

# Santa Fe County 4-H Shooting Sports

## Shotgun Contest

### 4-H SHOTGUN CONTEST OBJECTIVES

To assist 4-H members to learn and practice the rules of shotgun in a safe and sportsmanlike manner and to achieve an advanced degree of proficiency.

### AGE CATEGORIES

	Novice	Junior	Senior
Grade*	3rd, 4th, 5th	6th, 7th	8th and up
Age as of January 1 of the current 4-H Year (October- September)	8 year olds in the 3rd grade, 9 year olds, 10 year olds, 11 year olds in the 5th grade	11 year olds in the 6th grade; 12 year olds; 13 year olds in the 7th grade	13 year olds in the 8th grade; 14 year olds; 15 year olds; 16 year olds; 17 year olds; 18 year olds; Youth who are 19 by December 31 of the current 4-H year are not eligible to enroll as a 4-H member.

### SHOTGUN CLASSES

Trap- Novice Age Division

Trap and Skeet- Junior and Senior Age Divisions

### COURSE OF FIRE

The shooting match will be conducted using the following guidelines; All Novice will shoot 25 clay targets, TRAP ONLY. Junior and Senior age 4-H members will shoot 50 clay targets – 25 trap and 25 skeet.

### SHOTGUN SHOOTING PROCEDURES

#### Ready Position

The ready position for calling the target will be either on or off the shoulder, whichever way the shooter is more comfortable shooting. A legal target is a whole clay bird that is thrown from the trap in a prescribed light pattern within the five-second time limit after the participant calls for the target. Targets broken by the trap or another obstruction will not be scored. These are illegal targets and will be re-thrown for the participant, regardless of whether or not the participant fires at the target.

#### Skeet

Each team or squad of individuals with their instructor will be allowed (as a group) to see one legal target from each trap prior to shooting the contest at the station. The competitor shoots his/her quota of targets, then the next participant steps forward and repeats the sequence until all individuals and team members have had their turn at the station. All team members shoot all targets, then rotate

stations as a team. Each shooter will shoot 25 targets. The first time the shooter misses a target, the "option" shot must be taken regardless of the station. If the shooter shoots all eight stations without missing a target, the "option" shot will be taken at the last station.

### **Trap**

Each team or squad of individuals with their instructor will be allowed (as a group) to see one legal target from the trap prior to shooting the contest. The competitor will begin at one station (assigned by the range officer), will shoot five (5) targets at that station then rotate clockwise through the event until all positions have been shot by each competitor. Each shooter will shoot 25 targets. The first shooter will shoot his/her first target, the second shooter will shoot his/her first target and so forth until the last shooter has shot his/her first target. The first shooter will shoot his/her second target at the first station and so forth until the last shooter has shot his/her fifth target at the first station. The team members will then rotate clockwise to the next station and repeat the sequence.

### **SCORING**

Scoring will be done by selected officials. Only legal targets will be scored and the scorer will be sole judge of whether or not a target is broken. Officials may ask for assistance from the trap puller or the range official if they feel their assistance is required.

Scorers will call "dead" for any target successfully hit (or bird "shot dead"); scorers will call "lost" for any target missed (or bird that "gets away"). Any challenge to the call must be made immediately by the participant. The final decision will then be made by the scorer with assistance from the trap operator and/or the range official. The decision of the official is FINAL.