

2023

State 4-H Shooting Sports

# **Fall Match Rules**

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## GENERAL RULES

IT IS THE RESPONSIBILITY OF THE COACHES AND THE PARTICIPANTS TO KNOW THE RULES

- All disciplines will be following the governing body of that discipline and as facilities will allow except as each discipline specifies in the following chapters

### RULE BOOKS

- NRA (800)-336- 7402 ([Small Bore Pistol](#), [Small Bore Rifle](#), [Pistol Silhouette](#), and [Rifle Silhouette](#))
- NMLRA (812) 667-5131 ([Muzzle loading](#))
- 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 Minimum Standards & Best Management Practices](#)

### SAFETY

- Personal safety equipment must be worn as required by each discipline.
- Discipline specific clothing requirements shall be adhered to.
- All forms of electronic communication are prohibited.
- All firearms must be in a case when being transported (except shotgun).
- **Disqualification will occur if there is any violation of these rules.**
- **KANSAS 4-H CODE OF CONDUCT WILL BE FOLLOWED (as seen in the [Kansas 4-H Policy](#)). ONE WARNING WILL BE GIVEN. A SECOND OCCURRENCE OF AN INFRACTION WILL RESULT IN AUTOMATIC DISQUALIFICATION.**

### AGE REQUIREMENTS

- Minimum age to participate in State Shooting Sports is 4H Age 9 unless otherwise noted (Age before January 1 of the participating year).
- Juniors are 4H age 13 and under.
- Seniors are 4H age 14-18 unless otherwise indicated.

### 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 out through K-State Research and Extension channels from the State 4-H Office.

- Match results will be posted on the 4-H website at the Kansas 4-H Shooting Sports page as soon as possible after each match.

### **MATCH REGISTRATIONS**

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 State 4-H Shooting Sports Program Coordinator, will verify that all entrants have qualified to participate in the state match.

### **TEAM DESIGNATIONS**

All match teams must be declared and confirmed at the check-in table before any team member begins competition.

### **NATIONAL TEAM SELECTIONS**

Teams representing Kansas 4-H Shooting Sports at the National 4-H Shooting Sports Championship Match will be chosen based on placing at the state match and eligibility (4-H age and not previously competed in the discipline at Nationals). In archery, once the list of Senior youths has been exhausted, the National Match Coordinator may select from the eligible 13-year-olds based on 30-meter FITA and Trail combined scores.

### **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 be a competitive match 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, date of birth, 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 1<sup>st</sup> shall be considered part of the previous 4H year.

# FALL MATCH – Archery

## GENERAL ARCHERY RULES

1. Teams must be designated before any scoring shots are fired at the state match.
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.
5. For Extension Districts, there may be one team for each bow class for each county in the district if participants are registered as district teams.
6. Team scores will be calculated by adding the 30-meter FITA and Trail Archery scores together for the team score.
7. 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.
8. 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](mailto: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:

<b>Recurve – Bare Bow</b>	<b>: 100 out of a possible 240</b>
<b>Recurve – Olympic</b>	<b>: 140 out of a possible 240</b>
<b>Compound – Bow Hunter</b>	<b>: 180 out of a possible 240</b>
<b>Compound – OPEN</b>	<b>: 200 out of a possible 240</b>

## **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 Xs 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 required for **ALL** classes.
5. Gloves or finger tabs are required for any archer using a finger release.
6. Draw weight is not to exceed 60 lbs. in all classes.
7. Field glasses maybe used to spot arrows provided they do not represent any obstruction to other athletes. Rangefinders are prohibited.
8. 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:**

- 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.**

- One draw check indicator, audible and or visible may be used provided it is not electric or electronic.
- Finger protection in the form of gloves or shooting tabs to draw and release the string is 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 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 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 – Hunting Skills

## *Qualifier requirement suspended for 2023*

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 must be designated before state match, 2 members with one alternate.  
The 2-member team may consist of Junior and/or Senior competitors.

Shooting score will not be used for the team score or for the Top Shot Award.

Competition will be approximately 3-4 hours, variance due to relays for those competitors who have qualified to compete in the live fire section(s) of the match. 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 core 4-H curriculum classes
    - History of Hunting
    - Why We Hunt
    - Hunter Ethics
    - Hunter Laws/ Regulations
  - NRA Hunter's Guide
  - North American Model of Wildlife Conservation
  - Wildlife Management
  - Survival in the Outdoors
  - Injuries/First Aid
  - Hunting Equipment
- Compassing/Maps
  - Compass Course to complete
  - Knowledge of use of compass and maps
- Live Fire Course of Fire in 3 disciplines
  - Archery
  - Shotgun
  - Small Bore Rifle

## 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.

The course of live fire for Archery, Shotgun, and Small-Bore Rifle will be scored hit or miss. The competition will consist of Junior and/or Senior competitors who have shot one or more of those disciplines at a Hunting Skills State Qualifying Match.

- Archery – 30 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 – 30 clays at 16 yards in trap
- Small Bore Rifle – 30 shots at 2D animal targets at 3 unknown distances not to exceed 50 yards; 10 shots each in prone, standing, and kneeling

For the Junior Division, the shooting score(s) will be documented but will not be used in the aggregate scores.

In the 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 90 points for a total of 390 points possible in the Senior Division. If a Senior 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.

Juniors who are 13 years of age and compete in all 3 shooting disciplines at the state match may also be considered for the Team Kansas delegation if they choose. Their shooting score would be added to their test scores to determine national eligibility placings.

### Qualifying Course of Fire:

- Participate in a State Advisory Group approved Hunting Skills Qualifier.
- Must compete in each shooting discipline at a State Advisory Group approved Hunting Skills Qualifier in order to compete in that discipline at the State Hunting Skills Match.
  - Archery – Minimum of 15 arrows at a 2D or 3D animal target, set at varying distances not to exceed 30 yards.
  - Shotgun – Minimum of 15 clays in either trap or skeet
  - Small Bore Rifle – Minimum of 15 shots (5 each in the prone, standing, and kneeling positions) at a 2D animal target. No sling, mat, or kneeling roll allowed. May use jacket or other items that would be taken on a hunting trip.
  - No minimum scores required.
- Live Fire age requirements follow the age requirements for the shooting discipline matches at the state level:
  - Archery – 9 years old
  - Shotgun – 10 years old
  - Small Bore Rifle – 13 years old

# 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 must be designated before state match, 5 members with 2 alternates.

**Teams may be composed of junior and senior shooters.**

**Once a team (with or without alternates) has been entered, it cannot be changed.**

- **The team members must remain the same for all events (Trap, Skeet, and Sporting Clays.)**

**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. 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.
7. Calling of losses will be done.
8. Use of release triggers is prohibited.
9. Counties will be pre-squadded prior to the state match.
10. Eye and ear protection is required.
11. 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.
12. Semi-automatic catchers are highly recommended on all semi-automatic shotguns.
13. Skeet and Sporting Clays ONLY, shooters may load two shells in their gun during competition and must carry enough shells to complete the course.
14. To be considered a hit target there must be a visible piece of the target broke, not just dust.
15. **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. The aggregate tie breaker will be the highest combined placing of all three events.



# 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 must be designated before state match, 2 members with one alternate.

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 13-18 years old before **January 1 of current year (Seniors only)**

Teams must be designated before state match, 2 members with one alternate.

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

**Must have a current signed Hand Gun 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 at 40 yds; 10 pigs at 50 yds; 10 turkeys at 75 yds; 10 rams at 100 yds
  - Alibis: 30 seconds will be 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 at 40 yd and 20 pigs at 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 13-18 years old before **January 1 of current year (Seniors only)**

Teams must be designated before state match, 2 members with one alternate.

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: any safe .22 a hyperlink to the national 4-H minimum standard document that's posted

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. Silhouette targets will be shot in banks of five of the same animals. A 2 and one- half 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 are in agreement 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 score: 175 points out of a possible 300.**