

Ohio County 4H

Shooting Sports Guidelines/Requirements

Disciplines: ARCHERY / RIFLE / PISTOL / SHOTGUN

General Requirements:

1. Safety Meeting: **MUST** Attend one of three (3) scheduled safety meetings prior to the start of your first meeting/range time. Special arrangements may be made with the Extension Office, Shooting Sports Coordinator, or Discipline Leaders. ATTENDANCE APPLIES FOR ALL DISCIPLINES

2. Range Rules: Safety will always be considered the first concern. Fun is expected, but horseplay will not be allowed at all. Follow all instruction from the Range Officer (Discipline Leaders). Individual range rules may apply.

3. Equipment Needed:

The 4H participant can bring their own equipment or Ohio County 4-H will provide equipment.

4H participants may use their own firearms but will be required to have an inspection completed by an accredited gun smith and/or discipline Leader.

Inspected personal firearms will only be used for **bonus scoring** in Rifle and Pistol disciplines.

(22 LR Only)

Inspected personal firearms can be used for **all Shotgun Competition** (Notification of Gage Required if not 12 or 20 gage chambers).

Archery: Five (5) arrows **are required** for the 4H Fair Tournament. If you use your own Archery equipment you must provide your own arrows.

Rifle / Pistol / Shotgun: **Must use 4H provided ammunition at 4H practice or Tournament.**

4. Meetings: Meeting schedule for each discipline will be published / distributed and scheduled on the Ohio County 4H SS Facebook page. Attendance will be recorded.

5. Divisions – All Disciplines (Except Crossbow)

- a. Junior: 3rd and 4th grade
- b. Intermediate: 5th through 8th grade
- c. Senior 9th through 12th grade
- c. Archery Crossbow: Single Division.

6. Awards

a. Exhibit Hall Projects – Grand and Reserve selections (All Disciplines and Divisions Combined)

b. Marksmanship Award – **Highest Tournament only Score** (Intermediate and Senior)

i. Crossbow – Only single division

c. **Overall, Champion and Reserve** (Each discipline) (Intermediate and Senior Divisions)

a. Combined Totals of Exhibit Hall Project, Tournament Results, and Safety Exam for each discipline

b. Overall, Champion and Reserve award given at the 4H Banquet.

c. Discipline

1. Archery

i. Instinctive- Junior

Instinctive – Intermediate

1. Grand Selection

2. Reserve Selection

ii. Instinctive – Senior

1. Grand Selection

2. Reserve Selection

iii. Freestyle – Intermediate

1. Grand Selection

2. Reserve Selection

iv. Freestyle – Senior

1. Grand Selection

2. Reserve Selection

v. Crossbow –

1. Grand Selection

2. Reserve Selection

2. Rifle

i. Intermediate

1. Grand Selection

2. Reserve Selection

ii. Senior

1. Grand Selection

2. Reserve Selection

7. Scoring Guidelines:

1. TEN (10) Points awarded per discipline per meeting attended.
2. Meeting Bonus Rounds – Up to Thirty (30) points at each meeting (Leaders Discretion)
3. Special Shooting Sports Events – Thirty (30) Points per event per discipline. (SS trade shows, Shooting Events, SS related training, ect.) (Attendance / Participation must be shown with photo or documentation) If unsure if the event counts check with the Shooting Sports Coordinator or Discipline Leaders.
4. **Bring a Friend** to a Practice Bonus (One time only / discipline). (Not currently enrolled in SS, can be in 4H). Thirty (30) points per discipline they attended.
5. **Recruiting Bonus** per discipline (Recruited person must verify who recruited them) Fifty (50) points per person per discipline.
6. **Safety Quiz** – One Hundred (100) points possible per discipline.
7. **Exhibit Hall Projects** – One Hundred (100) points Maximum Score
 - a. Only one (1) required for total of Shooting Sports (Only Counts for the discipline

intended. (IE: Archery, Rifle, Pistol, or Shotgun)

- b. A project can be completed for Each Discipline for One Hundred (100) points per discipline. (Crossbow is considered Archery)
- c. All projects are eligible for State Fair Selection

8. Tournament (Each Discipline)

- a. Archery Instinctive
 - i. Five (5) arrows each at 20', 30', and 40' (Feet). Top 3 arrows count for a Maximum of Ninety (90) points or Ten (10) points per arrow. (NASP Target)
 - ii. Bonus Round – Thirty (30) points Max per Meeting (Leader Discretion)
 - iii. Tie Breaker - Five (5) arrows at 40' (Feet) Highest total score wins. (Counts only for Marksmanship Award) (Repeat if tie remains)

- b. Archery Freestyle
 - i. Five (5) arrows each at 30', 40', and 50' (Feet). Top 3 arrows count for a Maximum of Ninety (90) points or Ten (10) points per arrow. (NASP Target)
 - ii. Bonus Round – Thirty (30) points Max per Meeting (Leader Discretion)
 - iii. Tie Breaker - Five (5) Arrows at 50' (Feet). Highest total score wins. (Counts only for Marksmanship Award) (Repeat if tie remains)
- c. Archery Crossbow
 - i. Three (3) Bolts at 50' (Feet). All Bolts count for a Maximum of Ninety (90) points or Ten (10) points per arrow. (Random / Non-Repeat Target)
 - ii. Bonus Round – 30 points Max per Meeting (Leader Discretion)
 - iii. Tie Breaker - One (1) Bolt at 50' (Feet) (Repeat if tie remains) (Counts only for Marksmanship Award)
- d. Rifle
 - i. Practice Scores
 - 1. Six (6) to Eight (8) Rifles: Various Brands and Optics / Sights
 - 2. Max Score per Rifle – Ten (10) rounds maximum at 50' Feet from a Shooting Bench. (May be less than Ten (10) rounds if magazine does not hold ten (10) rounds of ammunition)
 - 3. High scores will be recorded for each rifle during practice season until the Tournament.
 - 4. All individual rifle scores will be totaled for Combined Overall Score.
 - 5. Target Range is Fifty (50) Feet
 - 6. Bonus Rounds – Thirty (30) points Max per meeting (Leader Discretion)
 - ii. Tournament
 - 1. Four (4) at Random Rifles Selected: Various Brands and Optics / Sights
 - 2. Max Score per Rifle – Ten (10) rounds maximum at 50' Feet from a Shooting Bench. (May be less than Ten (10) rounds if magazine does not hold ten (10) rounds of ammunition)
 - 3. Each 4Her will be scored on all 4 rifles.
 - 4. All individual rifle scores will be totaled for Combined Overall Score.
 - 5. Target Range is Fifty (50) Feet
 - 6. Bonus Rounds – Thirty (30) points Max (Leader Discretion)
 - 7. The Marksmanship Award is given to the highest total scoring from the Tournament only. (Senior and Intermediate)
 - 8. Tie Breaker - Ten (10) rounds maximum at Fifty (50') Feet.
 - a. Participants will use one randomly selected rifle NOT chosen from the Four (4) tournament scoring rifles. (Repeat if tie remains)

e. Pistol

i. Practice Scores

1. Four (4) to Six (6) Pistols: Various Brands and Optics / Sights
2. Max Score per Pistol – Ten (10) rounds maximum at 50' Feet from a Shooting Bench. (May be less than Ten (10) rounds if magazine does not hold ten (10) rounds of ammunition)
3. High scores will be recorded for each pistol during practice season until the Tournament.
4. All individual pistol scores will be totaled for Combined Overall Score.
5. Target Range is Twenty-Five (25') Feet
6. Bonus Rounds – Thirty (30') points Max per meeting (Leader Discretion)

ii. Tournament

1. Four (4) at Random Pistol Selected: Various Brands and Optics / Sights
2. Max Score per Pistol – Ten (10) rounds maximum at Twenty-Five (25') Feet from a Shooting Bench. (May be less than Ten (10) rounds if magazine does not hold ten (10) rounds of ammunition)
3. Each participant will be scored on all 4 pistols.
4. All individual pistol scores will be totaled for Combined Overall Score.
5. Target Range is Twenty-Five (25') Feet.
6. Bonus Rounds – Thirty (30) points Max (Leader Discretion)
7. The Marksmanship Award is given to the highest total scoring from the Tournament only. (Senior and Intermediate)
8. Tie Breaker - Ten (10) rounds maximum at Twenty-Five (25') Feet.
 - a. Participants will use one randomly selected pistol NOT chosen from the Four (4) tournament scoring pistols. (Repeat if tie remains)

f. Shotgun

i. Practice Scores

1. Participants may choose from two (2) 4H provided shotguns (One 20 gage, one 12 gage) or use their personal shotgun.
2. Max Score Shotgun – Ten (10) rounds of clay pigeons. Ten (10) points per hit pigeon hit for a Max Score of One Hundred (100) points.
3. High score will be recorded for each shotgun practice and recorded.
4. All individual pistol scores will be totaled for Combined Overall Score.
5. Bonus Rounds – Thirty (30) points Max per meeting (Leader Discretion)

ii. Tournament

1. Participants may choose from two (2) 4H provided shotguns (One 20 gage, one 12 gage) or use their personal shotgun.

2. Max Score Shotgun – Ten (10) rounds of clay pigeons. Ten (10) points per hit pigeon hit for a Max Score of One Hundred (100) points.
3. High score will be recorded for each shotgun practice and recorded.
4. All individual shotgun scores will be totaled for Combined Overall Score.
5. Bonus Rounds – Thirty (30) points Max per meeting (Leader Discretion)
6. The Marksmanship Award is given to the highest total scoring from the Tournament only. (Senior and Intermediate)
7. Tie Breaker - Five (5) rounds of clay pigeons.
 - a. Repeat if tie remains.

Archery Instinctive Trophies



**Overall Grand/Reserve
Champion Archery
Instinctive**



Division Champion
Instinctive
Junior



Division Champion
Instinctive
Intermediate



Division Champion
Instinctive
Senior



Archery Instinctive
participants

Instinctive
participants

Instinctive
Participants

Instinctive
Participants

Archery Freestyle Trophies



Archery Crossbow Trophies



Overall Grand/Reserve
Champion Archery
Crossbow



Division Champion
Crossbow
Junior



Division Champion
Crossbow
Intermediate



Division Champion
Crossbow
Senior



Archery Crossbow
participants

Archery Crossbow
participants

Archery Crossbow
participants

Archery Crossbow
participants

Rifle Trophies



Pistol Trophies



Shotgun Trophies

