

2010 Northwest 4-H Invitational Shoot

A National 4-H Invitational Qualifying Event

**July 24: Archery Events
Bloomer Rod & Gun Club, Bloomer**

**July 25: Shotgun and .22 Pistol Events
Rice Lake Rod & Gun, Canton**

Registration Deadline: Friday, July 9, 2010

**Sponsored by:
*Chippewa County 4-H Shooting Sports Committee***

Contact:

Steve Siverling, Committee Chair (715-568-3158)

Jeff Marek, Archery Contact (715-568-5579)

John Tully, Shotgun Contact (715-859-6775)

Charles Barnett, 0.22 Pistol Contact (715-933-1921)

Jackie Johnson, Chippewa County 4-H Youth Development Agent (715-726-7950)

Wisconsin 4-H Shooting Sports - Northwest 4-H Invitational Rules

July 24-25, 2010

Archery

1. The indoor archery is a total of 60 arrows, 30 per event.
2. Junior competitors will shoot at 10 yards – 30 arrows NFAA or Vegas.
Intermediate competitors will shoot at 15 yards – 30 arrows NFAA or Vegas.
Senior competitors will shoot at 20 yards – 30 arrows NFAA or Vegas. Two practice ends.
3. Only target or field points are to be used. No hunting points.
4. All types of bows (except foot-bows and crossbows) are permitted, i.e. longbows, recurves and com-pounds

RECURVE/LONGBOW BAREBOW

- No sights (no string peep sights)
- No mechanical releases
- No stabilizer
- No tape or marks on bow

RECURVE/LONGBOW OPEN

- Any accessories acceptable

COMPOUND BAREBOW

- No sights (no string peep sights)
- Finger shooters only
- No stabilizers
- No tape or marks on bow

COMPOUND LIMITED

- Fixed sights
- String peep permitted
- Finger shooter
- Stabilizer 12" or less is permitted
- No sliding sights
- No magnified sights

COMPOUND BOWHUNTER/RELEASE

- Fixed sights
- String peep permitted
- Mechanical releases
- Stabilizer 12" or less permitted
- No sliding sights
- No magnified sights

COMPOUND UNLIMITED

- Scoped lenses (magnified sights)
- Moveable sight
- String peep permitted
- Mechanical releases
- Long stabilizers
- All accessories acceptable

5. All scoring will be done by the scoring judge. Any arrow or target touched before scoring will be scored as a zero. All arrows that miss the target or hit the wrong target will be scored as a zero.

6. Scoring is determined by the position of the shaft. The shaft must touch the scoring ring to score the higher value. Any questionable Call will immediately be determined by range commander. The range commander's decision is final.

7. Bounce outs or pass through will be scored only if the judge can unquestionably determine the point of impact, otherwise, these will be re-shot at the end of the round.

8. Time limit is 5 minutes per end (5 arrows).

9. NAA whistle commands will be used.

10. On a 5-spot target, the shooter may shoot the spots in any order and as many arrows into any spot as the archer desires. Not to exceed 5 arrows per end.

11. NFAA single spots or 5 spot targets will be used. Shooters must choose single or 5 spots at registration time. Course of fire for the NFAA target: Five arrows will be shot per end. A total of six ends will be shot.

12. 3 Spot Vegas Target will be used. Course of fire for the Vegas target: Three arrows will be shot per end. A total of 10 ends will be shot. The 3-D shoot yardages will be based on age group with approximately 20 animals.

13. Coaches will be allowed to assist in repairing equipment, (15 minutes time limit will be allowed for repairs if needed.) but are not allowed to make tuning adjustments during the competition.

14. Physically challenged accommodations must be requested at registration and approved by the Archery Commander.

15. Event tiebreakers will be most number of X's
2nd tiebreaker will be most X's per end.

16. Scorecard will be rechecked for mathematical errors and corrected. Scorecards will be signed by the competitor and the scorer.

ARCHERY WHISTLE COMMANDS

Whistle: Two Blasts

Verbal Command: "Archers to the shooting line."

Meaning: Archers pick up their bow and take their position on the shooting line. Arrows must be kept in the quiver.

Whistle: One Blast

Verbal Command: "Begin shooting!"

Meaning: Archers may now take their arrows out of their quivers and begin shooting.

Whistle: Three Blasts

Verbal Command: "Walk forward and get your arrows."

Meaning: Archers have completed shooting. All archers have set their bows down and are behind the waiting line. They may now go forward to pull their arrows.

Whistle: Four or More Blasts (a series of blasts)

Verbal Command: "STOP, STOP, STOP, STOP!" or "CEASE FIRE!"

Meaning: Archers immediately let down and put their arrows back into the quiver. There is an emergency on the range.

Condensed Description of Events
Registration 7:30 to noon, Awards to follow after events tabulated

Archery – The indoor archery is a total of 60 arrows, 30 arrows per event.

Course of fire for the NFAA target:

Five arrows will be shot per end. A total of six ends will be shot.

Course of fire for the Vegas target:

Three arrows will be shot per end. A total of 10 ends will be shot.

The 3-D shoot yardages will be based on age group with approximately 20 animals.

Awards will be based on a 3, 6, 9.

Intermediates wanting scores considered for National will shoot from the Senior distance in Archery.

Age Group Distances

Juniors: Ages 8 and in 3rd grade-11 (10 yards)

Intermediates: Ages 12-14 (15 yards)

Senior: Ages 15-19 (20 yards)

Genesis Shoot – This is the only event in which the equipment will be provided for you. All you need to bring is \$3. A Genesis barebow and arrows of uniform length will be used equivalent to those used in the National Archery in the Schools Program (NASP). It will be held outdoors at 10 yards with 20 arrows. Although the overall high of the day will receive an award, it will be a “just for fun” shoot for challenge and an introduction to the NASP. It is open to individual, youth/youth teams, and youth/adult teams and will feature 4 shooters on the line.

All shotgun events will use a 2 ¾ inch shells of either 12, 16, or 20 gauge or different shot size either 7 ½ or 9 only. Competitors supply their own guns and ammunition. Actions open on all guns except competitors shooting at station in proper order. Empty hulls will be picked up after last round by participants. 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.” **Muffs required. Eye protection required.**

Shotgun – Trap – Firing from 16 yards. Two rounds of 25 clays per round for a total of 50 clays. No practice clays will be thrown. One shell in gun at a time. Five rounds shot at each station, a total of five stations. Competitors rotate through stations left to right with the fifth station competitor walking behind other competitors to station 1. All competitors at their station before a new round is fired. Competitor who starts in station 1 always shoots first as competitors rotate through stations. Competitors can refuse bird if thrown untimely.

Shotgun - Skeet – There will be a demonstration and explanation of skeet with youth being able to shoot a couple of practice stations at 9:00 a.m. for those who have never done skeet before. A total of 25 clays will be shot competitively. Targets will come from a high house and a low house. Two shells allowed in gun. First miss has the option to reshoot bird. All competitors shoot a station before moving to next station. Two single birds and one double at four stations. Two singles at four stations.

Shotgun - Sporting Clays - An explanation and demonstration will take place at 9:30 a.m. for youth who have never shot sporting clays before. Youth will have the opportunity to shoot a couple of practice stations. A total of 25 clays will be shot competitively. Two shells allowed in gun. Can take two shots at a single bird. All competitors shoot a station before moving to next station. Competitors rotate to shoot first at each station. All competitors watch with the first competitor to see what presentation of targets look like. Chokes can be changed at this time. Doubles consist of: true pair - both birds thrown at the same time. Following pair-one bird is thrown followed by second bird. Report pair – one bird is thrown when shot at, the second bird is thrown.

0.22 Pistol – Iron sights or scope standard or high velocity one handed standing, 25 yards, 30 shots, 3 targets, 10 minutes slow fire. Two rounds at 5 seconds per round, for a total of 40 seconds. **Muffs required. Eye protection required.**

Overall contact persons:	Steve Siverling, Shooting Sports Chairman Jackie Johnson, Chippewa County 4-H Youth Development Agent	715-568-3158 715-726-7950
Archery contact person:	Jeff Marek	715-568-5579
Shotgun contact person:	John Tully	715-859-6775
0.22 Pistol contact person:	Charlie Barnett	715-933-1921

.22 Pistol Range Commands

ALWAYS POINT THE FIREARM IN A SAFE DIRECTION
ALWAYS KEEP YOUR FINGER OFF THE TRIGGER UNTIL READY TO SHOOT
ALWAYS KEEP THE FIREARM UNLOADED UNTIL READY TO SHOOT

RANGE PROCEDURE:

Firearms will remain cased until instructed to go to the firing line and uncase them.

When the range officer calls the line safe, no handling of firearms is allowed.

Eye and Ear protection is required.

RANGE COMMANDS:

SHOOTERS TO THE LINE

(ANNOUNCEMENT OF TARGET AND STRING)

IS THE FIRING LINE READY?

THE LINE IS READY

READY ON THE RIGHT

READY ON THE LEFT

READY ON THE FIRING LINE

(WHISTLE SIGNALS START OF SHOOTING)
(WHISTLE SIGNALS END OF SUSTAINED FIRE)

ANY ALIBIS? (ALLOWABLE ALIBIS ARE MISFIRES AND JAMS)

SLIDES BACK, MAGAZINES OUT, GUNS ON THE TABLE MAKE THE LINE SAFE

When the line is called safe the targets will be checked or a new one hung.

Muzzles of the firearms must always point down range – when done shooting the action must be open and the magazine out.

Goofing off will get you one warning, second time denied shooting privilege.

ANYTIME cease fire is called absolutely stop shooting, something has become unsafe.

