

Shooting Sports Competition

General Rules

1. Eligibility:
 - a. Each participant must be a 4-H or FFA member in good standing
 - b. Participants must have passed the required course work for the discipline that they will compete in or attended a hunter's safety course.
2. Age categories for participants:
 - Seniors - 9th, 10th, 11th, or 12th graders prior school year
 - Intermediates - 7th and 8th graders prior school year
 - Juniors - 4th, 5th, or 6th graders prior school year
3. Coaching: No coaching will be allowed when shooting for record.
4. Event—
 - Registration- Due July 1
 - Competition Date- July 12
 - Time- Check-in at 12:30 pm, 1st Round at 1:00 pm
 - Location- Ankeny Izaak Walton League, 4857 NE 110th Ave, Elkhart, IA 50073
 - Awards- July 22, 4:00 pm
5. Equipment: Shooting Equipment will be available for use. (Club genesis bows, shotguns, and small-bore rifles.)
6. Safety: For safety and consideration to others, all participants will abide by accepted safety rules and all specific range and event rules, or they will be disqualified. Enforcement of these rules is the responsibility of the range officer and all coaches.
7. Rules: No harassment of a participant, by anyone, will be tolerated. If done by another participant, they will be disqualified and ejected from the competition. If done by a spectator, the spectator will be ejected.
8. All questions and rulings will be the responsibility of the match director or designated match personnel.

Archery -

9. Target: Single-spot 40cm or 5-spot NFAA paper target. Scoring: Single-spot 5-4-3-2-1; 5-spot 5-4-0. Scores will include a total plus the number of Xs which are used as tie-breakers. Once selected target is posted, the type of target can't be changed.
10. Course of fire: 30 arrows shot from the 20 yard line for Seniors and Intermediates, 10 yards for the Juniors. 6 ends of 5 arrows.
11. Time limit: Time limit: There will be a four (4) minute time limit per end. Any arrow shot after the buzzer will be counted as a miss.
12. Scoring: Double scoring will be used with a minimum of three (3) shooters per target bale.
 - a. Each group will appoint two score keepers, also a target captain who will call arrows will be appointed.
 - b. Shooters who disagree with the target captain's call may ask for the Range Officer to call the disputed arrow. Match Director's call will be final.
 - c. Arrows and target face may not be touched until all arrows on the bale are scored.
 - d. An arrow needs only to touch the line to receive the higher point value.
 - e. If a shooter inadvertently shoots 6 arrows in an end, the highest scoring arrow will be disqualified.
13. Equipment failure time of 15 minutes will be allowed with notification of failure to Range Officer. The archer will be allowed to shoot any arrows not completed – after the final end. One practice arrow end (5 arrows) will be allowed after the repair is completed and before scoring continues. If equipment is not repaired within the allotted time, the shooter must take score before equipment failure.
14. Match Equipment Standard:
 - Traditional /Barebow – any non-compound bow with no sights, no devices including an overdraw stop on the cam, nothing added to the bow, fingers must be in contact with the arrow. No string peeps and no mechanical release aids are permitted. This class would include Genesis, longbows and recurve bows without sights, stabilizers, or other accessories.

- Freestyle - any non-compound bow with accessories. One adjustable sight pin, clicker and kisser button permitted, torque compensators are permitted. This class would include Genesis, longbows and recurve bows with any type of attachments.
- Compound - release aids permitted, overdraws may not place the arrow rest further than 6 cm from the pivot point of the bow, string peeps, optical sights and stabilizers of any size are permitted, spirit levels are permitted. 60 lb. maximum draw weight.
- Arrows – NO HUNTING POINTS! Arrows will not be permitted to lie on the ground. Hip mounted quivers are preferred, bow mounted or ground (arrow tube) quivers are permissible. Range is equipped with some ground quivers if required.

Smallbore Rifle -

1. Rifle: Any type of 22-caliber rimfire rifle capable of loading one round at a time is allowed. Single-shot bolt or lever action rifles are preferred; however, any action type tube-feed, clipfeed and semiautomatic rifles can be used, if it can be demonstrated that they can be loaded one round at a time in a safe manner. Competitor will not be allowed to place any portion of their body in front of the muzzle during the loading process. It is up to the competitor to have the rifle approved before competing. The range safety officer will have the final approval. Any safety violation will result in disqualification.
 - a. Standard velocity, match or target .22 ammunition is required.
 - b. No set or electric triggers will be allowed.
 - c. Open or aperture sights only. No scopes allowed.
 - d. Thumb hole stocks, palm rests, heel rests, Scheutzen-type and hooked butt plates are prohibited.
 - e. Trigger pull - any safe trigger is allowed. A safe trigger does not allow the hammer or firing pin to fall except by a deliberate pull of the trigger by the shooter.
 - f. Adjustable butt plate must be in home or neutral position. Pliable cheek pieces may be added to stock for fit. Factory installed stock may be altered for length.
 - g. The same rifle must be used for all positions of fire, except in the case of a malfunction or disabled rifle.
 - h. Smallbore rifles must have an empty chamber indicator (ECI).
 - i. Portable stands to rest your rifle on between shots in offhand is recommended.
2. Clothing: Shooting gloves on the weak hand, coats, jackets, slings are permissible. Shooting pants or shoes are not allowed.
3. Spotting Scopes: Spotting scopes or binoculars may be used throughout the match.
4. Sling: Slings may be used except in the standing position.
5. Target type: A-17 at 50 ft.
6. Kneeling Rolls: Kneeling rolls and range mats are recommended. Pliable material not to exceed 7" diameter by 9½" length.
7. Course of Fire: Five minute sight-in, in any position. Ten shots prone, standing, and kneeling in that order of fire. This applies to Juniors, Intermediates and Seniors.
8. Time Limit: 1½ minutes per record shot prone, 1½ minutes per record shot kneeling, 2 minutes per record shot standing
9. Except as specified above NRA rules will be followed, [NRA Smallbore Rifle Rules \(http://rulebooks.nra.org/documents/pdf/compete/RuleBooks/SBR/sbr-book.pdf\)](http://rulebooks.nra.org/documents/pdf/compete/RuleBooks/SBR/sbr-book.pdf)
10. For all smallbore competition a 10 minute limit will be allowed with as many shots as needed in the sighting bull(s) on the first target.
11. No sight in shots will be allowed on subsequent targets in the same discipline.
12. Only ten shots for record shall be shot at any target.
13. If more than ten shots are fired into one target the ten lowest scores shall be counted (this includes those scored as zero whether on the target face or cardboard backing.) 8
14. Example A: if a shooter accidentally shoots twice at one bull on a target he/she must skip one bull (so as to keep from shooting more than 10 shots at one target)
15. Example B: all shots on the target that hit between the bulls and do not touch the scoring rings of any bull will be scored "0". (i.e. If 11 or more shots are fired into a target, only the 10 lowest scores will count – this includes those scored as zero whether on the target face or cardboard backing.)
16. There will be no penalty points assessed for excessive shots (more than 10 on a target) but only the 10 lowest shots will be scored.

17. There is no 'X' in smallbore A-17 targets. The center ring is a 10.
18. All targets must be labeled with your name, date and position (prone, standing, kneeling/sitting).

Shotgun -

1. Target: Per Amateur Trapshooting Association rules
2. Distance: 16 yards
3. Course of fire: Shooters will shoot 25 targets. Targets will be shot and scored in rounds of 25.
4. Equipment: Any 12 or 20 ga. shotgun using 2 ¾ inch shot shells with number 8 or 7 1/2 shot. Shells can not have a shot load greater than 1 1/8 oz and the velocity must not exceed 1290 ft per second or 1325 ft per second for a 1 oz. load.
5. Rules: Amateur Trapshooting Association rules. Please note that all shooters must be 12 years old as per state rules to participate in the shotgun event.

Muzzleloader - Black Powder

1. Target: NMLRA Novelty Bottle Target (TG2427)
2. Distance: Two targets, one at 25 yards and one at 50 yards
3. Course of Fire: 10 record shots on each target, two per bottle
4. Time Limit: A total of 60 minutes for the match.
5. Equipment: Caliber -.54 max, Ignition - No. 11 percussion cap, musket cap, or 209 primer. No flintlock. Traditional or in-line rifles. "Set" or "double" triggers are not permissible. • Sights - Open iron, aperture and fiber optic sights will be permitted. No optical, telescopic or electronic sights. Powders: Pyrodex RS, Triple Seven, or other equivalent black powder substitute OR 3f black powder. Bring powder in original container and show to range officials for approval before dispensing into a powder flask/horn. Caps/capper and powder must be checked-in with the range officer when you arrive on the range.
6. Projectile: Patched soft lead round ball only, using no more than 60 grains of loose powder
7. Scoring Bottles: As outlined on the target. Completely within neck-10 pts; nicking the neck-7 pts; within body-5 pts; nicking the body -3 pts.
8. Rules: NMLRA Muzzle Loading Rifle. <http://www.nmlra.org>
 - a. Each shooter will shoot from standing position only.
 - b. All loading will be done at loading table by the shooter under the supervision of a coach, leader, or parent. The powder container must be capped immediately after filling the powder measure. No loading directly from the powder container to the rifle is permitted.
 - c. After loading, wait until the Range Officer gives the command to approach the firing line.
 - d. Do not cap the rifle until range officer authorizes.
 - e. After firing the shooter will return to the loading table and insert the range rod. Then he/she may begin preparation for loading. No blowing down the barrel!
9. Hang Fire: Notify range officer immediately. Keep rifle pointed down range a minimum of 2 minutes. Range Officer will take charge of clearing round from the chamber with silent ball discharge. This will not be considered an equipment failure. A dirty, un-fireable firearm will be considered equipment failure after the second attempt to fire. The firearm will not be cleaned by the Range Officer. The 20 minute time limit would begin after the second attempt is cleared by the Range Officer. A safe area will be provided and can be used as a pre-shoot cleaning and preparation area.

Class Number and Description

10111	Shotgun
10211	Rifle
10311	Archery Freestyle
10411	Archery Traditional /Barebow
10511	Archery Compound
10611	Muzzleloader

Award Criteria:

Archery			
Traditional/Barebow	Blue	Red	White
Junior	150-45	44-20	≤19
Intermediate	150-55	54-30	≤29
Senior	150-65	64-40	≤39
Freestyle			
Junior	150-60	59-40	≤39
Intermediate	150-70	69-50	≤49
Senior	150-80	79-60	≤59
Compound			
Junior	150-75	74-55	≤54
Intermediate	150-90	89-70	≤69
Senior	150-105	104-85	≤84
Rifle			
Junior	300-60	59-30	≤29
Intermediate	300-90	89-60	≤59
Senior	300-120	119-90	≤89
Shotgun			
Junior	25-13	12-8	≤7
Intermediate	25-15	14-10	≤9
Senior	25-18	17-13	≤12
Muzzleloader			
Junior	100-18	17-8	≤3
Intermediate	100-27	26-11	≤10
Senior	100-40	39-13	≤13