

Washington County 4-H Statewide Shotgun & Muzzleloading Invitational 2010 Shotgun 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 shells. No shells longer than 2-3/4” except .410 gauge. Trap loads only, magnum or baby magnum loads are not permitted. Shot sizes 7-1/2 to 9 only. RELOADS ARE NOT PERMITTED.
5. Shooters will fire from the 16 yard line.
6. A participant may enter four total events at the shotgun & muzzleloading invitational. The wildlife contest is not counted as an event. It is required for participants planning on the National Qualifying Opportunity.
7. Equipment classes are: 28 gauge,.410, 20 gauge, or 16 gauge & 12 gauge. Also there is a HIT & MISSES (girls only) any gauge class. If entering more than one individual class, circle the class to be used for team competition or the first class listed will be used. No “Hunt and Cover” or 5-stand scores may be used for team competition. The competition divisions are Intermediate (12-14 yrs. old), Senior (15 -1 yr. f/hs), and Mixed (12- 1 yr f/hs). “Hunt and Cover” divisions are Intermediate, Senior, or Mixed.
8. **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.**
9. Shotgun Hunt and Cover Rules: See H & C rules on page 2.
10. 5 Stand Rule: See page 2.
11. Only broken targets out of the house and one miss fire per round will be allowed for recall.
12. No Coaching or spotting allowed on the range during competition.
13. 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 clay 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.”
14. 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.
15. 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
16. Amateur Trapshooting Association rules govern, except for the above rules and when the Match Director alters rules to allow for the smooth operation of the shoot.
17. Participants are responsible for loss or damage of their equipment, and for property damage/harm to themselves, and as inflicted upon others.
18. **Reminder for all shooters and 4-H National Qualifying Opportunity Participants:**
National 4-H Competition does not allow any load with a velocity greater than 1,290 feet per second with a maximum shot charge of 1-1/8 ounces or 1,325 feet per second with a maximum shot charge of 7/8 ounce or less, as measured in any individual shotshell. In addition no load containing more than 1-1/8 ounce or any shot longer than Number 7-1/2 can be used.

Hunt & Cover Rules

1. Hunt and Cover is a team event with 2 members (“hunter” person & “cover” person) standing side by side at each shooting station. Shooters may use any gauge shotgun for this class.
2. There are 50 clays thrown for this event so make sure that you have enough shells. The maximum score is 50 hits.
3. The (first person) “hunter” calls for the target and shoots (hit =1 team point), if the “hunter” misses, the (second person) “cover” **can now shoot** to break the target (hit = 1 team point and miss - loss = 0).
4. If the “hunter” breaks the target and the “cover” shoots, the hit will be recorded as a loss for the ‘hunter’ (0 team points).
5. The “hunter” shoots first at this position per normal trap rules for five clays.
6. Without changing shooting positions on the firing line, the “cover” person from the first set now becomes the “hunter”. The original “hunter” now becomes the “cover” person.
7. Repeat steps #3, #4, and #5.
8. After each person on all the teams has been the hunter 5 times, all of the teams shall rotate to the next station as per regular trap rules.
9. The highest team score will be the winner.
10. Ties will be determined by the team who has the longest string of broken targets starting from the last clay hit. In the event there still is a tie, the next or second longest string of broken targets will be used and so no. If a tie still exists, a shoot off will take place determined by the range commander based on time and shooting conditions.

5 Stand Rules

The normal 5-stand rules shall be followed each shooter shall take a position at 1 of the 5 stands at each station there will be a sheet stating which targets will be thrown from that stand (note: each stand has a different recipe).The procedure will be the same as a trap session. The first shooter will remain the first shooter when positions are advanced. The first target thrown from each stand will be a single 2 shots can be taken at this target at each station. The second targets thrown from each station will be a following pair with a 3 second delay. The third set of targets will be a true pair with both targets being thrown at the same time. Each station will have a total of 5 targets thrown.

EACH SHOOTER SHOULD HAVE AT LEAST 30 SHELLS TO COMPLETE THIS EVENT.