

Pima County 4-H Shooting Sports

SHOTGUN RULES

This is a synopsis of the shotgun rules for the Pima County 4-H Shooting Sports Project. For each discipline the responsible National Governing Body (NGB) is the primary source of rules. There may be some modifications to the NGB rules to meet the objectives of the project. The primary purpose of this document is to document any such modifications. In 4-H events, 4-H rules and regulations supersede all others where differences exist. All coaches and participants are encouraged to obtain all relevant rules and to become thoroughly familiar with them.

The three shotgun competition categories are: Trap, Skeet, and Sporting Clays

- Trap: Amateur Trap Association (ATA) – http://www.shootata.com/Content/About_The_ATA/ATA_Rule_Book.aspx
- Skeet: National Skeet Shooting Association (NSSA) – <http://www.mynssa.com/>
- Sporting Clays: National Sporting Clays Association (NSCA) – <http://www.mynsca.com/Rulesbook.shtml>

Pima County 4-H Shooting Sports Modifications:

- All participants are required to wear protective equipment:
 - Eye protection. Sunglasses may be worn.
 - Hearing protection.
 - Wearing a hat with a brim is required for skeet and encouraged for trap and sporting clays. Baseball caps must be worn with the brim forward.
- Release triggers are not permitted in 4-H events.
- Ammunition must comply with the shooting facility rules.
- All participants are required to use a shooting vest or shell pouch. No shells will be allowed out of the vest or pouch until it is the shooter's turn to shoot. Only one gauge of shell may be in the vest or pouch at any one time.
- Shotguns may be only loaded immediately before the target is called. Only one shell is to be loaded for singles. No more than two shells may be loaded for doubles or sporting clays.
- The shooter may not place the shotgun muzzle on any part of their body.
- Shooters will be categorized into the 4-H sub-junior, junior, and senior age categories.
- Ties will be broken by a method selected by the Shooting Sports Coordinator.
- The course of fire will consist of one or more rounds each of trap, skeet, and sporting clays. Five-stand may be substituted for sporting clays. The Shooting Sports Coordinator may make changes to the course of fire as required to adapt to the facilities and time that are available.
- Club shooting sports leaders must certify that members are adequately prepared to safely and competently participate in any Pima County 4-H shotgun match that the member enters.

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Trap Course of Fire:

The following is adapted from ATA rules and is provided for information only.

16 yard singles: A round of trap consists of 5 shots at each of 5 posts from 16 yards with each shooter in order shooting at one target until all have shot 5, and then rotating in a clockwise manner to the next post.

Skeet Course of Fire:

The following is adapted from NSSA rules and is provided for information only.

A round of skeet for one person consists of twenty-five (25) shots, the object being to score the greatest number of dead targets. Twenty-four shots are fired as described in III-B-1. The first shot scored lost in any round shall be repeated immediately and the result scored as the twenty-fifth shot. Should the first shot lost occur in a double, the lost target shall be repeated as a single with the result of this shot scored as the twenty-fifth shot. If the first shot lost should be the first target of an irregular double, then a proof regular double shall be fired upon to determine the result of the second shot, and then the first target scored lost shall be repeated as a single and scored as the twenty-fifth shot. Should the first twenty-four (24) targets of a round be scored dead, the shooter shall take his/her optional shot at low house eight only.

III-B. GENERAL

1. Squad Shooting Procedure For A Round Of Skeet

- a. A squad shall start shooting at Station 1 in the order in which the names appear on the score sheet. The first shot scored lost in the round shall be repeated immediately as the optional shot.
- b. The first shooter shall start shooting singles at Station 1, shooting the high house target first and the low house target second. Then, loading two shells, he/she shall proceed to shoot doubles (shooting the first shot at the target from the nearest skeet house and the second shot at the target from the farthest skeet house) before leaving the station. The second shooter shall then proceed likewise followed by the other members of the squad in their turn.
- c. Then the squad shall proceed to Station 2 and repeat the same sequence as on Station 1.
- d. The squad shall then proceed to Station 3 where each shooter will shoot at a high house single target first and a low house single target second before leaving the shooting station.
- e. The same procedure shall be followed at Stations 4 and 5.

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- f. Upon advancing to Station 6 the leadoff shooter will shoot singles in the same sequence as at the previous stations. Then, loading two shells, he/she shall shoot doubles by shooting at the low house target first and the high house target second before leaving the station. The other shooters will follow in their turn.
- g. The same procedure will be followed on Station 7.
- h. The squad will then advance to Station 8 where each shooter shall shoot at a target from the high house before any member of the squad shoots at a target from the low house.
- i. The squad shall then turn to Station 8 low house and the leadoff shooter will shoot at the low house target.
- j. The shooter shall repeat the low house target for his/her optional shot before leaving the station, provided he/she is still straight (no lost targets in the round). The other shooters will follow in turn.
- k. At this time the shooter should verify his/her own score.

Sporting Clays Course of Fire:

The number of targets, layout and target presentations are determined by the shooting facility.

The following is adapted from NSCA rules and is provided for information only.

I. ATTEMPTING TARGETS

- 3. Call for Target**—The target **must** be launched immediately or with a delay of up to three (3) seconds.
- 4. Shotgun Mount and Position**—The shooter may start with a low gun or a pre-mounted gun when calling for the target.

J. TARGET PRESENTATION AND SCORING

- 1. Targets will be presented for attempt by the shooter and scored at each station in one or more of the following formats.**
 - a. Single Target**

Two shots are allowed and the target will be scored DEAD if broken by either shot.
 - b. Pairs**

Only two shots are allowed. Pairs may be presented as report, following or simultaneous.

 - i. In simultaneous pairs the shooter has the right to shoot either of the targets first. If the shooter has missed the first target he may fire the second cartridge at the same target.

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ii. When shooting report or following pairs, the shooter will have the right, if missing the first target, to fire the second cartridge at the same target (the result being scored on the first target and the second target being scored as LOST).

c. Scoring Pairs

i. Should the shooter break both targets with either the first or second shot then the result will be scored as two hits.

ii. In the event of a NO BIRD on a simultaneous or following pair, nothing can be established. Two good targets must be present to record the score. This will also apply for gun/ammunition malfunctions while shooting pairs. (See IV-L)

iii. In the event of a NO BIRD on the second target of a report pair, the first bird will be established as DEAD or LOST and the shooter will repeat the pair to establish the result of the second target. When repeating the pair, the shooter must make a legitimate attempt at the first target.

iv. In the event of a “shooter malfunction” on the first bird of a report pair, the first bird will be established as LOST and the shooter will repeat the pair to establish the result of the second target. When repeating the pair the shooter must make a legitimate attempt at the first target. The first target has already been established as LOST and the result of the second target will be recorded. (See IV-L-2)

d. Multiple Targets

Only two (2) shots are allowed; two (2) HITS or DEAD BIRDS maximum.

2. Timed reloads are not allowed in any NSCA competition.

3. Shooters Viewing Targets

The first person on every squad shall be allowed to view a good presentation of targets from within the shooting station. This is not limited to one pair. This person is the only person permitted to mount their unloaded gun and track the targets being viewed.

Revision history: Original rules released on 2/13/2005

11/14/2007: Complete revision of the rules dated 2/13/2005. All rules now refer to the NGB rules. All age classes now shoot the standard course of fire. Revision approved at the 11/14/2007 Shooting Sports Project Leaders meeting.