



**2010**  
**State Invitational**  
**Rulebook**

# Table of Contents

<b>Special Notices.....</b>	<b>3</b>
<b>Archery .....</b>	<b>4-5</b>
<b>Muzzleloading.....</b>	<b>6-7</b>
<b>.22 Rifle.....</b>	<b>8-9</b>
<b>Air Rifle.....</b>	<b>10</b>
<b>.22 Pistol.....</b>	<b>11-12</b>
<b>Air Pistol.....</b>	<b>13</b>
<b>Shotgun.....</b>	<b>14-16</b>

# **2010 STATE INVITATIONAL**

## **Special Notices**

**The following rules are for the 2010 4-H Shooting Sports Invitational only, and are subject to change due to range availability and range restrictions.**

**The State Invitational is a Seniors Only Event.**

**These rules do not apply to the District Events.**

**\*Please note in regards to the shotgun events that participants should practice in anticipation of being able to shoot all three events, with the understanding that the number of events could be reduced due to range and equipment availability.**

**There will be a challenge period on all paper targets as required by the NGB for that event. NGB's will only be used to define the challenge period and will not be used to govern the match itself. Each NGB is listed under the respective event.**

**Thank you!**

## ARCHERY EVENTS

(Recurve and compound archers will shoot the same events, but will be scored separately.)

### Match Equipment Standard:

**Recurve:** one adjustable sight pin, no string peeps, no mechanical release aids, clicker and kissler button permitted, torque compensators are permitted.

**Compound:** release aids permitted, overdraws may not place the arrow rest further than 6 cm from the pivot point of the bow, string peeps and optical sights are permitted, spirit levels are permitted. 60 lbs maximum draw weight.

**Arrows:** arrow must meet AMO minimum weight standard (6 grains arrow weight per pound bow peak draw weight.) No arrows 23/64ths of an inch in diameter or larger are permitted.

## JOAD FITA Round

**Target:** 122cm face, 5-color  
**Distance:** 60 and 50 meters  
**Course of Fire:** 2 ends of 6 arrows each from 60, 50, 40, and 30 meters  
**Time Limit:** 5 minutes per 6 arrow end  
**Scoring:** 10-1 from the center outward, compound teams will score inner 10's  
**NGB:** USA Archery/FITA

### Information:

[http://www.archeryworldcup.org/UserFiles/Document/FITA%20website/05%20Rules/01%20C&R%20Book/2008RulesENG\\_Book2.pdf](http://www.archeryworldcup.org/UserFiles/Document/FITA%20website/05%20Rules/01%20C&R%20Book/2008RulesENG_Book2.pdf)

## Field Round

**Target:** NFAA targets of sizes selected by the management and appropriate to the distances.  
**Distances:** Marked distances within the range of 5 to 80 yards  
**Course of Fire:** 15 targets, 2 arrows per target  
**Time Limit:** Shooters will move through the course expeditiously and avoid delays  
**Scoring:** 5,4,3 from the center outward on field targets.  
**NGB :** National Field Archery Association  
**Information:** <http://www.nfaa-archery.org/field/styles.cfm>

## 3-D Round

<b>Targets:</b>	3-D targets as selected and placed by the management.
<b>Distances:</b>	Unmarked distances from 5 to 50 yards
<b>Course of Fire:</b>	15 targets, one arrow per target.
<b>Time Limit:</b>	Shooters will move through the course expeditiously and avoid delays. Lost arrow search is limited to 2 minutes.
<b>Scoring:</b>	The targets will be scored on a "10" for a center shot, the next scoring ring will count and "8", and any arrow outside the second scoring ring but on the animal will count as "1". A shot that misses the target will count as "0".
<b>NGB:</b>	International Bowhunters Organization
<b>Information:</b>	<a href="http://www.ibo.net/rules">http://www.ibo.net/rules</a>

**Event Shootoffs:** Ties for 1<sup>st</sup> 2<sup>nd</sup> and 3<sup>rd</sup> place will be broken for individual events based on the NGB's for that event.

**\*\*Overall Shootoffs:** If an overall shoot off is needed to break an overall tie the following procedures will be invoked:

3-D: 7 targets at unknown distance  
Field: 7 targets at known distance  
FITA: 2 ends of 3 arrows from the 60 meter line

**\*\*If a tie still exists after this procedure-** a final shoot off procedure will be determined by the chief range officer and event coordinator.

## MUZZLELOADING RIFLE

**Match Equipment Standard:** The following rules apply to both the 50 yard Bullseye Event and the 25 yard “Bottles and Critters” Event

**Rifle:** Any traditional or non-traditional NRA Conventional muzzleloading rifle (in-lines permitted).

**Sights:** Metallic sights only-metallic sights are defined as having a sighting system made of metal or equivalent materials that provide a means of aligning two separate, visible sights or reference points mounted on the rifle. (Partridge-type iron sights and aperture sights, both front and rear, are permitted.)

**Position:** Standing (Slings are not permitted)

**Ignition:** Percussion cap, flintlock or 209 shot-shell primer. Maximum charge of 60 grains of black powder or its equivalent is allowable. There are no limits on the caliber.

**NGB:** NMLRA Muzzle Loading Rifle, Pistol and Shotgun

**Information:** <http://www.nmlra.org/store.asp?CatID=3>

No open powder containers are permitted on the firing line except when powder is actually being measured. Any open container will become the property of the range officer. A separate powder measure must be used to carry the powder from the container to the muzzle of the gun. No rifle may be capped or primed until on the firing line and the command to fire has been given by the range officer.

### 25 Yard Bottle and Haffner Combination

**Target:** NMLRA Bottle Target and NMLRA Haffner Combination Target  
**Distance:** 25 yards  
**Course of Fire:** 10 record shots on each target, 2 per bull, (20 record shots)  
**Time Limit:** 80 minutes total running time. May be run in 2 series of 10 shots-40 minutes/series.  
**Projectile:** Lead conical or patched round ball only. No sabots  
**Scoring:** **Bottles:** as outlined on the target. A shot completely within neck is worth 10 points. A shot that nicks the neck is worth 7 points. A shot completely within the body is worth 5 points. A shot that nicks the body is worth 3 points.  
**Haffner:** highest scoring area touched by ball

## 50 Yard Bullseye

<b>Target:</b>	NMLRA target number TG2406
<b>Distance:</b>	50 yards
<b>Course of Fire:</b>	20 shots standing. Sights-in shots are permitted but are included in the total allowed time.
<b>Time Limit:</b>	80 minutes total running time. May be run in 2 series of 10 shots (40 minutes per series)
<b>Projectile:</b>	Lead conical bullets or patched round balls. No sabots permitted.
<b>Scoring:</b>	The highest scoring area touched by ball will be the score earned.

## **.22 RIFLE EVENTS**

### **Sporter Rifle Match**

<b>Target:</b>	B-19 Pistol Target
<b>Distance:</b>	25 yards and 50 yards
<b>Course of Fire:</b>	60 shots for record <b>50 yards:</b> Prone position-10 shots, slow fire & 10 shots, rapid fire Sitting or Kneeling-10 shots, slow fire & 10 shots, rapid fire <b>25 yards:</b> Standing-10 shots slow fire & 10 shots rapid fire
<b>Time Limit:</b>	Slow fire – 10 shots in 10 minutes; Rapid fire – 5 shots strings in 25 seconds for semi-automatic firearms or 30 seconds for manually repeating firearms.
<b>Ammunition:</b>	Ammunition: .22 short, .22 long, or .22 long rifle bullets, not more than 40 grains. <b>Hyper-Velocity Ammunition is not allowed. Hollow Point Ammunition is not allowed.</b>
<b>Equipment:</b>	Rifle must have a standard sporter type stock that may be constructed of wood or synthetic material. <u>Thumbhole stocks are not permitted.</u> The overall weight of the rifle, including sights and sling, may not exceed 8.5 lbs. Any type of action, semi-automatic or manually operated with a trigger pull of at least 3 lbs may be used. Sights: Open sights, aperture sights or optical sights not exceeding 6X may be used. Variable scopes may be used but must be taped and immobilized at the 6X setting.
<b>NGB:</b>	CMP Competition Rules – current edition, 2008-10 (most recent printing)
<b>Information:</b>	<a href="http://www.odcmp.com/Competitions/rimfire.pdf">http://www.odcmp.com/Competitions/rimfire.pdf</a>

### **NRA-Three Position**

<b>Target:</b>	A-51
<b>Course of Fire:</b>	20 shots in each position-prone, standing and kneeling in that order at 50 yards. 60 record shots.
<b>Time Limit:</b>	One (1) minute per record shot prone, two (2) minutes per record shot standing and one and one-half (1 ½) minutes per record shot kneeling.
<b>Equipment:</b>	Any safe .22 caliber rimfire rifle chambered for .22 short, .22 long or .22 long rifle cartridge may be used in small bore 3-position. No restriction is placed on barrel length or overall weight of rifle and accessories. <u>Thumbhole stocks are permitted.</u> Any type of action, semiautomatic or manually operated with a trigger pull of at least 3 lbs may be used. Sights: Open sights or aperture sights only, no optical sights will be allowed.

**Ammunition:** .22 short, .22 long, or .22 long rifle bullets, not more than 40 grains.  
**Hyper-Velocity Ammunition is not allowed. Hollow Point Ammunition is not allowed.**

**NGB:** NRA Smallbore Rifle Rules CR16750 (Most recent printing)

**Information:** <http://materials.nrahq.org/go/products.aspx?cat=Rulebooks>

## AIR RIFLE EVENTS

### Three Position Sporting Air Rifle

<b>Target:</b>	AR 5/10
<b>Distance:</b>	10 meters or 33 feet
<b>Course of Fire:</b>	20 shots prone, standing, and kneeling in that order. (60 record shots)
<b>Time Limit:</b>	1 ½ minute per record shot prone, 1 ½ minutes per record shot kneeling, 2 minutes per record shot standing.
<b>Equipment:</b>	.177-caliber air rifles under 7.5 pounds. Trigger pull must be at least 1.5 lbs.
<b>Sights:</b>	Metallic Sights – metallic sights are defined as having a sighting system made of metal or equivalent materials that provide means of aligning two separate, visible sights or reference points mounted on the rifle. (Partridge-type iron sights and aperture sights, both front and rear, are permitted.)
<b>Clothing:</b>	Shoes are restricted to soft, low cut, athletic or street shoes that do not extend above the ankles. No boots are permitted. A shooting glove may be worn, but no shooting jackets are permitted. Up to two sweatshirts or clothing suitable for the prevailing weather are allowed. A pin or button may be used a sling keeper in the prone or kneeling positions.
<b>NGB:</b>	CMP 2008-2010 National Standard Three-position Air Rifle Rules, 7 <sup>th</sup> Ed.
<b>Information:</b>	<a href="http://www.odcmp.com/3P/Rules.pdf">http://www.odcmp.com/3P/Rules.pdf</a>

### Sporter Air Rifle (Standing)

<b>Target:</b>	AR 5/10
<b>Distance:</b>	10 meters or 33 feet
<b>Course of Fire:</b>	40 shots standing
<b>Time Limit:</b>	2 minutes per record shot standing.
<b>Equipment:</b>	.177 caliber air rifles under 7.5 pounds are permitted. Minimum trigger pull is 1.5 lbs.
<b>Sights:</b>	Metallic Sights – metallic sights are defined as having a sighting system made of metal or equivalent materials that provide a means of aligning two separate, visible sights, or reference points mounted on the rifle. (Partridge-type iron sights and aperture sights, both front and rear are permitted.)
<b>Clothing:</b>	Shoes are restricted to soft, low cut, athletic or street shoes that do not extend above the ankles. No boots are permitted. A shooting glove may be worn, but no shooting jackets are permitted. Up to two sweatshirts or clothing suitable for prevailing weather are allowed.
<b>NGB:</b>	CMP 2008-2010 National Standard Three-position Air Rifle Rules, 7 <sup>th</sup> Edition
<b>Information:</b>	<a href="http://www.odcmp.com/3P/Rules.pdf">http://www.odcmp.com/3P/Rules.pdf</a>

## **.22 PISTOL MATCH EVENTS**

**Note:** All pistol shooters under the age of 17 must have in their possession a written permission statement from their parent or guardian stating their permission to possess and fire pistols to be in compliance with BATF regulations. We suggest a simple statement, shrunken to card size with the name of the shooter, and the parent's name and address as well as their signature and that of a witness and dates. Some shooters use this in a laminated form, keeping it with the shooting kit. All matches are "single pistol" matches. A shooter is to shoot the entire course of fire of that event with the same pistol. No pistol changes between stages of an individual match.

### **Smallbore Pistol (Camp Perry Round)**

**Target:** NRA B-8  
**Distance:** 25 yards  
**Course of Fire:** 10 shots each slow fire, timed fire and rapid fire (30 records shots).  
**Time Limits:** Slow fire: 5 minutes  
Timed fire: 20 seconds per 5 shot string  
Rapid fire: 10 seconds per 5 shot string  
**Shooting Positions:** One-handed standing  
**Equipment:** Any small-bore pistol or revolver equipped with **any sights** (metallic or optical) that do not project an image onto the target. The trigger must be capable of lifting at least 2 pounds when cocked and the safety is off. The pistol must be chambered for the ammunition listed below.  
**Ammunition:** .22 short, .22 long, or .22 long rifle bullets, not more than 40 grains. No Hyper-Velocity Ammunition is allowed. **Hollow Point Ammunition is not allowed.**  
**NGB:** NRA Pistol Rules CP16650 (Most Recent printing)  
**Information:** <http://materials.nrahq.org/go/products.aspx?cat=Rulebooks>

### **Slow-Fire Bullseye (Single Stage)**

**Target:** NRA B-8  
**Distance:** 25 yards  
**Course of Fire:** All slow-fire, 40 record shots at 25 yards.  
**Time Limit:** 10 shots per 10-minutes string  
**Shooting Position:** One hand standing.  
**Equipment:** Any small-bore pistol or revolver equipped with **any sights** (metallic or optical) that do not project an image onto the target. The trigger must be capable of lifting at least 2 pounds when cocked and the safety is off. The pistol must be chambered for the ammunition listed below.

**Ammunition:** .22 short, .22 long, or .22 long rifle bullets, not more than 40 grains. No Hyper-Velocity Ammunition is allowed. **Hollowed Point Ammunition is not allowed.**

**NGB:** NRA Pistol Rules CP16650 (Most Recent printing)

**Information:** <http://materials.nrahq.org/go/products.aspx?cat=Rulebooks>

## AIR PISTOL EVENTS

### Slow-Fire Bullseye

<b>Target:</b>	B- 40/4
<b>Distance:</b>	10 meters or 33 feet.
<b>Course of Fire:</b>	40 shots, 5 per record bull.
<b>Time Limit:</b>	1 ½ minute per record shot.
<b>Shooting Position:</b>	One-handed hold, standing.
<b>Equipment:</b>	Any .177 caliber air pistol weighing less than 3.3 pounds. The trigger must be capable of lifting at least 2 pounds when cocked and the safety is off. Pellets must be single loaded.
<b>Sights:</b>	Open sights only with a non-adjustable front sight. The rear sight may be adjustable and must have an open “u” or rectangular notch.
<b>NGB:</b>	NRA International Style Pistol Rules CI16500 (Most Recent printing)
<b>Information:</b>	<a href="http://materials.nrahq.org/go/products.aspx?cat=Rulebooks">http://materials.nrahq.org/go/products.aspx?cat=Rulebooks</a>

### Timed Fire

<b>Target:</b>	B-40/4
<b>Distance:</b>	10 meters or 33 feet.
<b>Course of Fire:</b>	The course of fire will be 20 shots for record, in 4 strings of 5 shots with 5 shots per bull.
<b>Time Limit:</b>	Time Fire: on command, 5 seconds per shot. Time will be provided to safely load pistols between shots. There will be a 5 second time period between <u>Commerce</u> fire and <u>Cease-fire</u> .
<b>Shooting Position:</b>	One-handed hold standing.
<b>Equipment:</b>	Any .177 caliber air pistol weighing less than 3.3 pounds. The trigger must be capable of lifting at least 2 pounds when cocked and the safety is off. Pellets must be single loaded.
<b>Sights:</b>	Open sights only with a non-adjustable front sight. The rear sight may be adjustable and must have an open “u” or rectangular notch.
<b>NGB:</b>	NRA International Style Pistol Rules CI16500 (Most recent printing)
<b>Information:</b>	<a href="http://materials.nrahq.org/go/products.aspx?cat=Rulebooks">http://materials.nrahq.org/go/products.aspx?cat=Rulebooks</a>

**SHOTGUN EVENTS**  
**PLEASE NOTE THAT EVENTS SCHEDULED ARE SUBJECT**  
**TO CHANGE DUE TO RANGE AVAILABILITY AND**  
**EQUIPMENT**

**\*\*ALL RANGES WILL BE CLOSED TO**  
**COMPETITORS NIGHTS PRIOR TO MATCHES\*\***

Competitors will be placed into squads the first day of competition with squads shooting in ascending order the first day and descending order the second day. ( For example- Squad #1 will shoot first on the first day and last on the second day.)

**Ammunition speed should be under 1300fps.**

**SHOTGUN EVENTS**

No release triggers permitted. Ties broken by shoot-off for top 8 individuals.

**SKEET**

**Event:** Standard NSSA (American) skeet.  
**Course of Fire:** 1 round of 25 targets.  
**Shoot-offs:** doubles from stations 3,4, and 5, miss and out by station.  
**Time Limit:** shooters will fire in an expeditious manner, avoiding unnecessary delay, shooters should be prepared to take the field 45 minutes to 1 hour before their scheduled firing time.  
**Equipment:** any shotgun 12 gauge or smaller firing a shot charge meeting the requirements of the NGB  
**Tie-breaker** Tie break will be done to establish the top ten individuals. **Shooters will shoot doubles at stations 3, 4, and 5. "Miss and out" by station until all ties are broken.**

**Procedure:**

Station 3 – high house first  
Station 4 – high house first  
Station 5 – low house first  
Station 4 – low house first  
Repeat as needed

**NGB :** National Skeet Shooting Association  
<http://www.mynssa.com/image/downloads/2006-NSSA-Rules.pdf>

**TRAP**

**Event:** Standard ATA (American) trap (16 yards)  
**Course of Fire:** 1 round of 25 targets consisting of five targets from each of five shooting stations at 16 yards.  
**Shoot-offs:** five targets from stations 1 and 5 from the 21 yard line. Management may increase the distance to 27 yards if required to break ties.

**Time Limit:** shooters will fire in an expeditious manner, avoiding unnecessary delay and should be prepared to take the field up to 1 hour prior to listed start time.  
**Equipment:** any shotgun 12 gauge or smaller firing a shot charge meeting the requirements of the NGB.

**Tie-breaking:**

1. Shoot-offs shall be considered and interpreted the same as registered events and all applicable ATA Rules shall apply unless mutually agreed upon by all contestants. The management of a tournament may rule that ties shall be carried over to the first (or more if needed) sub-event on the next like event.
2. All ties whenever possible shall be shot off and in such a manner, as shoot management shall designate. Unless otherwise specified by the management, ties on single target events shall be shot off in 25 target events.
3. The following method shall be used for rotation of shooters: Starting posts to be used shall be as follows:
  - If 1 shooter - post number 2.
  - If 2 shooters - post numbers 2 and 4.
  - If 3 shooters - post numbers 2, 3, and 4.
  - If 4 shooters - post numbers 2, 3, 4, and 5.
  - If 5 shooters - post numbers 1, 2, 3, 4, and 5.
  - If more than 5 shooters are involved in the tie, they shall be divided as equally as possible into two or more squads as directed by the management.

If subsequent shoot-offs the post shall be rotated in a clockwise manner, with the shooter from post 1 advancing to post 2 and the shooter from post 5 rotating to post 1 or to the post dictated by the number of shooters remaining, but always in clockwise rotation.

The 1 shooter situation may not need to be included because it is for a handicap shoot-off more than anything else. It is used in case one shooter shoots at a much longer handicap than the other and I don't think this would apply to this shoot.

Tie broken by greatest total of targets broken after the completion of all stations.

**NGB:** If after 1 round, all placings are not determined, the yardage may be increased.  
Amateur Trap Association  
[http://www1.shootata.com/rule\\_book.pdf](http://www1.shootata.com/rule_book.pdf)

**SPORTING CLAYS**

Any sporting clays course as set by the management. The sporting clays course of fire is flexible depending upon the capabilities of the facility with a maximum of 50 sporting clays targets. At least two sporting clays layouts using mixed targets of management's choice and placement. No FITASC.

**Event:** 25 target event.  
**Course of Fire:** Any combination of 25 targets.  
**Shoot-offs:** 5 pairs as arranged by the shoot management.

**Time Limit:** shooters will fire in an expeditious manner, avoiding unnecessary delay. Shooters should be prepared to take the field 45 minutes to 1 hour before their scheduled firing time.

**Equipment:** any shotgun 12 gauge or smaller firing a shot charge meeting the requirements of the NGB. Chokes tubes may be changed between stand only.

**Tie-breaker:** Tie break will be done to establish the top eight individuals. Shoot-off will begin with 5 challenging pairs from a 5-stand course. Shooting order and position determined by the match officials. Placing determined by the highest total of targets broken out of the round of 5 pairs (10 targets). If ties persist then the range officials may establish 5 new or different pairs for another round, etc.

**NGB:** National Sporting Clays Association

<http://www.mynsca.com/image/downloads/2006-NSCA-Rules.pdf>

**\*\*Overall Tie Breaker:** An overall tiebreaker will consist of 10 targets for each event that is conducted during the course of the overall shotgun invitational.

10 targets from skeet

10 targets from trap

10 targets from sporting clays

**\*\*Target presentation to be determined by chief range officer and event coordinator.**