



**2023**  
**State Invitational**  
**Rulebook**

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# 2023 4-H Shooting Sports State Invitational

## Special Notices

The following rules are for the 2023 4-H Shooting Sports State Invitational. The Invitational will be held July 14–15, 2023. Shotgun events will be held at Capital Gun Club in Jackson. All other events will be held at the Mississippi Law Enforcement Training Academy in Pearl.

**The State Invitational is for senior 4-H members (*only*) who have qualified at a district event this year. This is a two-day event.**

These rules do not apply to district events.

State matches may be altered due to range layout, weather conditions, or equipment availability.

Please note that participants in **shotgun events** should practice for all three events but understand that the number of events could be reduced due to range and equipment availability.

There will be a **review period** on all scores for this event. Scores will be posted at the end of the competition. A 30-minute review period will follow, during which event participants may request a formal review. Targets will be scored by a three-person committee and will *not* be returned to the competitors. The review fee is \$50, which will be returned to the participant if a scoring error is found.

Once record shooting begins, **no coaching** is permitted unless initiated by the shooter through the range officer and with his or her permission. Time continues.

No cell phones will be allowed on the firing line during live fire. This includes use of cell phones by parents, coaches, and participants (excluding range officer).

Participants are required to have completed **8 hours of 4-H Shooting Sports training each year in each discipline** in which they compete. This rule applies to all disciplines, including Hunting. This requirement is fulfilled prior to district events.

Participants in the State Invitational must complete an additional **2 hours of safety and rules instruction in the discipline in which they are going to compete**. A certified instructor in that discipline must sign off on these additional hours, and participants must present their documentation to the appropriate agent before they register for the State Invitational.

There will be a **rules committee** in place to handle any rule discrepancies, challenges, or protests that arise. This committee will consist of at least three of the following five:

1. Range officer in charge of range in question.
2. Event coordinator or state executive board member.
3. State 4-H staff member, state 4-H Shooting Sports coordinator, or other predetermined state staff on site.
4. Level II or Level III instructor for discipline in question.
5. Research and Extension center head or regional Extension coordinator on site.

The Extension agent with 4-H Shooting Sports responsibilities from the county in question may be present during the rules committee meeting in order to disseminate information to the 4-H member or family but may not have a voice or vote on the rules committee.

## Safety Rules

**Safety will be first and foremost at all times.** A 4-H Shooting Sports committee will examine and inspect all ranges in accordance with NRA standards prior to live fire exercise.

- 1) **Participants, instructors, and parents are responsible for reading and understanding the rules.** While on the firing line, each team or individual must be accompanied by an adult or qualified Senior II. Participants must have a sponsoring adult responsible for them at all times. Each county must have a minimum of one adult per five youths at the contest.
- 2) Participants must provide their own firearms and ammunition, bows and arrows, eye and ear protection, and other personal shooting equipment. This includes kneeling rolls, shooting blocks, shooting rolls, slings, jackets, shooting mats, etc. Adults are responsible for handling and controlling all ammunition. Counties sharing firearms or other equipment must limit the sharing to three or fewer youths per piece of equipment.
- 3) **All firearms—air pistols, air rifles, .22 caliber rifles, .22 pistols, and shotguns—must have a breech block safety flag inserted in the chamber.** Breech block safety flags can easily be made from yellow or orange weed-eater type string and inserted into pistols, rifles, and shotguns of all kinds. Muzzleloader rifles must have a yellow safety flag attached to the barrel-inserted ramrod.
- 4) Arrows will not be nocked until the participant is on the firing line. The use of a hip or ground quiver is required.
- 5) Participants must obey all range commands. Arrive at the event at least 15 minutes prior to relay time to receive range orientation.
- 6) Rifles must be single loaded, except when range officer dictates otherwise. Parent or person assisting participant must certify when each firearm is clear.
- 7) Participants must wear adequate eye and ear protection while on the firing line.
- 8) Ammunition will be stored so as not to be readily accessible except on the firing line. Participants should never have control of ammunition and firearms at the same time during the event unless on the firing line. Arrows are not classified as ammunition and thus may be stored in the bow case.
- 9) All participants will check in equipment at the appropriate check-in station for their discipline. Equipment will be checked to ensure it is safe and in usable condition. **Any loaded firearms will result in immediate disqualification!**

- 10) All equipment, including firearms, will be the responsibility of the participant under the supervision of the certified 4-H instructor and MSU Extension agent.
- 11) A ready area behind the firing line will be designated for participants, instructors, and/or parents to gather in just before their relay is called to the line. There will also be a designated area for spectators and people not directly involved in the competition. Failure to remain in designated areas could result in removal of participant from the competition.
- 12) Appropriate clothing to be worn while on the firing line is as follows: closed-toe shoes, fingertip-length shorts or longer, t-shirts or collared shirts. Participants and spectators are required to dress appropriately. Team shirts are encouraged, but not required. Both young people and adults should wear attire appropriate for the weather while remaining modest and socially acceptable. Shooters must wear a shirt with sleeves. Clothing deemed immodest or distracting to other shooters will not be permitted. Fully enclosed shoes must be worn for safety reasons by all participants. **Dress code will be strictly enforced.**
- 13) Participants, instructors, or parents violating any safety rules listed will be given one warning. A second infraction will disqualify him or her from further participation. If the safety violation is severe, the competitor may not be given a warning. **Participants bringing loaded firearms, including BB guns and air rifles, to competition are automatically disqualified.** Instructors and the MSU Extension agent will be notified, and the infraction documented.
- 14) Tactical firearms are not permitted in the 4-H Shooting Sports program.
- 15) Dogs are not allowed on the range. The exception to this rule is service animals.
- 16) Mississippi State University Extension provides educational opportunities to the public on an equal opportunity basis and will make every reasonable effort to accommodate individuals with disabilities that would interfere with their ability to receive the information being provided. If you have a disability or impairment, please advise district management before competing in any district-sanctioned event. We will work with you to make appropriate accommodations to participate in this event.
- 17) Once record shooting begins, **no coaching** is permitted unless initiated by the shooter through the range officer and with his or her permission. Time continues. Coaching is defined as giving guidance, whether verbal or non-verbal, to the competitor. (Example of spotting: Shot was low to the left. Example of coaching: Shot was low and to the left; aim higher and right.)

# ARCHERY EVENTS

**Recurve and compound archers will shoot the same events but will be scored separately.**

**Range Finders may be used in the Field and FITA rounds only. Finders will NOT be allowed on the 3D range.**

## **Match Equipment Standard**

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

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

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

Competitors will be placed into squads the first day of competition.

## **JOAD FITA Round**

**Target:** 80cm face, 5-color  
**Distance:** 40 and 30 meters  
**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

**NGB:** USA Archery/FITA

**Information:** <https://rulebook.worldarchery.org/PDF/Official/2020-01-15/EN-Book3.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, two 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:** <https://www.nfaausa.com/wp-content/uploads/2019-2021-CONSTITUTION-.pdf>

## 3-D Round

- Targets:** 3-D targets selected and placed by the management.
- Distances:** Unmarked distances from 5 to 50 yards.
- Course of Fire:** 15 targets, one arrow per target.
- Time Limit:** Shooters will move through the course expeditiously and avoid delays. Lost arrow search is limited to 2 minutes.
- Scoring:** A center shot will earn a score of 10; the next scoring ring will count as 8; any arrow outside the second scoring ring but on the animal will count as 5; a shot that misses the target will count as 0.

**NGB:** International Bowhunters Organization

**Information:** <https://iboarchery.com/wp-content/uploads/IBO-Rules.pdf>

**Event Shoot-Offs:** Ties for first, second, and third place will be broken for individual events based on the NGBs for that event.

**Overall Shoot-Offs\*\*:** If an overall shoot-off is needed to break an overall tie, the following procedures will be followed:

- 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.

# MUZZLELOADER RIFLE EVENTS

*The following rules apply to both the 50-Yard Bullseye Event and the 25-Yard Bottles & Critters Event.*

## Match Equipment Standard

- Rifle:** Any traditional or non-traditional NRA conventional muzzleloader 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 are allowed. There are no limits on the caliber.

**NGB:** NMLRA Muzzleloader Rifle, Pistol, and Shotgun

**Information:** [http://www.nmlra.org/pdfs/web\\_RangeRuleBook5-10.pdf](http://www.nmlra.org/pdfs/web_RangeRuleBook5-10.pdf)

**Shooters must have premeasured powder loads. There will be no loading from a powder bottle, can, or flask at the loading table. No open containers of powder are permitted on the firing line or loading benches of any range. Any open container will become the property of the range officer. No rifle may be capped or primed until on the firing line and the command to fire has been given by the range officer. Capper on firing line only. Shooter may cap. Cappers kept in a safe location between loading table and firing line. Location to be determined by 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, two per bull, (20 record shots).
- Time Limit:** 80 minutes total running time. May be run in two series of 10 shots (40 minutes per 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

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

## **.22 RIFLE EVENTS**

### **Sporter Rifle Match**

*NOTE: Participants using optical sights in match round will need open sights for NRA round.*

**8.0 CMP Rimfire Sporter Rifle Matches Rule 8.0 defines specific conditions and requirements that apply to CMP Rimfire Sporter Rifle Matches.**

#### **8.1 Rimfire Sporter Competitions 8.1.1 Intent and Spirit**

The intent and spirit of CMP Rimfire Sporter rules is to provide smallbore rifle target competitions where competitors use low-cost, readily available sporter type, .22 caliber rimfire rifles. Any rifle configuration or item of equipment that is not mentioned in these rules or that is contrary to the intent and spirit of these rules is prohibited. The rifles and equipment permitted in Rimfire Sporter Rifle Matches are strictly limited in order to prevent an “equipment race” from occurring in the Rimfire Sporter discipline

<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 and 10 shots rapid fire. Sitting or kneeling – 10 shots slow fire and 10 shots rapid fire.
<b>25 yards:</b>	Standing – 10 shots slow fire and 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>	.22 short, .22 long, or .22 long rifle bullets, not more than 40 grains. Hyper-velocity ammunition is allowed. Magnums are not allowed.
<b>Equipment:</b>	Rifle must have a standard sporter-type stock that may be constructed of wood or synthetic material. Thumbhole stocks are not permitted. Fluted barrels are not permitted. The overall weight of the rifle, including sights and sling, may not exceed 8.5 lb. Any type of action, semi-automatic or manually operated with a trigger pull of at least 3 lb. 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.

**NGB:** CMP Competition Rules (most recent printing).

**Information:** <https://thecmp.org/wp-content/uploads/2022/01/2022CMPGamesRules.pdf>

There will be a 3-minute preparation period for each position. There will be a 5-minute period to fire sighters in the prone position. After 5 minutes, the range will be called cold, and shooters may check their targets. Once first record shot has been fired, no further sighting shots are allowed.

## NRA Three Position

- Target:** A-51.
- Course of Fire:** 20 shots each prone, standing, and kneeling (in that order) at 50 yards. 60 record shots.
- Time Limit:** 1 minute per record shot prone, 2 minutes per record shot standing, and 1½ minute per record shot kneeling.
- Equipment:** Any safe .22 caliber rimfire rifle chambered for .22 short, .22 long, or .22 long rifle cartridge may be used in small bore three-position. No restriction is placed on barrel length or overall weight of rifle and accessories. Thumbhole stocks are NOT permitted. Any type of action, semiautomatic or manually operated, with a trigger pull of at least 3 lb. 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. Magnums are not allowed.

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

**Information:** <http://www.nrahq.org/compete/RuleBooks/SBR/sbr-index.pdf>

There will be a 3-minute preparation period for each position. There will be a 5-minute period to fire sighters in the prone position. After 5 minutes, the range will be called cold, and shooters may check their targets. Once first record shot has been fired, no further sighting shots are allowed.

# AIR RIFLE EVENTS

## Three-Position Sporting Air Rifle

**Only flat nosed ammo may be used.**

**All air guns must be 800 fps or less.**

- Target:** AR 5/10.  
**Distance:** 10 meters or 33 feet.  
**Course of Fire:** 20 shots each prone, standing, and kneeling (in that order). 60 record shots.  
**Time Limit:** 1½ minute per record shot prone, 1½ minute per record shot kneeling, 2 minutes per record shot standing.  
**Equipment:** .177-caliber air rifles under 7.5 lb. are allowed. Trigger pull must be at least 1.5 lb.  
**Sights:** Metallic sights only. 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.  
**Clothing:** Shoes must be 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 weather is allowed. A pin or button may be used as a sling-keeper in the prone or kneeling positions.

**NGB:** CMP Competition Rules (most recent printing).

**Information:** <https://thecmp.org/competitions/cmp-competitions-rulebooks/>

## Sporter Air Rifle (Standing)

**All air guns must be 800 fps or less.**

- Target:** AR 5/10.  
**Distance:** 10 meters or 33 feet.  
**Course of Fire:** 40 shots standing.  
**Time Limit:** 2 minutes per record shot standing.  
**Equipment:** .177 caliber air rifles under 7.5 lb. are allowed. Minimum trigger pull is 1.5 lb.  
**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.)  
**Clothing:** 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 weather are allowed.

**NGB:** CMP Competition Rules (most recent printing).

**Information:** <https://thecmp.org/competitions/cmp-competitions-rulebooks/>

## **.22 PISTOL MATCH EVENTS**

**NOTE: All pistol shooters younger than 17 must have in their possession a written statement from their parent or guardian granting them permission to possess and fire pistols in compliance with BATF regulations. We suggest a simple statement, shrunken to card size. The statement should include the name of the shooter, the name and address of the parent or guardian, the signature of the parent or guardian, the signature of a witness, and the date it was signed. Some shooters laminate the permission card and keep 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 are permitted.**

Day one scores will be held until the next day of the event and posted at a designated time and place. This posting and challenge period will be advertised on each range the first day of the event.

### **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 record shots).  
**Time Limits:** Slow fire: 5 minutes  
Timed fire: 20 seconds per five-shot string  
Rapid fire: 10 seconds per five-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 lb. when cocked and the safety is off. The pistol must be chambered for the ammunition listed below. No single-action revolvers are allowed.  
**Ammunition:** .22 short, .22 long, or .22 long rifle bullets, not more than 40 grains. No hyper-velocity ammunition is allowed. No hollow point ammunition is allowed. No magnums are allowed.

**NGB:** NRA Pistol Rules CP16650 (most recent printing).

**Information:** <http://www.nrahq.org/compete/RuleBooks/Pistol/pistol-book.pdf>

## 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. No single-action revolvers are allowed.
- Ammunition:** .22 short, .22 long, or .22 long rifle bullets, not more than 40 grains. No hyper-velocity ammunition is allowed. No hollow point ammunition is allowed. No magnums are allowed.

**NGB:** NRA Pistol Rules CP16650 (most recent printing).

**Information:** <http://www.nrahq.org/compete/RuleBooks/Pistol/pistol-book.pdf>

## AIR PISTOL EVENTS

**NOTE: Flat-nosed ammo only.**

### Slow-Fire Bullseye

- Target:** B-40/4.  
**Distance:** 10 meters or 33 feet.  
**Course of Fire:** 40 shots, five per record bull.  
**Time Limit:** 1½ minute per record shot.  
**Shooting Position:** One-handed hold, standing.  
**Equipment:** Any .177 caliber air pistol weighing less than 3.3 lb. The trigger must be capable of lifting at least 17.6 oz. (500 grams) when cocked and the safety is off. Pellets must be single loaded.  
**Sights:** Open sights only with a non-adjustable front sight. The rear sight may be adjustable and must have an open “u” or rectangular notch.

**NGB:** NRA International Style Pistol Rules CI16500 (most recent printing).

**Information:** <http://www.nrahq.org/compete/RuleBooks/IntlPistol/intl-pist-book.pdf>

### Timed Fire

- Target:** B-40/4.  
**Distance:** 10 meters or 33 feet.  
**Course of Fire:** The course of fire will be 20 shots for record, in four strings of five shots with five shots per bull.  
**Time Limit:** Timed fire: on command, 5 seconds per shot.  
Time will be provided to load pistols safely between shots. There will be 5 seconds between commence fire and cease fire.  
**Shooting Position:** One-handed hold, standing.  
**Equipment:** A .177 caliber air pistol weighing less than 3.3 lb. is allowed. The trigger must be capable of lifting at least 17.6 oz. (500 grams) when cocked and the safety is off. Pellets must be single loaded.  
**Sights:** Only open sights with a non-adjustable front sight are allowed. The rear sight may be adjustable and must have an open “u” or rectangular notch.

**NGB:** NRA International Style Pistol Rules CI16500 (most recent printing).

**Information:** <http://www.nrahq.org/compete/RuleBooks/IntlPistol/intl-pist-book.pdf>

# SHOTGUN EVENTS

Scheduled events are subject to change based on range availability and equipment.

Competitors will be placed into squads the first day of competition. Squads will shoot 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.) *Subject to change due to range availability and time constraints.*

Ammunition speed must be 1300fps or less. Reloaded ammunition is not permitted. No tracker style ammo. No release triggers are permitted.

## **Overall Tie-Breaker\*\***

An overall tie-breaker will be done to establish the top 16 individuals at State Invitational. The tiebreaker will consist of 10 targets for each event that is conducted during the State Invitational Shotgun event.

Skeet: 1 pair from stations 2, 3, 4, 5, and 6 = 10 total targets

Trap: 5 targets from stations 1 and 5 = 10 targets

Sporting Clays: 5 pairs from station determined by chief range officer and event coordinator.

## **Skeet**

**Event:** Standard NSSA (American) skeet.

**Course of Fire:** Two rounds 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 eight 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.

**Information:** <https://mynssa.nssa-nasca.org/rule-book/>



## Trap

- Event:** Standard ATA (American) trap (16 yards).
- Course of Fire:** Two rounds of 25 targets. Targets consist of five targets from each of five shooting stations at 16 yards.
- Shoot-offs:** Five targets from stations 1 and 5 from the 21-yardline. 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 one hour before listed start time.
- Equipment:** Any shotgun, 12-gauge or smaller, firing a shot charge meeting the requirements of the NGB.
- Tie-breaking:** A tiebreaker will be done to establish the top eight individuals.
1. Shoot-offs will be considered and interpreted the same as registered events. All applicable ATA rules apply unless otherwise agreed upon by all contestants. The management of a tournament may rule that ties must be carried over to the first (or more if needed) sub-event on the next like event.
  2. Whenever possible, all ties shall be shot off in a manner designated by shoot management. Unless otherwise specified by the management, ties on single-target events will be shot off in 25-target events.
  3. Starting posts for the rotation are as follows:
    - If one shooter\* – post number 2.
    - If two shooters – post numbers 2 and 4.
    - If three shooters – post numbers 2, 3, and 4.
    - If four shooters – post numbers 2, 3, 4, and 5.
    - If five shooters – post numbers 1, 2, 3, 4, and 5.
    - If more than five shooters are involved in the tie, they will be divided as equally as possible into two or more squads as directed by the management.
  4. If subsequent shoot-offs are necessary, the post will be rotated clockwise, 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 one-shooter scenario is listed in the rare case that one shooter shoots at a much longer handicap than the others.*
  5. Tie broken by greatest total of targets broken after the completion of all stations.
  6. If after one round, all placings are not determined, the yardage may be increased.
  7. An overall tiebreaker will be done to establish the top individuals at State Invitational. The tiebreaker will consist of 10 targets for each event conducted during the State Invitational Shotgun event.
    - Skeet: One pair from stations 2, 3, 4, 5, and 6 = 10 total targets.
    - Trap: Five targets from stations 1 and 5 = 10 targets.
    - Sporting Clays: Five pairs from station determined by chief range officer and event coordinator.

**NGB:** Amateur Trap Association.

**Information:** <https://shootata.com/portals/0/pdf/Rulebook.pdf>

## Sporting Clays

The management determines the sporting clays course. The course of fire is flexible depending upon the capabilities of the facility and can include up to 50 sporting clays targets. The course will include at least two layouts using mixed targets of management's choice and placement. No FITASC.

**Event:** 50-target event.

**Course of Fire:** Any combination of 25 targets.

**Shoot-offs:** Five 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 may be used. Chokes tubes may be changed between stands only.

**Tiebreaker:** Tie break will be done to establish the top eight individuals. Shoot-off will begin with five challenging pairs from a five-stand course. Match officials determine shooting order and position. Placing is determined by the highest total of targets broken out of the round of five pairs (10 targets). If ties persist, range officials may establish five new or different pairs for another round, and so on.

**NGB:** National Sporting Clays Association.

**Information:** <http://nsca.nssa-nsca.org/rule-book/>

# HUNTING EVENTS

Participants must receive 2 hours of discipline-specific safety instruction in each live-fire discipline represented in the hunting contest. A Level I Instructor certified in the discipline must sign the certification form, and the form must be presented to the agent before the participant may register for the State Invitational. Those without completed certification forms will not be eligible to participate in the hunting discipline. A participant must compete in all events in the hunting discipline to receive a total score to be used for consideration in advancing to nationals. .22 rifle (16.6%), archery (16.6%), wildlife knowledge (16.7%), wildlife ID (16.7%), compass (16.7%), and shoot/don't shoot (16.7%) are scoreable sections of the hunting discipline at the state level. Shooting skills are 33.2% of total score.

## .22 Rifle

**Target & Distance:** NRA squirrel, rabbit, skunk, raccoon, and beaver at 25 yards. (Or equivalent targets)  
NRA red fox, gray fox, groundhog, skunk, and bobcat at 35 yards. (Or equivalent targets)  
NRA whitetail deer, coyote, bobcat, groundhog, and beaver at 50 yards. (Or equivalent targets)

**Course of Fire:** 15 shots total, five per target.

**Time Limit:** 1 minute per shot.

**Shooting Position:** Squirrel, rabbit, skunk, raccoon, and beaver from standing position; red fox, gray fox, groundhog, and skunk, from kneeling position; whitetail deer, coyote, bobcat, groundhog, and beaver from prone position.

**Equipment:** .22 rifle must be a sporter rifle (hunting-style stocks, sporter barrel). Maximum weight of rifle (including sights) is 8.0 lb. Rifle must have safe hunting triggers (at least 2.5 lb.). A hunting-style sling no more than 1½ inch wide is permitted. All smallbore rifles are required to have an ECI (empty chamber indicator) or have the bolt removed and action open when the gun is not being fired. Daypacks may be used for prone and kneeling positions.

**Sights:** Scopes may be no greater than 6X. If variable scopes are used, they must be taped by the range officer before the beginning of the event at no greater than 6X. Range-finder reticules are not permitted.

**Ammunition:** Standard velocity .22 LR ammunition or high velocity .22 LR ammunition is allowed. **No hyper-velocity rounds are permitted.**

**Scoring:** Each hit in vital area is 1 point. 15 possible points. Scores for .22 rifle will be posted before the awards ceremony.

## Archery

- Target & Distance:** All shooting will be at unmarked distances. Maximum distance to target for compound bows will be 50 yards. Maximum distance to target for recurve will be 35 yards.
- Course of Fire:** 15 3-D targets at varying unmarked distances. This can be achieved by five different targets from three different shooting distances and angles.
- Equipment:** Bow may be recurve or compound. It should be suitable for hunting; no crossbows are allowed. Draw may be no more than 60 lb. Only suitable arrows tipped with field points are permitted. No electronic devices are allowed during archery.
- Sights:** Hunting sights that are fixed with no more than four sighting pins that neither magnify nor project an image on the target are permitted. Stabilizers may be no longer than 12 inches.
- Scoring:** IBO 8 ring = vital hit. Vital hit = 1 point. Day one scores will be held until the next day of the event and posted at a designated time and place. This posting and challenge period will be advertised on each range the first day of the event.

## Shoot/Don't shoot

- Course of Fire:** 15 3-D targets and/or decoys throughout the archery range. Participants should record if it is ok to shoot or they don't shoot.
- Scoring:** Hunting trail scorecards will be numbered for each respective station. For each scenario given, participant will circle "shoot" or "don't shoot" on the scorecard. Each correct answer earns 5 points. Questions will be weighted to equal 100 points.

## Compass Course

- Basic compass course (self-intersecting polygon).  
Record-bearing – 5 points/waypoint.  
Pace count – 5 points/waypoint.

- Scoring:** Total score will be weighted to equal a possible 100 points. Participants will have one opportunity to go through the course. Declination will remain on zero.

## Wildlife Identification

This event includes wildlife identification and management, and wildlife management techniques or problems. Participants will be asked to identify specimens or parts of specimens (skulls, skins, wings, single feathers, antlers/horns), tracks, scat, or other signs. Maximum of 25 pelts/wings, 10 skulls, 5 scat; minimum of 4 wildlife tracks and maximum of 8 wildlife tracks. Weighted to 100 total possible points.

- Scoring:** Correct identification = 1 point. Weighted to a possible 100 points.

**Information:** MDWFP Wildlife ID Guide and NRA Hunter's Manual.  
Species will be limited to those found in Mississippi.

### **Written Exam**

Scoring: Maximum of 50 questions. Questions with multiple answers will be worth the total of the possible answers and then weighted for a possible total of 100 points.

Information on the tests will be pulled from MDWFP's Wildlife ID Guide, Hunting and Outdoor Skills Member Manual, Mississippi Hunter's Education Manual, and NRA Hunter's Manual.

**In the event of a tie for an award, the challenger with the higher level of achievement on the Hunter Decision Making trail test will be declared the winner. If a tie remains, the challenger with the higher level of achievement on the Wildlife Knowledge Exam will be declared the winner.**

Recognition for the Hunting Discipline will be given for the following categories:

- Day one leader
- Day two leader
- Overall leader, 2nd place, 3rd place, 4th place, 5th place
- Total possible score would be 600

Remember this is a hunting discipline. Shooting portions should be equally as important as knowledge portions. The constant inability to have a clean hit and injuring an animal is poor quality when viewed by other hunters, non-hunters, and anti-hunters. Each category is equal and shows the strengths of the participants.

#### RESOURCES:

<https://national4hshootingssports.files.wordpress.com/2020/01/4-h-ss-hunting-membermanual-final.pdf>

Hunting/Wildlife Skills Member Manual, NRA Hunter's Manual, Mississippi Hunter Education Book, and MDWFP Wildlife ID Guide

DAY ONE after 2 p.m.

- Wildlife written exam (maximum of 50 questions; weighted to 100 total possible points).
- At each station before the round is shot, participants will determine if it is safe to shoot (weighted to 100 total possible points).
- Participants will shoot 15 3D targets from multiple yardages. Failure to shoot at a target will result in a lost point.
- Total of 15 points (weighted to 100 total possible points).

DAY TWO arrive at 6:45 a.m. for equipment check.

- Participants will fire .22 rifle at five 2D targets at 25 yds, 35 yds, and 50 yds for a total of 15 shots. At 7 a.m. before rifle shoots their daily program (weighted to 100 total possible points).
- Compass. Adjust the course for strength (weighted to 100 total possible points).

- Wildlife identification (maximum of 25 pelts/wings, 10 skulls, 5 scat). Weighted to 100 total possible points.

### **Awards**

- Day one leader
- Day two leader
- Overall leader, 2nd place, 3rd place, 4th place, 5th place

# Target Examples

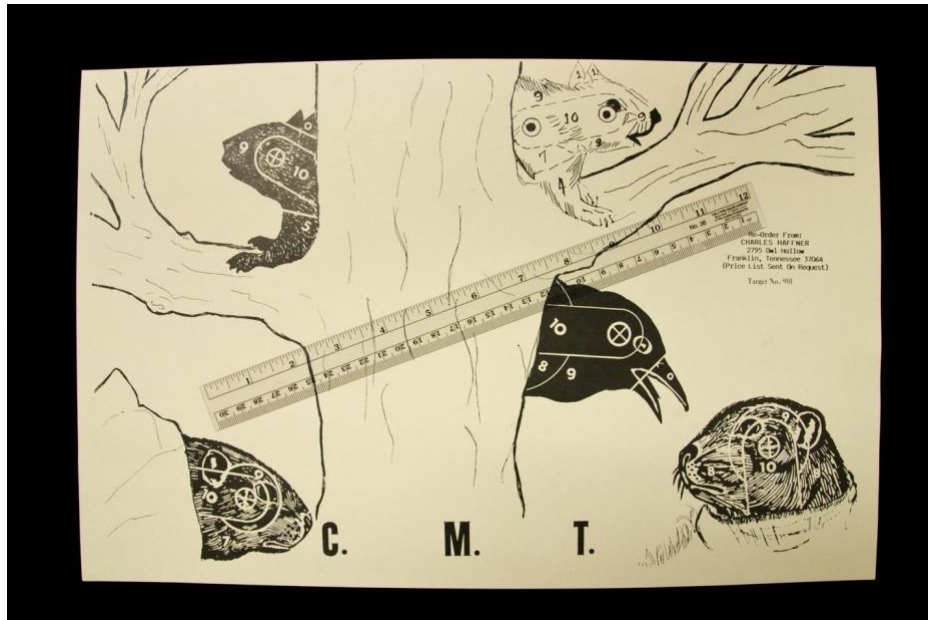
## TG2406



## TG2427



# TG901

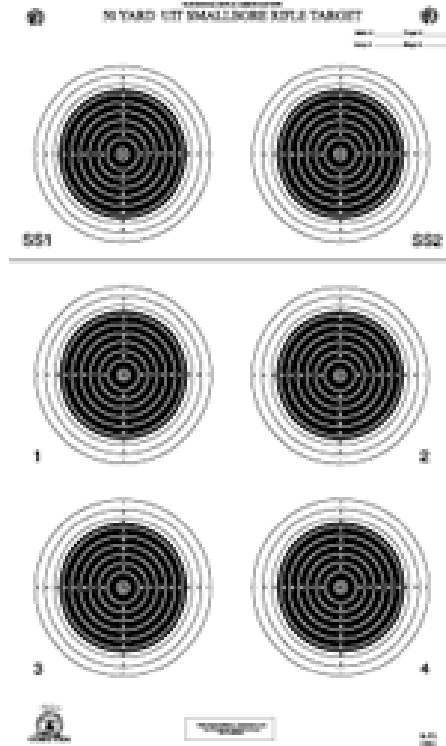


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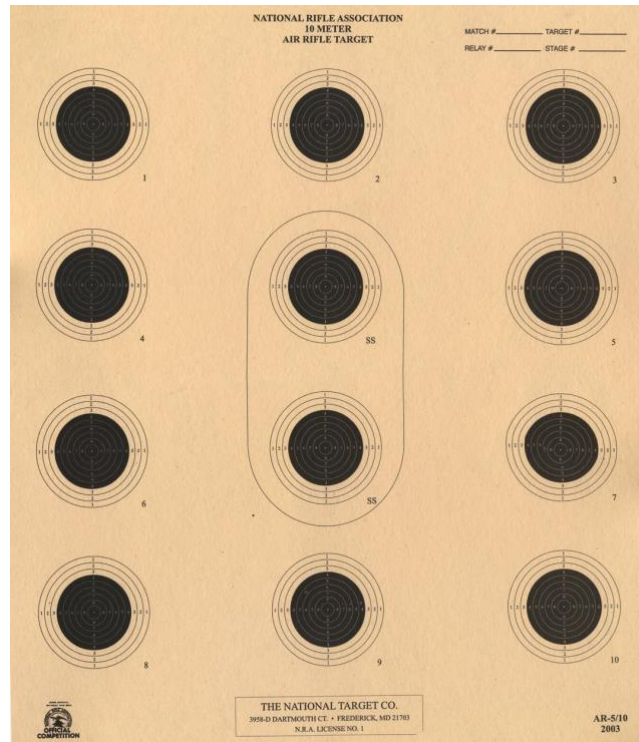




# A-51



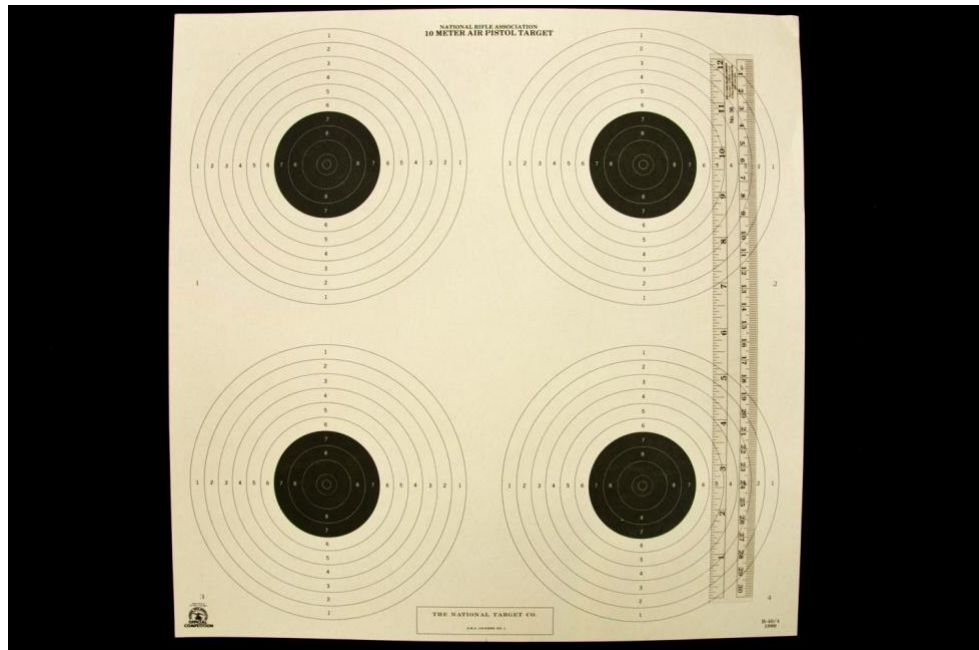
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# B-8



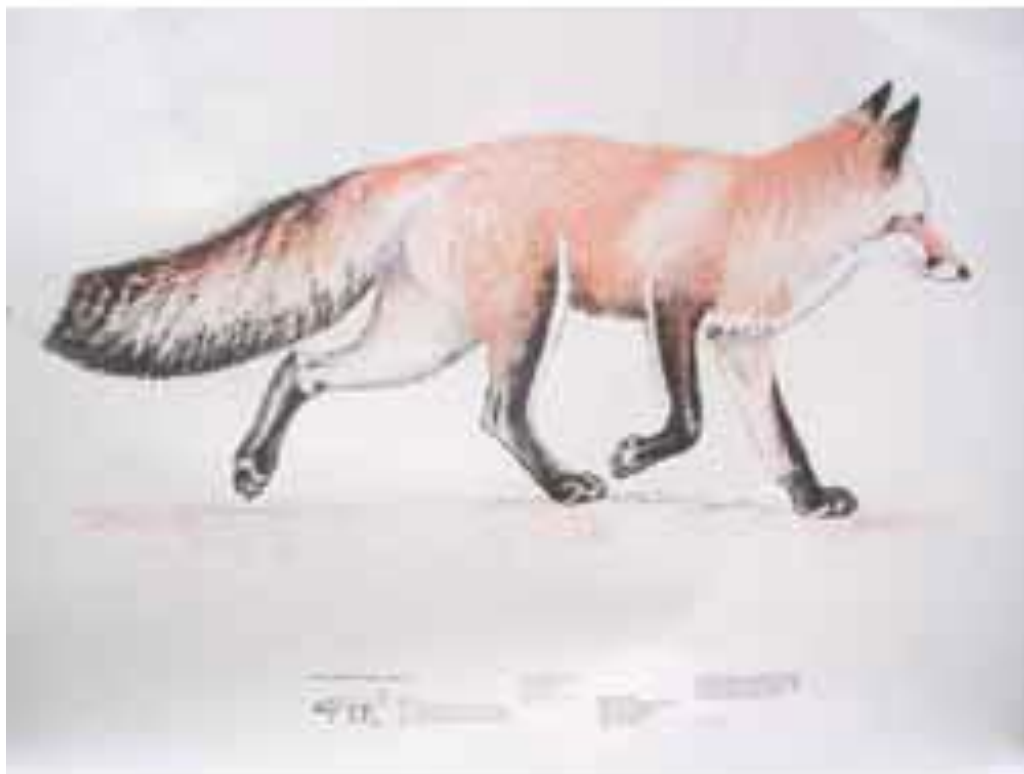
# B40/4



## NRA Squirrel



## NRA Red Fox



## NRA Whitetail Deer





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