

Brown County 4-H Statewide Invitational Shoot

Saturday, July 7, 2007

De Pere Sportsman's Club

All shooters entering in .22 Rifle and Trap must be DNR Hunter Safety certified.
Shooters in Archery and Pellet Air Rifle are not required to be DNR Hunter Safety certified.

Name: _____ Age (as of 1/1/07): _____

Address: _____

City: _____ State: _____ Zip: _____

County: _____ Phone: _____

DNR Certification Number (if certified): _____

Junior (ages 8-11) _____ Intermediate (ages 12-14) _____ Senior (ages 15-19) _____

Events: (check a maximum of four of the following in addition to Wildlife)

Field Archery

- _____ Archery - barebow
- _____ Archery - unlimited
- _____ Archery - limited

Pellet Air Rifle

- _____ .177 Pellet Air Rifle - Plinker Class
- _____ .177 Pellet Air Rifle - Hunter Class
- _____ .177 Pellet Air Rifle - Competition Class
- _____ .177 Pellet Air Rifle - Precision Class

.22 Rifle

_____ .22 Rifle

.22 Rifle Silhouette (may only register for one)

- _____ Silhouette - Iron Sights
- _____ Silhouette - Scope

Trap

Wildlife Conservation

Wildlife Evaluation - No Charge

Each event cost is \$7.00(except for wildlife conservations which is free)

of events entered _____ X \$7.00 = Total Amount Enclosed \$ _____

Make checks payable to: **Brown County 4-H Shooting Sports**

Permission Statement

I grant permission for my child to participate in the Brown County 4-H Statewide Invitational Shoot. I release the Brown County 4-H Program, UW-Extension and DePere Sportsman's Club employees and volunteers from any responsibility for sickness or accident while in attendance. I agree to pay all expenses including medical expenses not covered by insurance. I authorize the use photographs for educational or media purposes.

I agree to follow all safety rules and participate in a sportsmanlike manner.

Shooter's Signature

Parent's Signature

Registration 8:30, Orientation: 9:00 - 9:15 a.m., Events to Proceed. Food will be available for purchase on the grounds.

Please direct any questions to Steve Hettmann at (920) 864-2915 or Randy Boden at (920) 339-8782

RETURN FORM BY JUNE 22, 2007 TO: Brown County UW-Extension Office
ATTN: Shooting Sports
1150 Bellevue Street
Green Bay, WI 54302-2259

BROWN COUNTY 4-H STATEWIDE INVITATIONAL SHOOT

MATCH RULES

.22 RIFLE (Intermediate (12-14) or Senior (15-19) Divisions)

1. Each shooter will fire three positions; prone, standing and kneeling, in that order at 50 feet.
2. Targets used are the standard A-17; one target will be shot at each position for score. Sighting-in is limited to 5 minutes with unlimited shots before the prone position only. The shooter may inspect targets after the sight-in period.
3. Rifles must be plugged or otherwise prepared so they may be loaded and fired in a single shot fashion only. Actions must be able mechanically to be held open until ready to fire. **Semi-automatic rifles not so modified will not be allowed on the range** (Because of the difficulty in loading semi-automatic rifles; they are not recommended!) **RANGE COMMANDER WILL INSPECT!!**
4. No optically assisted sights or laser sights are permitted.
5. Only rifles capable of firing .22 long rifle ammunition are acceptable. No .22 magnum are allowed. Rifles may be modified by adjusting stock length only.
6. Slings are allowed for prone and kneeling positions only; kneeling rolls are allowed for kneeling position.
7. No shooting jackets or other shooting aids attached to the rifle or shooter, except as noted above, are allowed.
8. Shooters will provide own ammunition.
9. Time limit is 10 minutes per stage (position); 10 shots per stage.
10. Adaptations for handicapped shooters must be approved by the county project coordinator and range commander prior to the event.
11. Tiebreakers: Ties will be broken with most number of "tens". Most numbers of "nines", most number of "eights" etc; 2nd tiebreaker: first "ten" hit in sequence until tie is broken.

PELLET AIR RIFLE, 3 POSITION

1. Each shooter will fire 3 positions; prone, standing and kneeling, in that order at 10 meters (33 feet).
2. Ammunition will only be pellets of caliber .177.
3. Hunter, Competition & Precision will shoot 10 shots at each position for a total of 30 shots. Plinker class will shoot 5 shots at each position for a total of 15 shots.
4. Targets are the standard NRA AR 5/10 for the Hunter, Competition & Precision classes. Plinker class will use the single bull TQ 18 targets.
5. Firing time is limited to 10 minutes for position. Sighting is limited to 5 minutes with unlimited shots before the prone position only.
6. Rifles must be loaded and fired in a single shot fashion only.
7. Shooters provide own ammunition; target grade pellets are allowed.
8. Balance of rules same as .22 rifle.

Any rules not covered will follow the "National Standard 3 Position Air Rifle Rules". These rules may be viewed or downloaded from the CMP web sit, <http://odcamp.com/service/programs/3p.htm>.

Air Rifle Classifications 2007

Hunter Class

Alfa Pro	Gamo CFX	Diana/RWS RM2003
Air Force Talow	Gamo Sporter 500	Diana/RWS Stutzen
Air Force Condor	Gamo 850	Webley & Scott Stingray
Baikal IZH61	Gamo G40/Shadow	Webley & Scott Longbow
Baikal MP513	Gamo 550	Webley & Scott Tomahawk
Beeman 1037	Gamo Expo 26	Webley & Scott Xocet
Beeman 1055	Gamo Sporter	Webley & Scott Valcan 3
Beeman 1000 All Models	Gamo Multishot	Webley & Scott Raider
Beeman 650 All Models	Gamo Viper	Weilrauch HW50
Beeman R1 All Models	IZH 61	Weilrauch HW57
Beeman R6	IZH MP513	Weilrauch HW77
Beeman R7	Logun Solo	Weilrauch HW80
Beeman R8	Marksman 28	Weilrauch HW90
Beeman R9	Marksman 36	Weilrauch HW95
Beeman GH1050/Dragon	Marksman 40	Weilrauch HW97
Beeman GS950/GH950	Marksman 45	Weilrauch HW100
Beeman Bear Club	Marksman 55	

Competition Class

Beeman HW77	Marksman 58	Crossmann CH 2000
Challanger		
Beeman HW97	Marksman 59	Daisy 853 Legend
Beeman R11	Marksman 60	Daisy 853C Legend
Beeman R10 All Models	Marksman 61	Daisy 888 Medalist
Beeman Rx1	Marksman 70	Daisy 753 Elite
Beeman Rx2	Remington Genesis	Daisy 853 CM
Beeman Eclipse	Remington Summit	Daisy 887
Beeman C1	RWS RM699	Daisy 953
Beeman S1	Tech Force 99	Daisy XS40 Valiant
Beeman Vulcan 3	Tech Force 21	Daisy 853C with 753 sight
Beeman HW 30	Tech Force 50	Champions Choice S200
Beeman HW 50	Tech Force 51	Air Arms S 200
Benjamin 397 All Models	Tech Force 99	
Benjamin Legacy 1000	Tech Force 97	

Plinker Class

BSA Hornet	Tech Force 66	AK47+ Air Rifle
Cabela's Outfitter	Tech Force 25	Beeman Silverbear+
Crosman 577	Tech Force 79/79T	Beeman 1025/500/1026+
Crosman RM777	Tech Force RM203	Beeman Sportsman
Daisy 1000 Powerline	Walther 94 Lever Action	Beeman 3500+
Drolov DV 10	Winchester 1000 All Models	Chinese Most Models +
Gamo CRX/Royal	Winchester 800 All Models	Crosman 66/66C Powermaster -
Gamo NRA 1000	Diana/RWS 24	Crosman 664 All Models -
Gamo Hunter 1250	Diana/RWS 30	Crosman 760/764 All Models -
Gamo Stutzen	Diana/RWS 36	Crosman 781 -
Gamo 890	Diana/RWS 40	Crosman 782 -
Gamo Maxima	Diana/RWS 45	Crosman 785 -
Gamo Hunter Extreme	Diana/RWS 48	Crosman 778 -
Gamo Hunter Elite	Diana/RWS 52	Crosman 795 Spring Master +
Gamo Hunter 220	Diana/RWS 54	Crosman 7711
Gamo Hunter 440	Diana/RWS 94	Crosman 1760+
Gamo Young Hunter	Diana/RWS 96	Crosman 1077 All Models
Gamo Shadowmatic	Diana/RWS 300	Crosman 1389 -
Gamo Shadow 1000	Diana/RWS 320	Crosman 2100/2140 All Models
Gamo Varmit	Diana/RWS 350	Crosman Black Diamond -
	Diana/RWS 850	
Crosman 7811 Black Serpent -	Daisy 95/94 (BB) -	Marksman 2025
Crosman Scout (BB) -	Daisy 111 (BB) -	Marksman 2035

Plinker Class (cont)

Crosman 970 Black Lightening (BB)-	Daisy 188 (BB) -	Remington 77 Airmaster +
Daisy 840/7840 +	Daisy 288 (BB) -	Tech Force 6 +
Daisy 880/5880 +	Daisy 1894 (BB)+	Tech Force 11-
Daisy 856/2856 +	Daisy 130+	Tech Force 12+
Daisy Red Ryder 1938 (BB)-	Daisy Shadow	Tech Force 22+
Daisy 177+	EAA IZH MP512M+	Tech Force 31+
Daisy 845 Mentor +	Gamo 560+	Tech Force 34+
Daisy 970 -	Gamo Delta/Cadet+	Tech Force 40-
Daisy 990 -	IZH MP512M+Marksman 1710 (BB)-	Tech Force 66+
Daisy 977-	Marksman 1740-	Tech Force 510-
Daisy 901+	Marksman 1750+	Tech Force 78/78T+
Daisy 3856+	Marksman 1780+	Winchester 500
Daisy Grizzly	Marksman 1790+	Winchester 600+
	Marksman 1792+	Winchester 1894 (BB)
	Marksman 2015	

Guns not on this list will be assigned a class on the day of the shoot.

TRAP
(Intermediate (12-14) and Senior (15-19) Divisions)

1. 12, 16 and 20-gauge shotguns accepted.
2. Shooters will fire from 16 yards
3. Both divisions will shoot two rounds, of 25 clays each, for the events. **No practice birds will be thrown!**
4. Magnum, or baby magnum loads, are not permitted. Shooters must provide their own shells.
5. Shot size 7½ to 9 are required.
6. In the event of ties, awards shall be decided on the basis of the longest run in the total event beginning with the first target hit. If a tie remains, a ten shoot-off will be shot; 2 clays per station. Should this not resolve the tie, the event will be decided by a station by station (1 shot) "sudden death."

.22 SILHOUETTE EVENTS
(Intermediate (12-14) & Senior (15-19) Divisions)

1. Two events will be shot; shooters cannot register for both. These events are Silhouette with Irons and Silhouette with Scope.
2. Only rifles of .22 caliber, long rifle are acceptable.
3. Firing positions include standing. Youth may use military or Olympic form. No artificial supports.
4. Course of fire consists of 40 shots fired in two rounds of 20 each. Each round will consist of the following:
 - A. Five chickens at 40 yards; height of 2¼".
 - B. Five pigs at 60 yards; height of 3".
 - C. Five turkeys at 77 yards; height of 4½".
 - D. Five rams at 100 yards; height of 5½".
5. Course may be shortened proportionally, depending on the needs of the event to be determined by the range master and meet coordinator.
6. **TIME LIMITS:**
 - A. Ready time – Fifteen (15) seconds will be allowed after the command "READY" before the command "FIRE".
 - B. Two and one-half (2 ½) minutes will be allowed to fire 5 shots, one shot at each target in the bank of 5 targets.
 - C. Competitors must fire at the targets in sequence, beginning left and progressing to the right. **NO HITS** are allowed for targets fired out of sequence.
7. Scoring is based on one point for each silhouette knocked down in proper sequence. Total possible points is 40!
8. Each shooter may have one coach at the firing line who may have a scope or binoculars and advise the shooter where shots are going, keep time, or otherwise advise. The coach may not touch the shooter or any equipment after the shooter assumes a position on the firing line.

FIELD ARCHERY EVENTS (BAREBOW, LIMITED, AND UNLIMITED)

Field archery competition will run on an archery course of 10 targets for juniors, 14 targets for intermediates and 16 for seniors. There will be 2 arrows shot at each target. Please bring an adequate amount of arrows because you will have only 3 minutes to find your arrows. The range official will do all scoring. No touching of arrows is allowed until scoring is done, failure to do so will count that arrow as zero. Please check equipment before starting. In the event of breakdowns you will have 3 minutes to repair equipment before moving on to next target.

For safety reasons you will stay on course from start to finish. You will only move ahead when group in front is finished. No walking through course backwards. Juniors will shoot from 5-15 yards, intermediates and seniors 10-30 yards.

There will be 3 categories for each age group. They are Barebow, Limited, and Unlimited.

BAREBOW: Longbow, recurve, compound without sights and mechanical releases. No stabilizer. May use glove or tab.

LIMITED: Fixed sights, glove or tab only. 12" or shorter stabilizer.

UNLIMITED: Open to all aids.

EVENT TIE-BREAKERS

Field Archery, Air Rifle, .22 Rifle:

To determine top three places (in order of applications).

1. Number of X's or center hits (counts if line broken).
2. Number of inside out X's (line not broken).
3. Number of highest scoring rings hits (including X's or center hits); next highest ring hits, etc. until tie is broken.

Trap:

Rules as found in #6 of Trap rules.

Silhouette:

Beginning at the longest targets, review combined (10 targets) scores for most hits at that distance; if still tied move to next closest target, etc. until tie is broken.

Overall Event Champion:

The above rules will be also applied, when necessary, to determine the overall winner of each event.

RANGE COMMANDS
(Air Rifle and Small Bore Rifle)

1. SHOOTERS TO THE LINE (5-10 minutes)
 - This is the time the shooters use to get their equipment to shooting line.
 - Firearms are uncased at the shooting line.
 - Firearms are pointed down range, muzzle down range.
 - Actions open.
 - Firearms are not handled
2. PREPARATION TIME HAS STARTED (5-10 minutes)
 - Shooters may prepare the equipment for their particular shooting position.
 - May handle firearm with no ammo.
 - Fingers outside of trigger guard.
3. LINE CHECK (Is the line Ready?)
 - Ready on the left—If answer is no, give more time; if yes, continue.
 - Ready on the right—If answer is no, give more time; if yes, continue.
 - The line is ready
4. SHOOTERS LOAD YOUR FIREARM
 - Single load only.
 - **Do not fire!**
5. COMMENCE FIRING
 - Fire designated rounds only.
 - When finished shooting, lay firearm down with action open and muzzle down range
6. CEASE FIRE
 - Action open, safety on, muzzle down range, and lay firearms down!
 - It may mean:
 - A. Problem on the line.
 - B. That round, or event, is over
 - C. A new set of targets
 - D. Range is unsafe.
7. IS THE LINE CLEAR?
 - If someone says no, see what the problem is!
8. RANGE IS CLOSED
 - Shooter cases the firearm, picks up equipment and removes it from the firing line.
 - Absolutely no handling of uncased firearms!

**Driving Directions to Brown County 4-H Statewide Invitational Shoot
DePere Sportsman's Club
3623 Club Drive
DePere, WI 54115**

From the South via I-43: Take I-43 North to Hwy 172 West (towards the Airport). Stay in the right lane. Exit at the GV North - South exit. At the stop light, turn left (south) on to County GV. Proceed approximately 3 miles on GV. At the T intersection, turn left on to County X (Heritage Rd). After just a short distance (.3 miles), turn right on to Sportsman Drive. Proceed approximately 1.3 miles. Go past the Rockland archery range. At the top of the hill, look for the DePere Sportsman's Club sign. Turn right on Club Drive and proceed to club.

From the South or North via Hwy 41: Take Hwy 41 to Hwy 172 East. Cross the Fox River. Exit at the GV North - South exit. At the stop light, turn right (south) on to County GV. Proceed approximately 3 miles on GV. At the T intersection, turn left on to County X (Heritage Rd). After just a short distance (.3 miles), turn right on to Sportsman Drive. Proceed approximately 1.3 miles. Go past the Rockland archery range. At the top of the hill, look for the DePere Sportsman's Club sign. Turn right on Club drive and proceed to the club.

From the West via Hwy 29 or 54: Turn on to Hwy 41 South. Exit on to Hwy 172 East. Cross the Fox River. Exit at the GV North - South exit. At the stop light, turn right (south) on to County GV. Proceed approximately 3 miles on GV. At the T intersection, turn left on to County X (Heritage Rd). After just a short distance (.3 miles), turn right on to Sportsman Drive. Proceed approximately 1.3 miles. Go past the archery range. At the top of the hill, look for the DePere Sportsman's Club sign. Turn right on Club Drive and proceed to the club.