scoring shot for each excessive shot on the target.

Air Rifle:

1. .177 caliber
2. Sight-in: Must be shot at the sighter target only. Ten bull target sighter is the center bull on the first target shot. (i.e. offhand class left target).
3. Targets must be shot in the following order:
Utility & 4-P Sporter Classes: Sighter, Prone, Standing, Kneeling, Sitting.
3-P: Prone, Standing, Kneeling.
Offhand: Left to Right.
(Targets shot in any other order will be disqualified).
4. Shot must touch the line to count. Except 10 bull target with dot, dot must be completely removed to score a 10.
5. Multiple shots in one bull: The shooter will lose (1) penalty point per extra shot.
6. Multiple shots on a target: i.e. 6 shots on a 5 bull target. The shooter will lose the highest scoring shot for each excessive hit on that target.

Shooting Sports Scoring Guidelines (Continued)

.22 Rifle:

1. .22 caliber
2. Sight-in: Must be shot at the sighter target only. Sighter is the center bull on 1st target shot prone.
3. Targets must be shot in the following order:
 Hunt & 4-P Sporter Classes: Prone, Standing, Kneeling, Sitting.
 3-P: Prone, Standing, Kneeling.
4. Shot must touch the line to count. Except A-36 target must have center dot completely removed to score a 10.
5. Multiple shots in one bull: The shooter will lose (1) penalty point per extra shot.
6. Multiple shots on a target: i.e. 11 shots on a 10 bull target. The shooter will lose the highest scoring shot for each excessive hit on the target.

Archery:

1. Each line will have a designated scorer appointed. Starting at the 40 yard distance.
2. (5) Arrows per bull at 40, 30, 20 yards, (1) arrow per bull at 10 yards.
3. Arrow touching line will be given higher point value.
4. Center circle is worth 10 points. Each ring outside of center is decreased by (1) point value.
5. Arrows touched before they are scored will count as a zero.
6. Any cross-fired arrow will be scored a zero.
7. 10 yard target. Multiple arrows in a bull are scored with the lowest scoring arrow; all others are zero.
8. **Each county will supply the same number of scorers as participants entered.**

Muzzleloading:

1. Scoring on paper target will be by the ½ ball rule. When more than ½ the ball diameter is over the ring, the shot is scored the higher point value.
2. Gongs will be scored as a hit or miss.
3. Hitting the support is a miss.
4. Ricochets shall be scored as a miss.
5. Point value for gong is 8 points.
6. Challenges to gong scoring must be made by the shooter immediately after the round.

Shotgun:

1. Clay Targets will be scored either a dead (hit) or a lost (missed) target.
2. **Dead target:** A target is scored dead (hit or broken) when at least one visible piece is broken from the target or the target has been completely reduced to dust.
3. **Lost target:** A target scored lost (missed) when it is not hit during its flight, or is dusted but no visible piece falls, or changes direction without a visible piece falling.
4. **No bird or No target:** A target declared (no bird) or (no target) by the line official must be repeated regardless of the action of the shooter or result of any shot taken.

National 4-H Shooting Sports Invitational

Participant Selection Procedures

The competitor must be a senior 4-H member in good standing, who will not have reached their 19th birthday before January 1st of the year the event is held.

Team: There will be a team selected in the following disciplines. Each team will be comprised of four members. There will be eight selection letters (four Primary and four Secondary or Alternate) distributed at the Colorado State 4-H Shooting Sports Contest.

Air Pistol: Top 8 scores from individuals

Air Rifle: Top 8 scores aggregate from Utility and 4-P scores.

Archery Compound: Top 8 scores, no matter which class.

Archery Recurve: Top 8 scores, no matter which class.

Hunting: Top 8 scores.

Muzzleloading: Top 8 scores from Traditional class.

.22: Top 8 scores aggregate from Hunt and 4-P.

Shotgun: Top 8 scores aggregate from Trap, Skeet and 5-Stand.

Coach Selection: The coach of the #1 shooter of the team is eligible. If they decline, the position moves down the placings until the position is filled. Please note that the coach must be a certified 4-H shooting sports leader in the discipline represented.

Finances: The team members and coaches are responsible for their own expenses. Participants and coaches should check with their local Extension office, county council or other organizations for fundraising opportunities.

Attention: The Colorado State 4-H Shooting Sports Leadership Team strives to ensure that all activities are conducted in a safe, appropriate and fun environment. To assist in obtaining that goal, parents, leaders and members participating in shooting sports events are expected to honor and abide by the Colorado 4-H Code of Conduct.

Colorado 4-H Code of Conduct

Program participants are expected to abide by the stated rules for 4-H activities and events including, but not limited to:

- Conduct themselves in a courteous, respectful manner, use appropriate language, exhibit good sportsmanship and act as a positive role model;
- Adhere to program rules, curfews, dress codes, policies and guidelines;
- Abstain from illegal and immoral behaviors;
- Fully participate in scheduled activities;
- Refrain from physical or verbal abuse;
- Apply rules of safety to individuals, groups and property; and
- Accept personal responsibility for behavior.

Conduct not in keeping with high 4-H standards will not be tolerated. Violation of rules listed above and contained within the shooting sports rule book will result in consequences to the participant. Consequences may include removal, at the individual's expense and without refund, from participation in this event; restitution or repayment of damages; sanctions on participation in future 4-H events; forfeiture of financial support for this event; removal from offices held; etc.

Changes Being Considered For 2008

- Revamping of archery lines to accommodate more shooters if the facility will accommodate greater numbers.

If you have suggestions or comments, letters can be sent to:

Jim Hamilton, Colorado State
4-H Shooting Sports & Natural Resources
Program Coordinator
PO Box 1006
Trinidad, CO 81082



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