

Washington County 4-H Statewide Shotgun & Muzzleloading Invitational 2010 Muzzleloading Invitational Rules

1. To be eligible to participate in this tournament you must be registered as a WI 4-H Shooting Sports Shotgun project member as recognized in your county and must have completed the DNR Hunter Safety Education Program. A copy of your hunter safety certificate must accompany your registration.
2. **EAR PROTECTION:** Adequate ear protection must be worn by all competitors, coaches, range officials, and spectators on the range during live firing. Ear plugs or muffs are acceptable.
3. **EYE PROTECTION:** All shooters and other persons on or in the immediate vicinity of the firing line, including coaches, range officials and any spectators must wear adequate eye protection (glasses or goggles) .The equipment must protect both eyes.
4. Shooters must provide their own shooting supplies. Loading stands are available.
5. A participant may enter up to three individual muzzleloading classes in their age division and a total of four events in the shotgun and muzzleloading tournament. The wildlife contest is not counted as an event. It is required for participants planning on the National Qualifying Opportunity.
6. If entering more than one individual class, circle the class to be used for team competition or the first class listed will be used. The competition divisions are Intermediate (12-14 yrs. old), Senior (15 -1 yr. f/hs), and Mixed (12- 1 yr f/hs).
7. **Equipment will be inspected at registration check-in and on the range before shooting. Ammunition will be inspected at registration check-in and on the range before shooting.**
8. No Coaching or spotting allowed on the range during competition.
9. Physically handicapped shooters – Physically handicapped shooters may petition to have temporary adjustments in the rules to permit them to compete. Medical evidence is required and each situation is considered individually. Our objective is to permit qualified shooters to participate whenever possible. Special accommodations must be requested in writing on your original tournament registration form.
10. Competitors must maintain proper dress and “Sportsmanship” at all times. Any rule infraction(s) may disqualify a participant at any time during the tournament as determined by the Range Officer and/or Tournament Director.
11. Equipment is any traditional or non-traditional NMLRA conventional muzzleloading rifle (in-lines permitted).
12. The 25-yard class will utilize the NMLRA Bottle (TG2427) and Critter Combo Target (TG901). You will shoot one practice shot and five record (scoring) shots at each target. Time allowed for 5 record shots is 30 minutes.

The 50-yard class will utilize the NMLRA 8 ring target (TG2406). You will shoot one practice shot and five record (scoring) shots at each target. Time allowed for 5 record shots is 30 minutes.

The silhouette targets class (1/2 scale metallic silhouettes (NRA Hunter Pistol) are shot at 40, 60, 77, and 100 meters. No practice shots allowed for silhouettes. One foul shot permitted. One shot for each target. Target must be knocked over to be scored as a hit. Targets not knocked over or hit out of order will be scored as misses. Time allowed is 30 minutes. **In order to qualify for National 4-H Shooting Sports Competition you must also shoot the silhouettes class.**

13. All shooting will be done from the offhand (standing) position without the aid of a sling or other artificial support. Either the military or Olympic stance is acceptable.
14. All loading will be done at the loading bench located behind the firing line. All capping, snapping of caps, flash pan charging, and firing will take place at the firing line.
15. A maximum charge of 60 grains of black powder is allowable. Propellant must be only Black Powder, Pyrodex, or any other National Muzzleloading Rifle Association (NMLRA) approved Black Powder substitute of appropriate granulation for your rifle. A powder measure, separate from the powder container must be used when charging. No open containers of powder will be allowed on the loading benches. Load charge must be only what is considered light to moderate for your rifle.
16. Projectiles will be patched soft lead round ball or lubricated bullet. There is no limit on caliber. Plastic patching or synthetic fabric patching may not be used with the round ball. Any safe, non-corrosive lubrication may be used. NO sabots allowed.
17. Side hammer or in-line percussion cap rifles or smooth bore shoulder arms that load from the muzzle and which is not a break-open type firearm may be used. Number 209 primers may be permitted. Flintlocks will be allowed.
18. Any metallic sight combination (iron sights) open and/or peep may be used. No telescopic sights. Spotting scopes are not permitted. Hand held binoculars may be placed on the bench as an aid in viewing targets.
19. The center of the ball (center shot) will be scored using a scoring overlay on the target. Ties will be broken with most number of "X" The second tie breaker is the widest shot shall lose, the target with the second widest shall lose and so on.
20. Participants are responsible for loss or damage of their equipment, and for property damage/harm to themselves, and as inflicted upon others.
21. The Tournament Committee or Range Commander reserves the right to alter the event as weather or terrain dictates.