

# ***South Dakota 4-H Shooting Sports Rifle Rules***



Official Rules and Regulations  
to govern South Dakota 4-H Competitions

- BB-Gun -
- Air Rifle (Pellet) -
- Smallbore (.22) -
- Highpower -
- Blackpowder -

## South Dakota 4-H Rifle Rules

This year, **1998**, is the year of the inaugural rulebook for South Dakota 4-H Shooting Sports Rifle events.

The rulebook has been organized to provide specific guidance relating to this State's 4-H rifle shooting competitions. While no dispute is intended with the National Rifle Association of America's (NRA) rulebooks, a set of published guidelines was desired which would utilize the necessary INTENT of the NRA Rules without the added rules and verbiage unnecessary to 4-H Shooting Sports.

This rulebook has made every attempt to standardize the rules for all rifles — BB-Gun, air rifle, smallbore, highpower, and blackpowder. Until the user becomes familiar with this rulebook, the CONTENTS page and INDEX Section should be relied upon.

These RULES establish the uniform rules for 4-H sanctioned rifle shooting activities and competitions. Where alternatives are shown, the least restrictive conditions apply - unless the competition's program or Official Bulletin establishes otherwise.

If match sponsors require additional rules for special conditions, the additions must be fully specified in the match program or Official Bulletin for the competition concerned.

The order and numbering systems used in SD 4-H competitions are assigned the same numbers in the SD 4-H rulebooks for those competitions. Gaps in the sequence of rule numbers result when there is a rule in one or more of the other rulebooks which does not apply in Rifle competition, or when rules are changed.

Anyone who has recommendations for rule changes should forward those recommendations to the State 4-H Youth Specialist or the 4-H Gun Rules Committee.

Note: Rules in which changes have been made since publication of a previous rule book are to be marked thus: (\*1.1)

**NOTE:** *All tournament sponsors should give special consideration to the needs of news media personnel in order to maximize publicity for the competition. Personnel representing the public print/broadcast media should be given every consideration and cooperation in **keeping with safety and the proper conduct of the competition.***

A special thank you to volunteer, Jim Walstrom, for his many hours of typing and editing. He made it possible to publish this rulebook!

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# ***South Dakota 4-H Shooting Sports***

## **Rifle Rules**

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**BB-Gun**  
**Air Rifle (Pellet)**  
**Smallbore (.22)**  
**Highpower**  
**Blackpowder**

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## 1. COMPETITION

**1.0 State 4-H Competition** - Competition which must be authorized by the 4-H/Youth Specialist PRIOR to any shooting in the tournament. The Match Program, Official Bulletin, range facilities, and officials must comply with the standards established by *SD 4-H*. Any 4-H non-championship competitions MAY be allowed (if granted by SD 4-H) to serve as an event to qualify for the State Championship.

**1.1 Sanctioned Tournament** - A sanctioned tournament is a series of matches covered by a match program. Such matches may be all individual matches, all team matches, or a combination of both. They may be fired matches or a combination of fired and aggregate matches. A tournament may be conducted on one day, or on successive days, or may provide for intervening days between portions of the tournament (such as tournaments scheduled for conduct over more than one weekend).

**1.2 Authorization** - Before being publicized in match programs, Official Bulletins or otherwise, the sponsoring organization of each type of competition mentioned in Rule 1.6 shall have agreed to comply with the current SD 4-H rules and regulations for such competition. **Conducting a competition (signified as “4-H”) within the State of South Dakota shall imply such agreement.**

**1.3 Rules** - The local sponsor of each type of competition must agree to conduct the authorized competition according to the SD 4-H rules, except as these Rules have been modified by *SD 4-H* for that competition. **Refusal to such agreement will preclude the tournament from being listed or publicized as a “4-H” competition.**

**1.4 General Regulations** - The local sponsor of each type of state-qualifying competition must agree to comply with the General Regulations published by *SD 4-H* for the competition concerned. The General Regulations may be found in the Appendix at the back of this book.

**1.5 Refusal/Withdrawal of SD 4-H Authorization** - *SD 4-H* may refuse to authorize or may withdraw its authorization for any competition which cannot, or does not, comply with the requirements for that competition. Any such affected competition will not/may not be listed or publicized as a “4-H” event.

**1.6 Types of Tournaments** - The tournament types listed below are those which are recognized by *SD 4-H* in its competitive shooting program. UNLESS SPECIFIED, MATCHES ARE INTENDED FOR 4-H COMPETITORS.

(a) **International, National, Regional, and Sectional Championships** - Tournaments arranged by *SD 4-H*, in conjunction with an outside agency or organization, for competition intended with non-South Dakota 4-H shooters.

(b) **State Championships** - Annual tournaments conducted by *SD 4-H*. A local group or organization may be authorized by *SD 4-H* to sponsor and conduct the State Championship.

(c) **Sponsor Matches** - Competitions conducted by a local sponsor, according to *SD 4-H* rules. Sponsor Matches may be either “invitational” or “open” competitions. Non-“4-H” competitors may be allowed, by program.

(d) **Postal Target Matches** - Competitions conducted by a sponsoring organization. Sponsors mail targets to registered competitors. Competitors shoot their targets, according to *SD 4-H* rules, and mail the unscored targets to the sponsor for scoring/compiling. Results are posted by the sponsor. Postal Target Matches may be either “invitational” or “open” competitions, with non-”4-H” competitors allowed if so stated in the competition program.

(e) **Postal Score Matches** - Competitions conducted by a sponsoring organization. Competitors shoot and score their own targets, according to *SD 4-H* rules, and mail the scores to the sponsor for compiling. Results are posted by the sponsor. Postal Score Matches may be either “invitational” or “open” competitions, with non-”4-H” competitors allowed if so stated in the competition program.

(f) **Special Tournaments** - Sanctioned and sponsored by *SD 4-H* (or may sponsored by a local organization) for a special purpose, special group, and/or having special equipment, courses of fire, or conditions, etc. Non-”4-H” competitors may be allowed, by program.

### 1.7 Types of Matches

(a) **Match** - A complete event as indicated in the competition program for the awarding of certain specific prizes. A match may consist of one or several stages. It may, in the case of aggregate matches, indicate the scores fired in several matches.

(b) **Match Stage** - A distinct part of an individual or team match.

2 (c) **Open Matches** - Tournament publicized by welcoming any and all competitors, except that if so stated in the competition program or Official Bulletin an Open Match may be limited to one or more of the following: (1) United States citizens; (2) 4-H members; (3) members and parents; (4) age groups; etc.

(d) **Invitational Matches** - Match conducted for invited competitors only. Invitational Matches may be championships, sponsor matches, or postal matches. Invitations may be addressed to competitors by name, organization, age, gender, parent/4-H'er, etc.

(e) **Individual Match** - Match consisting of one or more stages in which shooters are ranked according to score.

(f) **Team Match** - Match in which the scores of two or more shooters are added together to produce the team score. The team’s members must be registered prior to the beginning of match shooting.

(g) **Aggregate Match** - Match which has no shooting, but rather adds the scores achieved from two or more “shot” match stages, individual matches, team matches, or any combination, provided the competition program and Official Bulletin clearly state the matches which will comprise the aggregate. Entries in aggregate matches must be made before then competitor begins shooting in ANY of the matches making up the aggregate match.

## 2. ELIGIBILITY OF COMPETITORS

Eligibility of competitors - The conditions of a match shall prescribe the eligibility of competitors, team or individuals, in accordance with Rules 1.6 & 1.7, and/or any definitions contained in Section 2. Any limitations to eligibility to compete must be stated in the competition’s program or Official Bulletin.

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## INDIVIDUALS

**2.1 Members of 4-H** - A member of a registered 4-H Club, or a properly registered independent 4-H member in the state of South Dakota. Member must show proof of having successfully completed the Basic Safety/Training Course for the particular rifle specialty.

**2.1.1 Non-resident Members of 4-H** - A member of a registered 4-H Club, or a properly registered independent 4-H member in a state other than South Dakota. Member must show proof of having successfully completed the Basic Safety/Training Course for the particular rifle specialty.

**2.2 Family Members and Relatives** - A legal member of a 4-H member's family, including foster members, or other family relatives. Must agree to obey and abide by the SD 4-H rules.

**2.3 Non 4-H members** - Any person fitting the criteria of the competition's specifications for an Invitational or Open match. Must agree to obey and abide by the SD 4-H rules.

**2.4 BB-Gun Competitor** - A boy or girl may compete in one of the three age divisions -

Junior 1	JR I	age 8-10 years,
Junior II	JR II	age 11-13 years,
Senior	SR	age 14-18 years.

The age divisions are determined by the competitor's age as of January 1 of that calendar year.

**2.5 Air Rifle Competitor** - A boy or girl may compete in one of the three age divisions - 3

Junior 1	JR I	age 8-10 years,
Junior II	JR II	age 11-13 years,
Senior	SR	age 14-18 years.

The age divisions are determined by the competitor's age as of January 1 of that calendar year.

**2.6 Smallbore (.22) Competitor** - A boy or girl may compete in one of the two older age divisions -

Junior II	JR II	age 11-13 years,
Senior	SR	age 14-18 years.

The age divisions are determined by the competitor's age as of January 1 of that calendar year.

**2.7 Highpower (centerfire) Competitor** - A boy or girl may compete in one of the two older age divisions -

Junior II	JR II	age 11-13 years,
Senior	SR	age 14-18 years.

The age divisions are determined by the competitor's age as of January 1 of that calendar year.

**2.8 Blackpowder Competitor** - A boy or girl may compete in one of the two older age divisions -

Junior II	JR II	age 11-13 years,
Senior	SR	age 14-18 years.

The age divisions are determined by the competitor's age as of January 1 of that calendar year.

## TEAMS

**2.10 Team Representation** - No individual may be a firing member or alternate firing member on more than one team in any one match.

*Note: Entries will not be accepted from “pickup” teams (teams whose members are selected without regard to club or organizational affiliation) unless the competition’s program or Official Bulletin specifically permits such teams.*

**2.11 Club Teams** - All team members must be fully-paid members in good standing of the 4-H Club or organization which the team represents. All team members must comply with Rule 2.4. All teams will consist of four members. The ‘individual scores’ shot by all four team members count towards the team score. The team will compete in one of the eligible age divisions (see Rule 2.4), as determined by the age of the oldest team member. Unless specified in the competition’s program or Official Bulletin, there will be no limit to the number of teams which may enter.

### 3. EQUIPMENT & AMMUNITION

This section defines authorized equipment. Where alternative types of equipment are shown, the least restrictive conditions apply unless the competition program or Official Bulletin sets forth limitations.

#### BB-GUN

**3.1 BB-Gun** - Any shoulder-held smoothbore or rifled BB-gun with metallic or plastic (non-lensed, with no optical enhancement) sights, in which the propelling force is developed through the use of a compressed spring, gas, or compressed air. No alterations to factory-manufactured BB-guns may be made except as provided in these rules. The following specifications and restrictions apply unless deliberately altered by the competition Official Bulletin:

(a) BB guns will be loaded with a single BB, and cocked, for each shot. **NO MULTIPLE LOADINGS WILL BE PERMITTED.**

(b) Internal Modifications - Only factory manufactured parts designed for the specific model gun being shot may be used. Parts in the gun may not be removed and all parts must be in their correct position and functioning in their designed manner. Electronic triggers are not allowed. Internal parts may be honed or polished to improve their intended function, but such improvements may not alter their intended function.

(c) External Modifications - A single layer of tape or nonglare paint may be placed on the barrel for the purpose of reducing glare. No other external modifications are permitted as provided in these rules.

(d) Factory-installed or individualized stocks may be utilized. Materials that give increased grip may not be added to any part of the stock or forearm.

(e) Weights may be added internally to either the fore-end or to the butt of the stock. No weights may be added to the shot tube or barrel. The total weight of an unloaded BB-gun with sights may not exceed 6 pounds, excluding the sling.

(f) Trigger Guard - The rifle must be equipped with an effective trigger guard. Lack of a trigger guard constitutes an unsafe rifle. (See Rule 9.6).

**3.1.1 Sights** - Sight modifications may be made only as follows:

(a) Metallic receiver sights, from any manufacturer, may be substituted for factory sights and mounted on the receiver of the gun.

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(a) S.D. 4-H Registration Fee: A fee of \$3.25 is charged each 4-H competitor by S.D. 4-H for Authorized tournaments.

(b) Sponsor Entry Fees: The amount of those fees is determined by the tournament sponsor, and must be stated in the program separate of the State fee.

**7. Tournament Officials as Competitors** - All officials of a S.D. 4-H Authorized tournament, except the Tournament Sponsor and Tournament Director, may compete in that tournament. This is allowed if those officials are otherwise eligible under the published program.

**8. 4-H Membership** - Active, paid 4-H membership is not required for participation in S.D. 4-H authorized tournaments. However, sponsors may elect to restrict those persons entering the tournament to 4-H members only, if they wish. This must be specified in the published program.

**9. Reports to S.D. State 4-H** - The Tournament Director is responsible for submitting the following reports to the *SD. 4-H /Youth Specialist* within 15 days of the cessation of tournament shooting:

(a) A copy of the tournament registration sheet, showing competitors by name, address, 4-H affiliation (if any), and category.

(b) A Registration Fee reporting form, showing all 4-H competitors by name, and affiliation.

(c) A remittance of \$3.25 for each 4-H competitor listed in (b), above.

40(d) A copy of any special Match Director's Bulletins.

(e) A copy of the final tournament scores bulletin.

the closing time, and fees.

(b) Adjustable rear apertures and eye cups are not permitted. A blinder for the non-shooting eye may be attached to the rear sight.

(c) A hooded front sight with interchangeable inserts may be used, however, no portion of the front sight may extend past the end of the barrel.

**3.1.2 Slings** - Slings not exceeding 1 1/4 inches in width, with moveable keepers are permitted. Sling cuffs and pads are prohibited. Slings are to be attached to the BB-gun at a fixed attachment point on the forearm. The forearm may have up to four holes that will accept a screw for the sling attachment. No other type of adjustable sling attachment is permitted.

**3.1.3 Shooting Equipment** - Ordinary sports or casual clothing, suitable for prevailing weather, must be worn. No padded shooting jackets, vests, or pants, unusually heavy clothing, gloves, footwear higher than the ankle, hooked buttplates or thumbhole stocks are permitted. No pads, braces, or elastic bandages will be allowed without approval of the tournament officials. Eye patches are allowed. (See Rule 3.6).

**3.1.4 Ground Cloths** - Ground cloths or ground pads may be used providing they are not constructed or used in such a manner as to provide artificial support.

**3.1.5 Kneeling Roll** - A soft cylinder cushion for use in the kneeling position only. It may not be more than 25 cms (9.84 inches) long or 18 cms (7.08 inches) in diameter (See Rule 5.6).

NOTE: If competing in NRA or international BB-gun competitions, be aware that these dimensions exceed the allowable 8 inches in length and 6 inches is diameter for those events.

**3.1.6 Ammunition** - Only round .177 (4.5mm) lead or steel BB's are permitted.

**3.1.7 Spotting Scopes** - The use of a telescope to spot shots is permitted. It may be positioned forward of the shooter's forward shoulder (Rule 9.16).

**3.1.12 Eye Protection** - All competitors and other personnel in the immediate vicinity of the range complex are required to wear eye protection devices.

## AIR RIFLE

**3.2 Air Rifle** - Any type of compressed air or CO<sub>2</sub> rifle of conventional appearance which conforms with the following restrictions:

(a) Caliber .177 (4.5mm).

(b) The butt plate may be adjustable upward or downward up to 3 cms (1.18 inches) from the neutral position. Left or right maximum 15 mm (.59 inches) OR it may be turned a maximum of 15 degrees.

(c) A removable cheekpiece is allowed, but an adjustable cheekpiece is prohibited.

(d) Weight of the unloaded rifle with sights (and without handstop and sling) may not exceed 5.5 kgs (12.12 lbs.).

(e) The length of the stock and height of the cheekpiece may not be changed during the course of fire.

(f) Exterior weights (other than concentric barrel weights) are prohibited.

(g) Thumb hole, thumb rest, palm rest, heel rest, hook-type buttplate, and spirit level are prohibited.

(h) Materials that give increased grip may not be added to any part of the stock.

(i) A bipod or attached rifle rest is not permitted. Handstop/sling swivel is prohibited in the standing (offhand) position. The rifle may not be removed from the firing point during the course of fire except with permission of the range officials.

### 3.2.1 Sights - Sight modifications may be made only as follows:

(a) Metallic receiver sights, from any manufacturer, may be substituted for factory sights and mounted on the receiver of the gun.

(b) A prism or mirror device may be used when shooting from the right shoulder while aiming with the left eye or vice versa, providing it does not have a magnifying lens or lenses. It must not be used when shooting from the right shoulder when using the right eye, or vice versa.

(c) A hooded front sight with interchangeable inserts may be used, however, no portion of the front sight may extend past the end of the 6 barrel.

(d) Telescopic sights are prohibited.

(e) Any sighting device programmed to activate the firing mechanism is prohibited.

**3.2.2 Slings** - Slings not exceeding 40mm (1.57 inches) in width, with moveable keepers are permitted. It may be worn only over the upper part of the left arm (right arm for left-hand shooter) and from there be connected to the fore-end of the rifle stock. Sling may pass along one side of the hand or wrist only. No part of the rifle may touch the sling or any of its attachments except at the sling swivel and handstop.

**3.2.3 Shooting Equipment** - Ordinary sports or casual clothing, suitable for prevailing weather, must be worn. Shooting jackets which do not provide artificial support are permitted. Padded shooting vests, pants, and unusually heavy clothing are prohibited. No footwear higher than the ankle is permitted. No pads, braces, or elastic bandages will be allowed without approval of the tournament officials. Eye patches are allowed. (See Rule 3.6).

**3.2.4 Ground Cloths** - Ground cloths or ground pads may be used providing they are not constructed or used in such a manner as to provide artificial support.

**3.2.5 Kneeling Roll** - A soft cylinder cushion for use in the kneeling position only. It may not be more than 25 cms (9.84 inches) long or 18 cms (7.08 inches) in diameter (see Rule 5.6).

**3.2.6 Ammunition** - Only .177 (4.5mm) lead pellets are permitted.

**3.2.7 Spotting Scopes** - The use of a telescope to spot shots is

**ENTRY LIMIT:** If number of competitors is restricted, specify the number which will be accepted.

**SHOOTING STARTS:** State the hour at which the first match will begin each day.

**AWARDS:** List schedule of awards for individual and team matches.

**MATCH SCHEDULE AND CONDITIONS:** Give complete details regarding course of fire, gun, sights, caliber, equipment, etc. Such details may be abbreviated by use of Rule number designations, if these Rules are being used.

**GENERAL INFORMATION:** List information regarding parking, eating, and lodging facilities, volunteer personnel assessments for tournament workers, related meeting schedules, etc.

## APPENDIX

### General Regulations for State 4-H Authorized Tournaments

*Tournament sponsors must follow these Regulations as directed by Rule 1.4. They provide standard procedures for the authorization of State 4-H Tournaments, and tournaments which provide opportunities to qualify for the S.D. State 4-H Championship.*

**1. Authorization of State 4-H Tournament** - To obtain authorization of tournaments, the following steps must be taken by the sponsoring organization in advance of the tournament date.

(a) Send *S.D. 4-H /Youth Specialist* your written letter of application with draft copies of your completed programs. Allow time for processing.

(b) In order for the tournament to be listed on the Web-page, this application should be received no later than 60 days prior to the tournament date.

**2. Granting of Authorized Status** - As soon as the tournament is granted Authorized status, a letter of Authorization will be returned to the sponsor, along with a copy of the application letter and a "corrected copy" (if necessary) of the program. These items, all together, provide the authorization for the sponsor to conduct the tournament. All changes and information in the approved draft program must appear in the final printed program. No further changes may be made to the programs, without prior written approval from the *S.D. 4-H /Youth Specialist*.

**3. Tournament Cancellation** - If an Authorized tournament is cancelled, the *S.D. 4-H /Youth Specialist* must be notified immediately.

**4. Category of Competitors** - The age categories for 4-H competitors must be used. Specify if only certain categories will be allowed, or if other categories are established for non-4-H competitors.

**5. Awards** - All awards are furnished by the sponsor. The minimum award schedule must include only the Tournament Winner, that person/team shooting the highest score regardless of category.

**6. Entry Fees** -

(a) Check that all equipment meets all rules and match specifications in any match in which that equipment is to be used.

(b) Use only shooting positions which conform to the rules.

(c) Be completely familiar with the rules under which the match is shot.

(d) Understand that after due warning of any infraction of existing rules any repetition thereof shall be the subject of disqualification for that match or tournament. (See Rule 9.23)

(e) Hang the correct target (and backing target, if used) proper for the distance and position being used, when hanging his/her own target.

(f) Assure that his/her target is not intentionally altered or marked with any special marks which benefit him/her in any way. Scores shot on such targets will be disqualified.

## 18. 4-H COMPETITION PROGRAMS

*Note: The program for tournaments must describe the condition of the match, the positions, gun, caliber, ammunition, target, range distance, and should cover all of the following points:*

**TOURNAMENT NAME:** Do not designate "State Championship", "District Championship", or "Regional Championship" unless authorized by SD State 4-H.

**TOURNAMENT DATE(S):** Calendar dates of the tournament.

**SPONSORING ORGANIZATION/INDIVIDUAL:** Name of the person or group conducting the tournament.

### FOR INFORMATION CONCERNING TOURNAMENT WRITE

**TO:** Give name, address, telephone, E-mail, etc. of the contact person for potential competitors.

**DIRECTIONS TO RANGE:** List full and complete distances and directions from a common, well-known starting point to each location important to the match (if not co-located).

**RULES:** The statement "SD 4-H Rules shall govern" will allow a standard tournament with complete understanding of rule requirements. However, NRA Rules may be used, or state 4-H rules with certain changes specified. For changed rules, be sure to include the changes here.

**COMPETITION OPEN TO:** Indicate eligibility requirements. Is this to be a 4-H match, an invitational match, a 4-H/parent match, etc.?

**REGISTRATION FEE:** List fee amount to be assessed each competitor, and what it entitles competitor to receive (patch, pin, copy of Official Bulletin, etc.).

**ENTRIES:** list name and address of person to whom entries should be mailed.

**ENTRY FEE:** Specify amount assessed per match (team and individual).

**POST ENTRIES:** Show that Post Entries will or will not be accepted, the closing time, and fees.

permitted. It may be positioned forward of the shooter's forward shoulder (Rule 9.16).

**3.2.12 Eye Protection** - All competitors and other personnel in the immediate vicinity of the range complex are required to wear eye protection devices.

## SMALLBORE

**3.3 Smallbore Rifle** - The rifle is the .22 caliber rimfire chambered for cartridges commercially catalogued as the ".22 Short," ".22 Long," or ".22 Long Rifle" cartridges. The following conditions/limitations apply (unless altered by the Official Bulletin of the competition):

(a) There are no restrictions on the barrel length or overall weight of the rifle and its accessories.

(b) The trigger pull must be capable of lifting 3 pounds.

(c) No portion of the rifle or its attachments may extend more than 3 inches beyond the rear of the shooter's shoulder.

(d) A buttplate conforming to Rule 3.3.10 may be used when shooting from the Kneeling and Standing (offhand) positions only. "Around-the-body" and "around-the-shoulder" butt-hooks are not permitted.

(e) A palm-rest conforming to Rule 3.3.11 may be used when shooting from the Standing (offhand) position only.

(f) Release Triggers - Triggers which function on release are prohibited.<sup>7</sup>

(g) Set Triggers - A secondary trigger which releases a portion of the primary trigger's pull weight is prohibited.

(h) Trigger Guard - The rifle must be equipped with an effective trigger guard. Lack of a trigger guard constitutes an unsafe rifle. (See Rule 9.6)

(i) The rifle will be fired 'single shot' — with single cartridge loading — even if it is intended as a repeating rifle equipped with a magazine (tubular, internal or external removable box-type) or "clip." A removable box-type magazine may be utilized if: (1) it is removed, (2) loaded with a single cartridge, and (3) re-inserted into action, for each shot fired.

(j) The same rifle must be used throughout all stages of any one match (except aggregate) except in the case of a malfunction or disabled rifle when the competitor may change rifles with permission of the Chief Range Officer.

**3.3.1 Sights** - Sight modifications may be made only as follows:

(a) Metallic receiver sights, from any manufacturer, may be substituted for factory sights and mounted on the receiver of the gun.

(b) A prism or mirror device may be used when shooting from the right shoulder while aiming with the left eye or vice versa, providing it does not have a magnifying lens or lenses. It must not be used when shooting from the right shoulder when using the right eye, or vice versa.

(c) A hooded front sight with interchangeable inserts may be used, however, no portion of the front sight may extend past the end of the barrel.

(d) Telescopic sights are prohibited.

(e) Any sighting device programmed to activate the firing mechanism is prohibited.

**3.3.2 Slings** - Slings not exceeding 40mm (1.57 inches) in width, with moveable keepers are permitted. It may be worn only over the upper part of the left arm (right arm for left-hand shooter) and from there be connected to the fore-end of the rifle stock. Sling may pass along one side of the hand or wrist only. Sling cuffs and pads are permitted. No part of the rifle may touch the sling or any of its attachments except at the sling swivel and handstop.

**3.3.3 Shooting Equipment** - Ordinary sports or casual clothing, suitable for prevailing weather, must be worn. Shooting jackets are permitted. Padded shooting vests, pants, and unusually heavy clothing are prohibited. No footwear higher than the ankle is permitted. No pads, braces, or elastic bandages will be allowed without approval of the tournament officials. Eye patches are allowed. (See Rule 3.6).

**3.3.4 Ground Cloths** - Ground cloths or ground pads may be used providing they are not constructed or used in such a manner as to provide artificial support.

**3.3.5 Kneeling Roll** - A soft cylindrical cushion for use in the kneeling position only. It may not be more than 25 cms (9.84 inches) long or 18 cms (7.08 inches) in diameter (see Rule 5.6).

**3.3.6 Ammunition** - Rimfire cartridges commercially catalogued as (e

8) the “.22 Short,” “.22 Long,” or “.22 Long Rifle” are permitted. They must have an overall length not more than 1.1 inches, and be loaded with a lead or alloy bullet of not larger than .23 inch diameter weighing not more than 40 grains. Hollow-point, tracer, incendiary, or explosive bullets are prohibited.

**3.3.7 Spotting Scopes** - The use of a telescope to spot shots is permitted. It may be positioned forward of the shooter’s forward shoulder (Rule 9.16).

**3.3.8 Shooting Kits** - The shooting kit may not be placed forward of the shooter’s forward shoulder on the firing line, except that in the Standing (offhand) position a shooting kit, table, or stand may be used as a rifle rest between shots. The shooting kit, table, or stand may not be of such a size and construction as to interfere with shooters on adjacent firing points or to constitute a wind break (Rule 9.16).

**3.3.9 Padding** - Shoulder pads, sling pads, and elbow pads may be worn while shooting, provided they are constructed so as not to provide artificial support. For .22 rifle, only, a button, hook, or strap may be placed on the sleeve of the shooting coat to support the sling loop that is placed on the upper arm.

**3.3.10 Schuetzen-Type Butt Plates (Hooks)** - A butt plate/hook projecting more than 1 inch, but not more than 153 mm (6.02 inches) rearward of the forward-most depression of the buttplate - that part which normally rests against the front of the shoulder. The hook extension will be placed under the arm/shoulder.

**3.3.11 Palm Rests** - A palm rest is an attachment or extension below the forearm which aids the normal hand grip and support of the rifle by the forward hand/arm.

improper filling out of the forms are solely the responsibility of the shooter. The Statistical Office is not required to accept corrections after the entry closing time.

**17.5 Firing Point Assignments** - It is the duty of the competitor to secure his/her firing point assignment for each match in ample time to permit reporting at the proper time and place to shoot each match. Officials will not page competitors in order to have them on the firing line.

**17.6 Reporting at Firing Point** - Competitors must report at their assigned firing points immediately when the relay is called by the Chief Range Officer. The competitor’s gun and equipment for that match must be present and in safe operating condition. Time will not be allowed for repairs or searching for equipment after the relay has been called to the firing line. (See Rule 10.1.7)

**17.7 Timing** - The timing of the shooting of a stage or match (within the official time limit) is the competitor’s and coach’s responsibility. Range Officers will not announce the time during the shooting, but if requested, will give the competitor information as to time remaining. (See Rule 8.8)

**17.8 Loading** - No competitor or coach will load a gun except on the firing point, and only after the proper commands are given by the Chief Range Officer.

**17.9 Commence Firing** - No competitor will shoot his/her gun except on the firing point, and only after the Commence Firing command has been given by the Chief Range Officer.

**17.10 Cease Firing** - Competitors must obey this command immediately whether they have finished shooting or not. Obey the Cease Firing command regardless of whether it is given by the Chief Range Officer or someone else. Even though pressure has been applied to the trigger, pressure must be released so that the shot will not be fired. Unload the gun, if applicable. If the gun is loaded or cocked (and is not “unloadable”), notify the Range Officer immediately. Lay the gun on the ground, pointed towards the targets. Move away from the gun, so you are not handling it. Await further instructions.

**17.11 Checking Scores** - It is the duty of shooters and coaches to promptly check their scores in the Preliminary Bulletin and call attention to errors within the time specified at that tournament. Failure to check scores within the challenge time limit forfeits the right to challenge.

**17.12 Clearing the Firing Point** - It is the duty of the shooter and coach to leave the firing point promptly at the conclusion of the assigned relay. The firing point must be left in clean condition for the next competitor. When leaving the firing point, the gun will be unloaded and carried in a safe manner.

**17.13 Checking the Bulletin Board** - It is the duty of all shooters and coaches to check the Bulletin Board between matches. The Statistical Officer must be notified immediately of any apparent errors. The Official Bulletin must be checked and the Statistical Officer notified of any discrepancies between it and the Preliminary Bulletin. Tournament Director’s Bulletins on the Bulletin Board have the same effect as conditions printed in the program. It is the duty of shooters and coaches to familiarize themselves with all such Bulletins.

**17.14 Responsibility** - It shall be the competitor’s and coach’s responsibility to:

(c) The equipment which another competitor has been permitted to use.

**16.3 Authority of Protest Committee** - Appointed Protest Committees or Juries shall render decisions only in those areas which are not covered by these Rules or established precedent of S.D. State 4-H. Committees or Juries may request the advice and counsel of any official tournament personnel. The decision of the Committee or Jury will be final for the tournament, and the details of the protest (including the decision) will be forwarded to the S.D. State 4-H Youth Specialist.

**16.4 How to Protest** - A protest must be initiated immediately upon the occurrence of the protested incident. Failure to comply with the following procedure will automatically void the protest:

(a) State the complaint orally to the Chief Range Officer or Chief Statistical Officer. If not satisfied with this decision, then -

(b) State the complaint orally to the Tournament Director (or Protest Committee or Jury, if available). If not satisfied with this decision, then -

(c) File a formal, written protest with the Tournament Director within 12 hours of the occurrence of the protested incident. [Be sure to document the oral complaints registered in (a) and (b), above.]

**16.5 Challenges in Team Matches** - Team members who feel they have reason to challenge should state the facts to their Team Coach who will determine whether to make the official challenge. The challenge must be made by the Team Coach, using the procedures specified in Rule 16.1, above.

**16.6 Protests in Team Matches** - Team members who feel they have reason to protest should state the facts to their Team Coach who will determine whether to make the official protest. The protest must be made by the Team Coach, using the procedures specified in Rule 16.4, above.

## 17. COMPETITORS AND COACHES DUTIES & RESPONSIBILITIES

*Note: The following competitor's and coach's duties are in addition to those specified elsewhere throughout these Rules.*

**17.1 Discipline** - It is the duty of each shooter and coach to sincerely cooperate with tournament officials in the effort to conduct a safe, efficient tournament. Shooters and coaches are expected to promptly call the attention of proper officials to any infraction of the rules of safety or good sportsmanship or any of the 4-H rules or these Rules. Failure of a shooter or coach to cooperate in such matters or to give testimony when called upon to do so in any case arising out of such infractions may result in said shooter or coach being considered as an accessory to the offense.

**17.2 Knowledge of Program** - It is the competitor's and coach's responsibility to be familiar with the competition's program. Officials cannot be held responsible for the failure of shooters and coaches to obtain and become familiar with the competition's program.

**17.3 Eligibility** - It is the shooter's responsibility to enter only those events for which he/she is eligible (by training and age), and to enter the proper age class.

**17.4 Individual Entries** - In individual matches, it is the responsibility of the competitor to make his/her own entries on the forms, and in the manner prescribed for that tournament. Errors due to illegibility or

**3.3.12 Eye Protection** - All competitors and other personnel in the immediate vicinity of the range complex are required to wear eye protection devices.

**3.3.13 Ear Protection** - All competitors and other personnel in the immediate vicinity of the range complex are required to wear hearing protection devices. Sound-reduction ear muffs and ear plugs, as well as soft plastic or foam ear plugs will suffice.

## HIGHPOWER

**3.4 Highpower Rifle** - The rifle may be one of any chambered to shoot a centerfire cartridge. The following conditions/limitations apply (unless altered by the competition's program or Official Bulletin):

(a) There are no restrictions on the barrel length or overall weight of the rifle and its accessories.

(b) The trigger pull must be capable of lifting 3 pounds.

(c) No portion of the rifle or its attachments may extend more than 3 inches beyond the rear of the shooter's shoulder.

(d) A buttplate conforming to Rule 3.4.10 may be used when shooting from the Kneeling and Standing (offhand) positions only. "Around-the-body" and "around-the-shoulder" butt-hooks are not permitted.

(e) A palm-rest conforming to Rule 3.4.11 may be used when shooting from the Standing (offhand) position only.

(f) Release Triggers - Triggers which function on release are prohibited.

(g) Set Triggers - A secondary trigger which releases a portion of the primary trigger's pull weight is prohibited.

(h) Trigger Guard - The rifle must be equipped with an effective trigger guard. Lack of a trigger guard constitutes an unsafe rifle. (See Rule 9.6)

(i) The rifle will be fired 'single shot' — with single cartridge loading — even if it is intended as a repeating rifle equipped with a magazine (tubular, internal or external removable box-type) or "clip." A removable box-type magazine may be utilized if: (1) it is removed, (2) loaded with a single cartridge, and (3) re-inserted into action, for each shot fired.

(j) The same rifle must be used throughout all stages of any one match (except aggregate) except in the case of a malfunction or disabled rifle when the competitor may change rifles with permission of the Chief Range Officer.

**3.4.1 Sights** - Sight modifications may be made only as follows:

(a) Metallic receiver sights, from any manufacturer, may be substituted for factory sights and mounted on the receiver of the gun.

(b) A prism or mirror device may be used when shooting from the right shoulder while aiming with the left eye or vice versa, providing it does not have a magnifying lens or lenses. It must not be used when shooting from the right shoulder when using the right eye, or vice versa.

(c) A hooded front sight with interchangeable inserts may be used, however, no portion of the front sight may extend past the end of the barrel.

(d) Any sighting device programmed to activate the firing mechanism is prohibited.

(e) Telescopic sights are prohibited.

**3.4.2 Slings** - Slings not exceeding 40mm (1.57 inches) in width, with moveable keepers are permitted. It may be worn only over the upper part of the left arm (right arm for left-hand shooter) and from there be connected to the fore-end of the rifle stock. Sling may pass along one side of the hand or wrist only. Sling cuffs and pads are permitted. No part of the rifle may touch the sling or any of its attachments except at the sling swivel and handstop.

**3.4.3 Shooting Equipment** - Ordinary sports or casual clothing, suitable for prevailing weather, must be worn. Shooting jackets which provide support are permitted. Padded shooting vests, pants, and unusually heavy clothing are prohibited. No footwear higher than the ankle is permitted. No pads, braces, or elastic bandages will be allowed without approval of the tournament officials. Eye patches are allowed. (See Rule 3.6).

**3.4.4 Ground Cloths** - Ground cloths or ground pads may be used providing they are not constructed or used in such a manner as to provide artificial support.

**3.4.5 Kneeling Roll** - A soft cylindrical cushion for use in the kneeling position only. It may not be more than 25 cms (9.84 inches) long or 18 cms (7.08 inches) in diameter (see Rule 5.6).

**10 3.4.6 Ammunition** - Centerfire cartridges only are allowed. Hollow-point, tracer, incendiary, or explosive bullets are prohibited. Cartridges must be carefully matched to the rifle's exact chamber size.

**3.4.7 Spotting Scopes** - The use of a telescope to spot shots is permitted. It may be positioned forward of the shooter's forward shoulder (Rule 9.16).

**3.4.8 Shooting Kits** - The shooting kit may not be placed forward of the shooter's forward shoulder on the firing line, except that in the Standing (offhand) position a shooting kit, table, or stand may be used as a rifle rest between shots. The shooting kit, table, or stand may not be of such a size and construction as to interfere with shooters on adjacent firing points or to constitute a wind break (Rule 9.16).

**3.4.9 Padding** - Shoulder pads, sling pads, and elbow pads may be worn while shooting, provided they are constructed so as not to provide artificial support. A button, hook, or strap may be placed on the sleeve of the shooting coat to support the sling loop that is placed on the upper arm.

**3.4.10 Schuetzen-Type Butt Plates (Hooks)** - A butt plate/hook projecting more than 1 inch, but not more than 153mm (6.02 inches) rearward of the forward-most depression of the buttplate - that part which normally rests against the front of the shoulder. The hook extension will be placed under the arm/shoulder.

**3.4.11 Palm Rests** - A palm rest is an attachment or extension below the forearm which aids the normal hand grip and support of the rifle by the forward hand/arm.

**3.4.12 Eye Protection** - All competitors and other personnel in the immediate vicinity of the range complex are required to wear eye protection devices.

(h) If still a tie, then by coin toss.

**15.4 Team Matches** - Ties in team matches will be ranked in the order shown below:

(a) Ties in team matches where the team score includes a score achieved on a written test, will be ranked by fired scores only.

(b) Use the highest team member's individual scores and rank according to Rule 15.3, above.

(c) Use the second highest team member's individual scores and rank according to Rule 15.3, above.

(d) Use the third highest team member's individual scores and rank according to Rule 15.3, above.

(e) Use the fourth highest team member's individual scores and rank according to Rule 15.3, above.

(f) If still a tie, then by coin toss.

## 16. CHALLENGES AND PROTESTS

**16.1 Challenges** - When a shooter or coach feels that a match in which he/she is competing has been improperly evaluated or scored, that shooter or coach may challenge the score. A Challenge must be made within the published official challenge time. It shall be the challenging competitor or coaches privilege to inspect the target following a re-check.

(a) A challenge fee of \$3.00 per challenge will be charged to all persons making challenges. The challenge fee will be collected before the re-check of the challenged score. If the challenge is sustained (correct), the fee will be returned. If the challenge is lost, the challenge fee is included in the general revenue of the tournament.

(b) It shall be the responsibility of the tournament sponsor to state in the program, Official Bulletin, or by special bulletin board notice the time limits within which a challenge may be made.

(c) When targets are scored in the Statistical or Scoring Offices, or on display racks, the re-checks will be made by the Statistical Officer or Chief Scoring Officer or Tournament Director, in that order.

(d) Decisions on the value of achieved scoring rings of shot holes, made by means of scoring gauges in accordance with Rules 14.3 and 14.3.1, are final and cannot be appealed. (Replugging is not as accurate as original plugging.) However, mistakenly recording a score of "7" instead of a "9", for example, can be challenged.

(e) Aggregate matches when challenged only correct the numerical addition of all component fired matches.

**16.2 Protests** - A competitor or coach may formally protest:

(a) Any injustice which has been done to him/her, other than a challengeable score or target which should be addressed under Rule 16.1 above.

(b) The condition under which another competitor has been permitted to shoot.

**14.10 Visible Hits and Close Groups** - All hits which are clearly visible on the target will be scored. In the case where the grouping of three or more shot is such that it is possible for a required shot (or shots) to have gone through the enlarged hole without leaving any mark, and there is no evidence that a shot (or shots) have gone elsewhere other than through the assigned target (a crossfire, for example), the shooter will be given the benefit of the doubt and credited with scored hits for the required number of shots in that bullseye. If such action could place a non-visible hit or hits in either of two scoring rings, such hits shall be scored in the high value ring. Backing targets, when used, should be reviewed by the scoring personnel to assist in determining the number of shots creating the group in the affected bullseye.

**14.11 Scoring Altered Targets** - Targets intentionally altered or marked to benefit one competitor over other competitors, will not be scored.

**14.12 Scoring Incorrect Targets** - Shots fired on incorrect targets will not be scored.

## 15. DECISION OF TIES (TIE-BREAKING)

**15.1 Match** - The term "match" as used in this section refers to all individual, team, and aggregate matches.

**15.2 Numbering of Bullseyes** - For the purpose of ranking tie scores, the bullseye numbers printed on NRA official targets will be considered the order of scoring precedence. These numbers will be considered to run in consecutive sequence throughout the entire course of fire (as specified in these Rules or as superceded in the competition's program or Official Bulletin).

**15.3 Breaking Tie Scores** - Competitors having the same numerical score over the entire match (or stages of a match where awards are granted for these stages) in which the tie needs to be broken will be ranked in order:

*Use the following alphabetical order for order of precedence, as applicable.*

(a) By the greater number of "inner tens" or "center shots", as applicable for specialty targets, over the entire course needing ties broken.

(b) By the highest ranking score in the Standing position, then Kneeling position, then Sitting position, then Prone position.

(c) By the greater number of "inner tens" or "center shots", as applicable, in the Standing position.

(d) By the highest ranking score on each bullseye applied in reverse order (#10, #9, #8, #7, etc), in Standing position.

(e) For A-17 targets, score the "center shots of higher value" and apply (a) and (c) in order.

(f) By the highest ranking score on each bullseye, applied in reverse order, for all targets in the order specified for the competition.

(g) By shooting single shots from the Standing position until one competitor's shot is of higher value than that of another. A maximum of 20 additional shots will be thus taken.

**3.4.13 Ear Protection** - All competitors and other personnel in the immediate vicinity of the range complex are required to wear hearing protection devices. Sound-reduction ear muffs and ear plugs, as well as soft plastic or foam ear plugs will suffice.

## BLACKPOWDER

### 3.5 Blackpowder Rifle - :

(a) There are no restrictions on the barrel length or overall weight of the rifle and its accessories.

(b) The trigger pull must be capable of lifting 3 pounds.

(c) Release Triggers - Triggers which function on release are prohibited.

(d) Set Triggers - A secondary trigger which releases a portion of the the primary trigger's pull weight is not to be used.

(e) Trigger Guard - The rifle must be equipped with an effective trigger guard. Lack of a trigger guard constitutes an unsafe rifle. (See Rule 9.6)

(f) The same rifle must be used throughout all stages of any one match except aggregate) except in the case of a malfunction or disabled rifle when the competitor may change rifles with permission of the Chief Range Officer.

**3.5.1 Sights** - Sight modifications may be made only as follows:

(a) Metallic receiver sights, from any manufacturer, may be substituted for factory sights and mounted on the receiver of the gun. 11

(b) A prism or mirror device may be used when shooting from the right shoulder while aiming with the left eye or vice versa, providing it does not have a magnifying lens or lenses. It must not be used when shooting from the right shoulder when using the right eye, or vice versa.

(c) A hooded front sight with interchangeable inserts may be used, however, no portion of the front sight may extend past the end of the barrel.

(d) Telescopic sights are prohibited.

(e) Any sighting device programmed to activate the firing mechanism is prohibited.

**3.4.2 Slings** - Slings are prohibited.

**3.5.3 Shooting Equipment** - Ordinary sports or casual clothing, suitable for prevailing weather, must be worn. Padded shooting vests, pants, and unusually heavy clothing are prohibited. Non-supportive jackets are permitted. No footwear higher than the ankle is permitted. No pads, braces, or elastic bandages will be allowed without approval of the tournament officials. Eye patches are allowed. (See Rule 3.6).

**3.5.4 Ground Cloths** - Ground cloths or ground pads may be used providing they are not constructed or used in such a manner as to provide artificial support.

**3.5.5 Kneeling Roll** - A soft cylindrical cushion for use in the kneeling position only. It may not be more than 25 cms (9.84 inches) long or 18 cms (7.08 inches) in diameter (see Rule 5.6).

**3.5.6 Ammunition** - Round pure lead balls, or cast pure lead bullets of the appropriate diameter for the caliber of rifle to be used. Blackpowder FFFg or modern substitute powders (Pyrodex RS, etc.) for charging. Blackpowder FFFFg for flintlock priming. #11 percussion caps for caplock ignition.

**3.5.7 Spotting Scopes** - The use of a telescope to spot shots is permitted. It may be positioned forward of the shooter's forward shoulder (Rule 9.16).

**3.5.12 Eye Protection** - All competitors and other personnel in the immediate vicinity of the range complex are required to wear eye protection devices.

**3.5.13 Ear Protection** - All competitors and other personnel in the immediate vicinity of the range complex are required to wear hearing protection devices. Sound-reduction ear muffs and ear plugs, as well as soft plastic or foam ear plugs, will suffice.

**3.6 General** - All devices or equipment which may facilitate shooting and which are not mentioned in these Rules, or which are contrary to the spirit of these Rules are prohibited. The placement of allowable devices or equipment must not enhance a competitor's shooting, nor may it detract from another competitor's shooting. Tournament officials have the right to examine a shooter's equipment and apparel. It is the shooter's responsibility to submit questionable equipment and apparel for official inspection and approval prior to the beginning of the match.

**3.7 Illegal** - Any shooter found to be using equipment in violation of these rules shall be warned ONCE and given that opportunity to utilize authorized equipment. If the same shooter continues to use equipment in violation of these rules, or reverts to it, that shooter shall be penalized according to the provision of Rule 9.23 .

## 4. TARGETS

**4.1 Official Targets** - Only official National Rifle Association (NRA) targets will be used, unless directly specified in the competitor's program or Official Bulletin. Targets may not be altered or modified by the manufacturer or user, except with the specific written permission of the tournament officials.

*NOTE: The use of other targets may be scheduled for other rifle matches by the sponsors, provided the conditions are clearly stated in the competition's program or Official Bulletin.*

**4.2 BB-Gun Targets - 5 Meter Targets** - Official NRA Targets AR-4/1 (single bullseye), AR-4/5 (5 bullseye), and AR-4/10 (12 bullseye, 2 for sighting) for competition. (See NRA BB-Gun rulebook, Rule 4.2 for target dimensions and description.)

**4.3 Air Rifle Targets - 10 Meter (33 foot) Targets** - Official NRA Targets AR 5/1 (single bullseye), AR 5/5 (5 bullseye), and AR 5/10 (12 bullseye, 2 for sighting). (See NRA Position Air Rifle rulebook, Rule 4.2 for target dimensions and description.)

**4.4 Smallbore Targets** - (See NRA Smallbore Rifle rulebook, Section 4 for target dimensions and description.) Designed targets for specific shooting distances are given below.

**4.41 Smallbore Targets - 50 Foot Target** - Official NRA A-52 (12 bullseye, 2 for sighting). New International-style target (10-dot, not ring). Alternate target USA-50.

regarding which shots were fired by another competitor, the Chief Range Officer will be allowed to examine the target in question as well as the targets of the adjacent shooters, and decide which shots will be recorded on the target in question.

**14.7.1 Hits on the Wrong Bullseye (multi-bull target)** - When there are more than the required numbered of hits on one bullseye and a fewer number than required on another bullseye on the same target, the shooter will be awarded the actual value of their score, minus a penalty of one point for each hit on the wrong bullseye. **Penalty points will be deducted from the hit or hits of highest value on the bullseye bearing more than the required number of hits, and this combination of highest value hit(s) minus penalty deduction will be allocated to the bullseye which received less than the required number of shots.** [Example: With 2 shots required per bullseye, one bull receives a 10, an 8, and a 7 - while the next bull receives only a 9. The excess-shot bull gets a score of 15 (the lower, 8+7), while the under-shot bull gets a score of 18 (the 9+10-1).] This is necessary for the recording of shots for tie-breaking purposes.

**14.8 Excessive Hits** - If more than the required number of hits appear on the target, any shot which can be identified as having been fired by a shooter other than the shooter assigned to that target will not be scored.

(a) If through his/her own mistake, a shooter fires more than the required number of shots, the recorded score will be the required number of hits of lowest value less one penalty point per extra shot fired. Corresponding to the number of excessive shots, the higher valued shots will be nullified.

(b) If through his/her own fault, a shooter fires fewer than the required number of shots, the score will be the values attained with those shots which were fired, and a miss ("0") will be scored for each shot unfired.

(c) If a competitor fires more than the required number of shots for a target and one or more hits are on a target other than his/her own, all shots fired on the targets of others will be brought back to the corresponding bullseye(s) on his/her own target and each will be scored as a miss ("0").

(d) If a competitor receives a confirmed crossfired shot and it is impossible to determine which shot is his/hers, the value of the highest scored undetermined shot will be credited.

(e) If a competitor wishes to disclaim a shot hole on his/her target, the Range Officer must be notified immediately. If the Range Officer cannot confirm beyond any reasonable doubt that the competitor did not fire the disputed shot(s), the shot(s) will be credited to the competitor and will be so recorded. The following shall be considered sufficient to justify the annulment of a shot:

(1) If the Chief Range Officer confirms by observation of the competitor and the target that the competitor did not fire the shot.

(2) If a "missed shot" is reported by another competitor or Scorer at approximately the same time, and from within the neighboring two or three shooting points.

**14.9 Ricochets** - A hole made by a ricochet bullet or rebounding BB does not count as a hit and will not be scored. The shooter's score will not be penalized for such "redirected" shots.

Championship tournaments, all record shots will be scored with the aid of a plug-type scoring gauge, and constantly witnessed by two (2) scoring personnel.

*Note: Targets will be scored while in a horizontal position. The plug gauge should be inserted carefully so that no pressure is exerted to any side, as this may affect the final plug position in the shot hole and, therefore, the value of the hit. If two scorers cannot agree on the value of a shot, another scorer or match official will decide before the plug is removed from the hole.*

**14.3.2 Scoring Inner Tens** - Inner tens (10's) must be scored, when necessary to break ties (see Section 15). Air rifle 10-meter targets (AR-5/1, AR-5/5, AR-5/10) — inner tens are scored when the "10 dot" has been shot out completely as determined by the use of the 4.5 mm air rifle plug gauge.

**14.3.3 Scoring Center Shots** - Center shots must be scored, when necessary to break ties (see Section 15).

(a) BB-Gun targets (AR-4/1, AR-4/5, AR-4/10) — a center shot is scored when any shot hole touches the 10-ring but does not touch the inside edge of the 9-ring, as determined by use of the .177 inch scoring gauge. A center shot will be considered of higher value than a "10" for tie-breaking purposes.

(b) Smallbore targets (A-17) — a center shot is scored when a shot hole touches the 10-ring but does not touch the outside edge of the 9-ring, as determined by use of the .22 inch scoring gauge. A center shot will be considered of higher value than a "10" for tie-breaking purposes.

**Center shots of Higher Value** (A-17) — a center shot of higher value is scored when a shot hole obliterates the 10-ring, as determined by use of the .22 inch scoring gauge. A 'Center Shot of Higher Value' will be considered of higher value than a Center Shot for tie-breaking purposes.

(c) Smallbore targets (A-36, A-52) — a center shot is scored when a shot hole touches the 10-dot but does not touch the outside edge of the 8-ring, as determined by the use of the .22 inch scoring gauge (*NOT the outward scoring gauge*). A center shot will be considered of higher value than a "10" for tie-breaking purposes.

**14.4 Misses** - Hits outside the scoring rings of the competitor's target are scored as misses. A score of zero ("0") will be awarded for each such shot.

**14.5 Early or Late Shots** - If any shots are fired before the command COMMENCE FIRING or after the command CEASE FIRING, the shots of highest value on the target equal in number to those shot in error, will be scored as misses. The Range Officer must provide details of these occurrences (either on the affected target or written on a note referencing the target) prior to the target being delivered to the scoring office.

**14.6 All Hits Count** - All shots fired by the competitor which strike the target outside the sighting bullseye will be counted in the score, even if the gun is accidentally discharged (exception for sighting shots, see Rule 9.2.1).

**14.7 Hits on Wrong Target** - Hits fired on the wrong target (another competitor's target or an incorrect target of the shooter) are scored as misses for the shooter. The score for the other competitor will not reflect any score for hits not his/her own. If no judgement call can be made

**4.42 Smallbore Targets - 50 Foot Target** - Official NRA A-36 (12 bullseye, 2 for sighting). International-style target (10-dot, not ring).

**4.43 Smallbore Targets - 50 Foot Target** - Official NRA A-17 (11 bullseye, 1 for sighting). Conventional-style target (10-ring).

**4.5 Highpower Targets - 100 Yard Target** - Official NRA SR-1 (single bullseye). (See NRA Highpower Rifle rulebook, Section 4 for target dimensions and description.)

**4.6 Blackpowder Targets - 50 Yard Target** - Official NRA B-17 (single bullseye—"Slow-Fire Pistol"). (See NRA Pistol Rulebook, Section 4 for dimensions and description.)

## 5. POSITIONS

The Positions used in the match shall be specified in the competitor's program or Official Bulletin under conditions of the match, and must be in accordance with the definitions of positions prescribed in this section.

**5.1 Ground** - All reference to the ground in the following position rules are to be construed as the surface of the firing points, ground, floor, or shooting mats. This reference to ground shall include the surface of the floor or ground ahead of the firing line. No portion of the shooter's body may contact the ground ahead of the firing line (Rule 6.1), although those portions of the shooter's body or rifle which do not contact the ground may extend ahead of the firing line.

**5.2 Artificial Support** - The use of any supporting surface except the ground and not specifically authorized in these Rules is prohibited. The digging or use of holes for the elbows, arms, legs, or heels is prohibited. The use of artificial support is prohibited except as authorized for a physically handicapped shooter (Rule 5.9).

**5.3 Position of the Butt Stock** - In the Prone and Sitting positions the buttplate or butt surface must be held against the front of the shoulder on the outside of the garment or shooting coat. It is not permitted to touch the ground. In the Kneeling and Standing positions, when not using a hook-type buttplate, the butt may be placed with the toe of the butt in the shoulder.

**5.4 Prone** - The body will be extended on the ground of the firing point with the head toward the target. The gun will be supported by both hands and one shoulder only. The cheek may be placed against the stock in the sighting position. The gun may be held by means of a sling. The gun may not touch or rest against any other point or object. The shooter's forearms, as well as the sleeves of the garment or shooting jacket, must be clearly and visibly raised from the ground. The shooter's forward forearm may not form an angle less than 30 degrees from the ground.

**5.5 Sitting** - Weight of the body supported on the buttocks and the feet or ankles; no other portion of the body touching the ground. The gun will be supported by both hands and one shoulder only. The cheek may be placed against the stock in the sighting position. The gun may be held by means of a sling. The gun may not touch or rest against any other point or object. Elbows may rest on the legs at any point above the ankles. (Elbow is defined as 4 inches from the point of the arm when bent.)

**5.6 Kneeling** - Body may contact the ground with both feet and only one knee. The buttocks remains clear of the ground, but may rest on one foot (supporting the body's weight.) The gun will be supported by both hands and one shoulder only. The cheek may be placed against the stock

## 14. SCORING AND MARKING

in the sighting position. The gun may be held by means of a sling. The gun may not touch or rest against any other point or object. The elbow of the arm supporting the gun rests on the knee or leg. The shooter may be on, partially on, or entirely off the shooting mat. One kneeling roll (as described in Section 3) may be placed under the instep provided the foot is placed toe-down at an angle not greater than 45 degrees from the vertical. If the kneeling roll is not used, the foot may be positioned at any angle, to include placing the side of the foot and the lower leg in contact with the ground. No portion of the buttocks or upper leg may touch the ground at any point. Only the trousers and underclothing may be worn between the shooter's buttocks and the foot/heel.

**5.7 Standing (Offhand)** - The shooter shall stand free with both feet on the ground, or shooting mat, without any other support. The gun will be supported by both hands and one shoulder only. The cheek may be placed against the stock in the sighting position. A sling is not permitted. The supporting elbow and upper arm may be supported on the chest or the hip.

**5.8 Ground Position** - The shooter shall be positioned as far forward on the Firing Point, as possible (close to the Firing Line). No portion of the shooter's body may contact the ground forward of the Firing Line, however, portions of the body which do NOT touch the ground may extend OVER the Firing Line. (Failure of one or more shooters to position themselves close to the Firing Line may place others in a dangerous situation relative to their gun's muzzles.)

**5.9 Illegal** - Anyone found using an illegal position shall be warned ONCE and given that opportunity to correct the position. If the same shooter continues to use an illegal position or reverts to it, that shooter shall be penalized according to the provision of Rule 9.23 .

**5.10 Handicapped** - A shooter who, because of physical handicap (temporary or permanent), cannot shoot from one or more of the prescribed shooting positions outlined in these Rules should proceed with Section 13 procedures.

## 6. RANGE STANDARDS

**6.1 Firing Line** - The firing line is immediately in front of the firing point or points, and must be marked so that it can be clearly seen by coaches and shooters. The shooting distance is measured from this firing line to the face of the target when hung in its proper position in front of the backstop.

**6.2 Firing Point** - That part of the range provided for the shooter (immediately to the rear of the firing line). Each firing point should have a minimum width of 4 feet. Each firing point is numbered to correspond with its target frame.

**6.3 Shelter** - The firing point on outdoor ranges may be covered and closed on three sides, open toward the targets. There must be ample room for Range Officers and other match personnel to move freely to the rear of the shooters.

**6.4 Shooting Distance** - The shooting distance is measured from the firing line to the face of the target when hung in its proper position in front of the backstop.

**6.4.1 BB-Gun Shooting Distance** - 5 meters (16 feet 4 3/4 inches)

**6.4.2 Air Rifle Shooting Distance** - 10 meters (32 feet 9 1/2 inches)

**14.0 Score** - The total value of all the required shots fired by a competitor in any one match.

**14.1 When to Score** - Usually targets are scored after 10 shots or 20 shots, for record. Special conditions may require other than this usual procedure.

**14.2 Where to Score** - Targets may be scored in the Scoring Office, the Statistical Office, or on the range in view of the competitors and spectators.

**14.2.1 Targets as Score Cards** - Targets constitute the Score Cards when scored in the Scoring Office or Statistical Office, and therefore should be retained in good order until the time allowed for filing challenges and protests has expired.

**14.3 How to Score** - A shot hole, the leading edge of which comes in contact with the outside of the bullseye or scoring rings of a target, is given the value of the higher value scoring ring contacted. If a competitor's shot fails to hit any target (shots outside the scoring rings), that shot will be scored as a miss (zero). A scoring gauge will be used to determine the value of close shots. The higher ring value will be allowed in those cases where the gauge's flange touches the scoring ring. (Exception: When the "outward scoring gauge" is used, the higher ring value is awarded when the flange fails to touch the outside edge of the second scoring ring out.) For pictorial examples, check NRA specialty rulebooks, Section 14.

No scoring gauge will be used unless the diameter of the scoring flange is within these limits:

- (a) BB-Gun - .177-.179 inches (4.5-4.55 mm).
- (b) Air Rifle - .177-.179 inches (4.5-4.55 mm).
- (c) Air Rifle gauge for "outward scoring" - 5.45-5.50 mm.
- (d) Smallbore - .2225-.2240 inches.
- (e) Smallbore gauge for "outward scoring" - .3610-.3625 inches.
- (f) Highpower - (no gauge specified, as various bullet calibers may be used)
- (g) Blackpowder - (no gauge specified, as various bullet calibers may be used)

**14.3.1 Use of Plug-Type Scoring Gauge** - During S.D. State 4-H

(a) Each such petition will be reviewed. Additional information, statements, and/or photos may be required for a determination to be made. A written Special Authorization Certificate (with an *authorization number*) will be prepared and issued to a shooter who's petition has been approved. The Certificate shall be issued for only the current calendar year, and will include copies of the petition photographs. The shooter may petition, annually, for a renewal of the Certificate.

(b) Shooters who have received Special Authorization Certificates will be required to carry them when competing in competitions governed by these Rules, and to present the Certificates when registering as well as when requested by tournament officials. The authorization number of the Certificate will be annotated on the shooter's registration.

(c) In the event of a protest involving the position or the equipment used by a shooter, the Tournament Director or Jury will compare the questioned position/equipment with the Certificate's photographs. If the Director or Jury decides that the position or equipment does not conform to authorization, the protest will stand and the shooter will be directed to change to the position and equipment which has been approved or to an otherwise legal position or equipment.

(d) Each such protest will be brought to the attention of the *4-H/Youth Specialist* to monitor whether a shooter is exceeding the privilege of an authorized position or equipment, as provided by authorization number. If such activity is found to occur, the *4-H/Youth Specialist* may rescind the Certificate, by authorization number, and provide notice of such a rescission to any interested party (sponsor, etc.) upon request.

(e) Each new Special Authorization Certificate (whether new, renewal, or new rescission) will be recorded and dealt with according to its authorization number. Any current authorization number (non rescinded) will be considered on its own merits, regardless of whether a previous authorization number for that shooter had been rescinded.

(f) State 4-H shooting records will NOT be allowed with special positions or equipment as provided under a Special Authorization Certificate.

(g) Two types of authorizations can be issued: permanent and temporary

(1) Temporary authorizations are to be issued to persons with short-term or temporary disabilities, and may be issued for a term ending before the end of the calendar year, if desired. Temporary authorizations may be renewed after the end of the calendar year, If necessary.

(2) Permanent authorizations are to be issued to persons with disabilities.

**13.2 Temporary Disability: Substitute Position** - Any person who has a temporary physical disability, as substantiated by obvious observable condition or current written medical opinion, which prevents him/her from using a specified position as defined in these Rules, must notify the Scoring Officer and the Range Officer. The Chief Range Officer may then allow the shooter to assume the next more difficult shooting position attainable in lieu of the unuseable position. In this rule, Sitting/Kneeling/ Standing position may be used for Prone position; Kneeling/Standing position for the Sitting position; and Standing position may be used for the Kneeling position. Any substitute position must conform to the Rule in Section 5 which defines it. The substitute position will be monitored by the Range Officer.

**6.4.3 Smallbore Shooting Distance** - 50 feet

**6.4.4 Highpower Shooting Distance** - 100 yards

**6.4.5 Blackpowder Shooting Distance** - 25 yards

**6.5 Illumination** - Artificial illumination of outdoor and indoor targets is permitted.

**6.6 Target Numbers** - Target frames will be numbered to correspond with their assigned firing point numbers. These numbers should be printed in dark numerals on contrasting bright background (or vice versa). The numbers should be sufficiently large as to be easily identified with normal vision.

**6.7 Target Heights** - A competitor's targets may be attached to the target frame at that competitor's height preference — allowing for SAFETY, and design limitations of the target frame. All competitors must be allowed the same height flexibilities, so any reduced capabilities for one shooter will necessitate the same restrictions for all others - even if the others have full-height option capabilities.

**6.8 Target Equipment** - Target equipment shall be operated to grant all competitors the same opportunities - with none receiving advantages. Equipment system used must ensure the necessary degree of safety, and accurate control of timing and changing of targets. All targets should be attached in a manner that their movements will not be distracting even in high-wind conditions.

**6.9 Wind Flags** - A wind flag is a strip of cloth attached to a stake at the approximate target height. Wind flags, if erected by the match sponsor, may be placed at the targets and at mid-range locations to indicate wind direction and velocity. They will not be placed where they will interfere with a projectile's path to the target, or with the shooter's ability to view or sight on the target. No individual wind flags are permitted.

**6.10 Firing Line Personnel** - Each tournament should have a Range Officer and enough assistants to operate the range and see that all safety measures are observed. (BB-Gun and Air Rifle competitors may have a coach or other person to assist with loading, cocking, safety observing, and coaching functions. These shooters may cock their own guns, if they so desire.)

## 7. COURSES OF FIRE

The following courses of fire are most common. See Section 4 for authorized targets, and Section 8 for Time Allowances. The Match Program must be specific in defining the course of fire. Other courses of fire, other targets, and other time limits may be scheduled by the tournament sponsor provided these changed conditions are clearly stated in the competition's program and Official Bulletin.

**7.1 BB-Gun Course of Fire** -

**7.1.1 Single Position** - four main options

(a) Prone position - 10 shots

(b) Sitting position - 10 shots

(c) Kneeling position - 10 shots

(d) Standing position - 10 shots

**7.1.2 Four Position** - 40 shots, 10 shots from each of four position. Order of shooting shall be Prone, Standing, Sitting, and Kneeling.

**7.2 Air Rifle Courses of Fire** - normally conducted in multi-positions

**7.2.1 Three Position** - two main options

(a) 10 shots in each position; Prone, Standing, Kneeling positions in that order.

(b) 20 shots in each position; Prone, Standing, Kneeling positions in that order.

**7.2.2 Four Position** - two main options

(a) 10 shots in each position; Prone, Standing, Sitting, Kneeling in that order.

(b) 20 shots in each position; Prone, Standing, Sitting, Kneeling in that order.

**7.3 Smallbore Courses of Fire** - normally conducted in multi-positions

**7.3.1 Three Position** - two main options

(a) 10 shots in each position; Prone, Standing, Kneeling positions in that order.

(b) 20 shots in each position; Prone, Standing, Kneeling positions in that order.

**7.3.2 Four Position** - two main options

(a) 10 shots in each position; Prone, Standing, Sitting, Kneeling in that order.

(b) 20 shots in each position; Prone, Standing, Sitting, Kneeling in that order.

**7.4 Highpower Courses of Fire** - fired single or multi-position

**7.4.1 Single Position** - two main options

(a) Prone - 10 shots

(b) Standing - 10 shots

**7.4.2 Four Position** - 40 shots, 10 shots each position. Order of firing shall be Prone, Standing, Sitting, and Kneeling.

**7.5 Blackpowder Course of Fire** - fired single or two-position

**7.5.1 Single Position** - two main options

(a) Kneeling - 10 shots

(b) Standing - 10 shots

**7.5.2 Two Position** - 20 shots, 10 shots from each position. Order of firing shall be Standing and Kneeling.

## 8. TIME LIMITS

Changes to the time allowances listed in these Rules must be clearly stated in the competition's program or Official Bulletin.

competitors appointed by the Team Coach to perform such duties as the Coach may assign. The Captain may serve as the Coach during short-duration absences of the Coach.

**12.3 Team Entries** - In team matches, all shooting members of the team, and alternate firing members (if allowed by the tournament, and accommodated by the team) must be named on the entry form prior to the first shot of the match being fired. (See Rule 2.11).

**12.4 Substitution of Alternates** - If alternates are allowed and have been named on the entry form, the Team Coach may substitute an alternate for a firing member at any time before the *firing member to be replaced* has fired the first shot of the match (sighting of record). The Coach must notify the Scoring Officer and the Range Officer accordingly. After having fired the first shot of a match, a team member can be substituted only in case of disabling emergencies such as accident or illness, and then only if approved by the Chief Range Officer. In this circumstance, all shots fired by the replaced member count, and the substitute shooter fires only the uncompleted portion of the replaced member's course of fire.

**12.5 Positioning of Team Coach** - In BB-Gun and Air Rifle team matches, the Team Coach will be allowed on the firing line between and slightly to the rear of the shooter(s) in such a position as not to interfere with the proper operation of the range or with a member(s) of another team. The Coach may not deliberately provide artificial support or act as a sunshade or windscreen.

**12.6 Coaching in Team Matches** - In all BB-Gun and Air Rifle team matches, coaching is permitted within the team only. The Coach may assist team members by calling shots, checking time, checking scoring, ordering or performing sight changes, assisting with loading, etc., but must so control his/her voice and actions as not to disturb other competitors.

**12.7 Checking Scores in Team Matches** - In team matches where targets are scored from the pit, it is permissible for the Team Coach to have a team member (not then shooting) or other specified assistant placed in such position immediately behind the firing line that he/she can check the scores written on the score card by the scorer. An individual so placed shall not coach nor talk with the Coach, except regarding the scores posted to the card.

## 13. PHYSICALLY DISABLED SHOOTERS

**13.1 Physically Disable Shooter** - A shooter who because of physical disability cannot shoot from one or more of the prescribed shooting positions outlined in these Rules, or who must use special equipment when shooting, is privileged to petition *SD 4-H* for permission to assume a special position or to use modified equipment, or both. This petition will be in the form of a written request from the person concerned to the *4-H Youth Specialist* outlining in detail the reasons why the special positions must be assumed or the special equipment must be used. The petition will be accompanied by photographs of the shooter in the position(s) to be approved and, if special equipment is required, the photographs will show how this equipment and its placement during shooting. The petition must be accompanied by a medical doctor's statement detailing the disability's impact on a prescribed position, and the reasons why the requested position would be satisfactory. (Approved positions must be fair to both the disabled shooter and non-disabled competitors — NOT providing an advantage to the disabled shooter.)

- (b) The targets are properly hung as to firing point assignments.
- (c) Removing and pairing all record targets and backing targets according to target point number.
- (d) That targets are arranged in numerical order.
- (e) That all targets are returned promptly to the Statistical Office at the completion of each relay or displayed on racks in proper order.

When the targets are hung by the competitors, it is each competitor's responsibility to hang the correct target for the range, match, and position being fired.

**11.9 Scoring Officer** - The Statistical Officer may appoint one or more Scoring Officers to perform the scoring of targets (off the frames) according to the rules of Section 14. Scoring Officers are responsible to the Statistical Officer.

**11.10 Duty to Competitors** - It shall be the duty of all operating officials and personnel to conduct themselves properly, in carrying out their various duties by being fair and impartial to all competitors. No Official shall molest a competitor nor allow such practice by another official, other competitor, or other person. Should a shooter's equipment or demeanor warrant disqualification for an individual match or tournament, it should be done in such a manner as to cause the least inconvenience to all concerned. In so doing, the official should state to the competitor the rule, or section of rules, under which the disqualification is being made.

## 12. TEAM OFFICER'S POSITIONS AND DUTIES

**12.1 Team Coach** - Each team must have a designated Team Coach. The Coach is responsible for maintaining discipline within the team's members. The Coach will cooperate with tournament officials at all times in the interest of safety, efficiency, and good sportsmanship. The Coach is responsible for all members of the team. The Coach's official responsibilities include:

- (a) being familiar with these Rules.
- (b) being familiar with the tournament/match program.
- (c) making proper team entries.
- (d) having team members report at proper firing points with appropriate equipment at the right time, ready to shoot.
- (e) checking team members' targets for acceptable quality (blemishes, inking, etc.).
- (f) checking scores, signing score cards (if used), and making challenges.
- (g) checking Preliminary Bulletins, Official Bulletins, and Official Notes for original content as well as updates and changes.
- (h) making official protests.
- (i) collecting team members' awards.

**12.2 Team Captain** - The Team Captain is a member of the team's

**8.1 Computing Time** - Time is not checked on each shot (except for black powder.) The time allowance is computed for a complete stage or match (any dry firing sighting shots must be fired within the completed times except when specifies otherwise). In some cases this is based on the specified record number of shots multiplied by the allowance per shot. The Chief Range Officer may terminate any relay before completion of the full time allowed IF ALL COMPETITORS in that relay have completed shooting. Time allowed, but not used, does not carry over to another stage or match.

**8.2 BB-Gun** - Shooting time, including sighting shots, is one minute per record shot (10 shots in 10 minutes). No limit is placed on the number of dry firings or sighting shots performed within this allotted time. (See Rule 9.7)

**8.3 Air Rifle** - Shooting time, including sighting shots, is 1 1/2 minutes per record shot from Prone, Sitting and Kneeling; and 2 minutes per record shot from Standing. No limit is placed on the number of dry sighting shots. (See Rule 9.7)

**8.4 Smallbore** - Shooting time, including sighting shots, differs for type of target. No limit is placed on the number of dry firings or sighting shots performed within this allotted time. (See Rule 9.7)

**8.4.1 Conventional target (A-17)** - One minute per record shot from Prone, Sitting, and Kneeling; 1 1/2 minutes per record shot from Standing.

**8.4.2 International target (A-36 or A-52)** - 1 1/2 minutes per record shot from Prone, Sitting, and Kneeling; 2 minutes per record shot from Standing.

**8.5 Highpower** - Shooting time is 1 minute per record shot from Prone, Sitting, and Kneeling; and 1 1/2 minutes per record shot from Standing. (Sighting and dry-firing is performed only on a separate target with its own time allowance.)

**8.6 Blackpowder** - Shooting time is 1 1/2 minutes per record shot, from Commence Firing command to Cease Firing command. (Sighting and dry-firing is performed only on a separate target.)

**8.7 Additional Time** - It is the responsibility of the shooter to finish shooting within the time allowed. Additional time will not be given except as otherwise provided in these Rules.

**8.8 Passage of Time** - Range Officers will not voluntarily warn competitors of the passage of time. Shooters and coaches may inquire of Range Officers as to the time remaining. The request for time and the response shall be given in a tone which will not disturb other competitors.

## 9. COMPETITION REGULATIONS & RANGE OPERATIONS

**9.1 Changing Guns** - No competitor will change guns, or stocks of guns, during the firing of any single or multiple stage match unless the gun has become disabled, and has been so designated by the Chief Range Officer. For the purpose of this Rule, the shooting of a match or stage is considered to have started when the competitor has fired his/her first record shot. A claim of having a disabled gun must be made immediately. All shots fired up to the time that the claim is made will stand as part of the official score. A disabled gun, after being designated as disabled by the Chief Range Officer, may be exchanged according to Rule 9.6.

**9.2 Sighting Shots** - Sighting and fouling shots are permitted unless prohibited by the competition's program or Official Bulletin. They will only be fired upon the command of "Commence Firing."

(a) Separate Target for Sighting - Unlimited sighting shots may be fired from any position provided they are fired within the allotted time. At the expiration of sighting time, the sighting target will be replaced with the record target. Due to the removal of the sighting target for the entire relay, there shall be NO PROVISION for additional sighting shots after either a change of gun (disabled gun) or lengthy interruption in the shooting of the record target.

(b) Multiple Bullseye Target WITH Sighting Bullseye(s) - Unlimited sighting shots are allowed from the assigned position for the match stage, provided all sighting and record shots are fired during the time allowed. If the time for the shooting of the record shots is interrupted for 3 minutes or more NOT DUE to a fault of the shooter, the shooter may demand extra time (equal to the duration of the interruption). If the interruption is longer than 5 minutes, the shooter has the right to unlimited additional sighting shots. Unlimited additional sighting shots may be authorized in the event of a disabled gun. (See Rules 9.6 and 10.8)

**9.2.1 Misplaced Sighting Shots** - When the target used provides a sighting bullseye, and the first sighting shot hits outside of the guard ring on the sighting bullseye (measured to the near edge of the bullet hole), the competitor will immediately inform the Range Officer of the location of such shot. The Range Officer will record the location of the shot. The competitor will then proceed shooting at the sighting bullseye, again. The Range Officer will continue to observe until the competitor's shots hit the scoring bullseye. At this point the Range Officer will verify and record all previous shots (they will not be scored as misses) and the competitor will continue shooting the match under the rules for the match. The Range Officer will completely inform the Statistical Officer (scorer) of location and number of all shots fired before the shot which strikes the sighting bullseye. No extra time will be allowed for this procedure. Subsequent shots outside the scoring rings will be scored as record shots. All penalties used in scoring shall be in force after the first shot that strikes the sighting bullseye/inside the guard ring.

**9.3 Defective Cartridge** - Adefective smallbore (.22 rimfire) or highpower (centerfire) cartridge is one:

(a) which has such evident structural defect as to cause misfire or cause a rifle to fail to function, or

(b) which does not fire, or

(c) from which the bullet has not left the barrel. (No claim for a defective cartridge shall be allowed if the bullet has left the barrel except in the incident of a ruptured case.)

NOTE: *For the procedure in case of a defective cartridge, see Rule 10.9 . or refiring privileges, see Rule 9.14 .*

**9.4 Misfire** - A misfire is a shot in which the BB/pellet/bullet is not expelled from the gun. The Range Officer must be notified of a possible misfire before the next shot is fired. After firing has ceased, the Range Officer will check the bullseye for which the misfire was claimed. If no shot appears, the shooter will be given 1 additional minute to fire each misfire allowed.

**11.7.2 Records Keeping** - The Statistical Officer will retain in good order all completed official score cards for 30 days, and all fired targets (except those scored on the frames) until the expiration of the time allowed for challenges and protests.

**11.7.3 Preliminary Bulletins** - Preliminary Bulletins on all matches will be posted on the Official Bulletin Board and remain a reasonable length of time to allow competitors to notify the Statistical Officer of apparent errors. The challenge closing time will be stated on each bulletin. However, where a bulletin board is used and all shooter's scores are copied thereon, such will be accepted in lieu of the above provided a notice appears as to the close of challenge time.

**11.7.4 Official Bulletins** - Official Bulletins will be posted on the Official Bulletin Board. However, in the procedure outlined in Rule 11.7.3 for bulletin boards, such scores shall be accepted and become final at the end of the challenge time period and shall act as an Official Bulletin.

**11.7.5 Correcting Bulletin Errors** - The Statistical Officer will correct errors which come to his/her attention prior to publication of the Official Bulletin.

**11.7.6 Changing Official Bulletins** - No Official Bulletin may be materially changed except on authority of the Tournament Director or Jury granted before the time has expired for challenging the last of the Preliminary Bulletins required to cover all of the scheduled events. Administrative changes from the Tournament Director are limited to correction of:

(a) Typographical errors.

(b) Aggregate bulletin on which the total score does not agree with scores shown on the Official Bulletins for those matches constituting the aggregate.

(c) Where an error has been made by not following the program schedule of awards.

(d) Errors in age classification of shooters.

(e) Disqualification of shooters as provided by Rule 9.23 .

**11.7.7 Individual Assignments** - Where advance entries are received, assignments for all matches may be made in advance. Where post entries are received, they may be assigned as fill-ins.

**11.7.8 Team Assignments** - All team matches will be assigned with two or more adjacent targets dedicated to each team, and where possible, all teams will shoot concurrently.

**11.7.9 Range Assignment Cards** - When used, Range Assignment Cards are prepared by the Statistical Officer and delivered to the Chief Range Officer prior to each match. Range Officers check competitors on the firing line to ascertain that each is on the proper firing point as indicated by the range assignment card. These cards will be returned to the Statistical Officer immediately upon the conclusion of each relay.

**11.8 Target Officers** - The Chief Range Officer may appoint Target Officers, as required, for the efficient handling of the targets and frames. When targets (either with or without backing targets) are hung for the competitor, the Target Officer is responsible for:

(a) Checking that record and backing targets, if used, agree.

**11.4 Jury** - A 5-member jury (3-member jury for other than the State Championship tournament) known as a Protest Committee will be appointed by the Tournament Director.

**11.5 Chief Range Officer** - The Chief Range Officer (responsible to the Tournament Director) will have full charge of the range and will conduct the matches on the schedule approved by the Tournament Director. The Chief Range Officer is responsible for range safety and enforcement of all rules.

**11.6 Range Officers** - Each Range Officer is an assistant to the Chief Range Officer. Competitors may be assigned to this duty. A Range Officer is responsible for the safety and discipline of range personnel, competitors, coaches, and spectators in the sector of the range to which he/she has been assigned. The Range Officer must be familiar with the competition's program and bulletins, and these Rules, and is responsible for enforcing compliance of competitor's equipment and positions as authorized for the match being shot. The Range Officer is to comply to the best of his/her ability with all the instructions of the Tournament Director and the Chief Range Officer, and will render all possible cooperation and assistance to other match officials. The Range Officer must be constantly alert, impartial in handling of competitors, and courteous though firm. Range Officers shall be appointed, as necessary, by the Chief Range Officer.

**11.7 Statistical Officer** - The Statistical Officer is in charge of all statistical work connected with the tournament. The Statistical Officer is responsible to the Tournament Director, and may appoint Assistant Statistical Officers, as necessary.

## 26 11.7.1 Duties of the Statistical Officer -

- (a) Register competitors, and check their eligibility.
- (b) Accept tournament entries.
- (c) Prepare, post, and maintain a current list of competitors by name (and other data, as may deemed necessary).
- (d) Assign competitors to individual and team relays, as appropriate, and prepare range assignment cards for the Chief Range Officer's use - where such cards are used.
- (e) When backing targets are used, compare the record target with the backing target to determine the firing point from which cross-fire shots were shot in error, and indicate such information on the record card for administration of penalties.
- (f) Check addition on score cards, and correct totals, as necessary.
- (g) Tabulate scores in order of merit.
- (h) Prepare Preliminary and Official Bulletins.
- (i) Maintain the Official Bulletin Board.
- (j) Determine award winners, and distribute awards.
- (k) Report to Tournament Director or Jury for appropriate disciplinary action any irregularities in firing or scoring which may be indicated by assignment cards or score cards.
- (l) Make required reports to S.D 4-H.

**9.5 Doubles** - A double occurs when two BB's are fired at once. No doubles will be claimed due to single-shot loading of the BB-gun.

**9.6 Disabled Gun** - Any gun which can not be safely aimed or fired, or has suffered damage to the sights rendering it impossible to aim properly, or cannot be fired because of mechanical failure may be declared disabled by the Range Officer. Sights improperly adjusted do not constitute a disabled gun; there must be visible damage to the sights. A gun declared disabled by the Range Officer shall not be used again for firing until the defect has been corrected and the gun has been ruled safe by the Chief Range Officer. When a gun has been declared disabled, the shooter will be given a reasonable period of time to repair the gun or continue firing with a substitute. When the shooter resumes firing, the amount of time which remained to be fired at the time the gun was declared disabled will be allowed. The shooter will be given the opportunity for unlimited sighting shots within the allotted time remaining in accordance with Rule 9.2 (b).

**9.7 Malfunction** - Failure of the gun to function properly due to mechanical defects or to defective ammunition. Functional failures, due to improper manual operation are not to be considered as malfunctions.

*NOTE: For the procedure in case of a malfunction, see Rule 10.8 . For refiring privileges, see Rule 9.14 .*

**9.8 Weighing of Triggers** - Triggers may be weighed at the discretion of the Match Sponsor. Failure of the trigger to meet the trigger pull requirements shall disqualify the competitor in matches previously fired. While the trigger is being weighed, the rifle shall be held with the barrel perpendicular to the horizontal surface on which the weight is supported. To pass the weight test, a weight of three (3) pounds shall be lifted by the rifle trigger (while in the cocked position and while all safety devices are in the firing positions) from the horizontal surface on which it is resting, until the weight hangs free and without releasing the trigger. Competitors will be permitted to adjust triggers which have failed to pass the weight test, provided they do not occasion any delay. Failure of the trigger to pass the weight test is the competitor's responsibility.

**9.9 Coaching in Individual Matches** - Coaching is authorized in all individual matches. If a tournament's program or Official Bulletin prohibits coaching during individual matches, the shooter may speak with a coach or leader after unloading the gun, leaving it in a safe condition on the firing line, leaving the firing line to confer with that person, and being careful to not disturb any other competitor.

**9.10 Coaching in Team Matches** - Coaching in team matches for BB-gun and air rifle competition is authorized, but not for smallbore, highpower, or blackpowder.

**9.11 Interrupted Firing** - If for any reason, such as safety or technical problems, the shooting is interrupted through no fault of the competitor and if the elapsed time is over 5 minutes, or the competitor is forced to move to a different firing point — unlimited additional sighting shots will be allowed in the amount of time remaining at the time of the interruption. See Rule 9.2 (b).

**9.12 Disturbance of Competition** - A competitor disturbed while firing a shot, must unload the gun and make it safe, and then report the circumstance to the Range Officer without disturbing the other competitors.

(a) If the claim is judged to be justified, the shot will be annulled and the competitor will be allowed to re-fire the shot.

(b) If the claim is not judged to be justified, the shot will stand as it was fired.

**9.13 Matches Not Complete** - When a match is not completed in accordance with the tournament schedule, the match may be either rescheduled or cancelled. Any stage which has been completed by all shooters will not be re-fired. Only scores of a match stage which has been completed by all shooters will be included in an aggregate match.

#### **9.14 Refiring** -

(a) No competitor will fire more than one score for the same match or award, except as provided in the match program or Official Bulletin, or in accordance with Rules 9.3, 9.7, or 9.12 .

(b) No competitor will be allowed more than one re-fire because of a defective gun or malfunction.

**9.15 Interference** - With the exception of competitors actually shooting and such range personnel as may be necessary, the firing points and lines will be kept clear at all times. Competitors will not be permitted to interfere with the handling of targets by range personnel.

**9.16 Competitor's Position** - Shooters must take their position at their numbered firing point in a manner which does not interfere with the shooters on either side. A shooter's equipment must NOT be positioned so as to interfere with other competitors, or to provide unnecessary advantage to the shooter (ie- block any wind).

**9.17 Cross-fire** - No competitor will fire on the wrong target or on another competitor's target.

**9.18 Excessive hits** - No competitor will fire more than the required number of shots, including hits, on the assigned target.

**9.19 Bribery** - No person will offer a bribe of any kind to any of the Range, Statistical, or Match personnel — nor be an accessory thereto.

**9.20 Willful Destruction of Range Equipment** - No competitor or coach shall cause any range equipment to become damaged through a deliberate act. Any competitor guilty of the same, or all competitors under a coach guilty of the same, will be expelled from the Range, without notice or warning. Expelled competitors will be disqualified from the competition with no return of match fees (see Rule 9.23).

**9.21 Refusal to Obey** - No person will refuse to obey instructions of the tournament personnel, or commands of the Range Officer, if instructions and commands are given in the proper conduct of that official's position (see Rule 9.23).

**9.22 Evasion of Rules** - No shooter or coach will evade, or attempt to evade, nor be an accessory to the evasion of the conditions of a match as prescribed in the match program, Official Bulletin, or these Rules. Refusal of a shooter or coach to give testimony regarding facts known concerning violations or attempted violations of these Rules will constitute being an accessory to the violation or attempted violation. Any such shooter or coach guilty of these provisions will be expelled from the range. Such shooter will be disqualified from the tournament with no return of entry fees.

target under the supervision of range officials, if provided for in the tournament's program or Official Bulletin.

(c) When targets are hung by persons other than the competitor/coach, the competitor must be given the opportunity to observe the assigned target to verify it is clean and of the correct type before the command "LOAD" is given.

(d) Suggested target heights for indoor multi-bullseye targets, when adjustable target holders are available and used for all shooters on a relay, are:

(1) Prone - center of the bottom row of bullseyes to be 6" above the ground.

(2) Sitting - center of the bottom row of bullseyes to be 12" above the ground.

(3) Kneeling - center of the bottom row of bullseyes to be 18" above the ground.

(4) Standing - center of the bottom row of bullseyes to be 30" above the ground.

**10.12 Procedure in Case of Loose or Fallen Target** - If a target falls, is blown from its holder, or blows loose so the shooter can no longer fire at it, the shooter or coach must notify the Chief Range Officer. The Chief Range Officer will decide whether to cease firing to replace the target, have the shooter wait until firing has ceased to replace the target and continue firing, or assign the shooter to a later relay. If the shooter is allowed to continue shooting or is reassigned, he/she will be given the amount of time that remained to be fired at the time the loose/fallen target was reported. Sighting shots are also allowed in accordance with Rule 9.2.

## **11. TOURNAMENT OFFICIALS**

**11.1 Tournament Sponsor** - The Sponsor is the person or organization which is conducting the competition. The Sponsor is responsible for establishing the eligibility criteria and rules for the competition, and arranging for the necessary tournament officials.

**11.2 Tournament Director** - The Tournament Director is directly responsible to the Sponsor and to S.D. State 4-H for the safe and efficient conduct of the entire tournament. The Director may change the match program and firing conditions as shown by the Official Bulletin provided a replacement bulletin is posted for the information of all competitors. The Tournament Director is responsible for the operation of the range and statistical office, the discipline and conduct of all tournament officials, competitors, coaches, and spectators. Instructions from the Tournament Director for the operation of the competition will be complied with by all persons on the range. The Tournament Director may disqualify a competitor under the provisions of Rule 9.23 .

**11.3 Assistant Tournament Director** - The Tournament Director is empowered to appoint persons to fill all match officials positions. The Assistant Tournament Director is responsible to the Tournament Director for the efficient conduct of the entire tournament, and acts as the (k) Tournament Director in all matters listed in Rule 11.2 . An Assistant Tournament Director is appointed at the discretion of the Tournament Director.

Range Officers, shooters, coaches, or others will immediately command "CEASE FIRING" if any incident occurs which indicates possible injury to a person or damage to property if shooting were to continue. In all other cases, commands will originate with the Chief Range Officer.

Should a target fall down or become unserviceable, notification should be given as soon as possible to the Chief Range Officer who will issue such commands as seems advisable to him/her.

Other commands used less frequently are:  
"POLICE FIRING POINTS" - means to pick up garbage, debris, empty ammo boxes, empty cartridge cases, etc. and tidy-up the firing points and firing line.

"AS YOU WERE" - means to disregard the command just given.

"CARRY ON" - means proceed with whatever was being done before some interruption occurred.

**10.7.1 Shooting Sequence** - Only one shot shall be fired on each bullseye without penalty, unless the tournament's program or Official Bulletin specifies differently. It is the responsibility of the shooter to keep track of his/her shots. In case more than one shot strikes in one bullseye, scoring rules in Section 14 shall govern.

**10.7.2 Refiring** - (see Rule 9.14)

**10.7.3 Range Alibis** - Refires are allowed through faulty or improper range procedure and/or weather such as: Targets of a relay rendered 24 unscorable or unshootable because of extreme weather conditions (wind/rain).

**10.8 Procedures in Case of Defective Gun or Malfunction** - If any shooter has trouble with a gun, he/she must notify the Chief Range Officer immediately. Once satisfied that there is a defective gun or malfunction, the Chief Range Officer will decide whether to allow the shooter to have it repaired or to allow the shooter to continue shooting with another gun. If the repair takes some time, the shooter will be directed to complete shooting at a time determined by the Chief Range Officer. The shooter has the right to unlimited sighting shots (if using a target containing a sighting bullseye), but will not be granted additional time. (See Rules 9.6 and 9.7)

**10.9 Procedures in Case of a Defective Cartridge** - If a cartridge fails to fire, the shooter must notify the Chief Range Officer immediately. Once satisfied that there is a defective cartridge (see Rule 9.3), the Chief Range Officer will permit the shooter to replace the unfired cartridge and continue shooting. It is not required that the Chief Range Officer attempt to fire the cartridge before it is declared defective.

#### **10.11 Target Mounting** -

(a) When a range is equipped with a carrier system permitting the changing of targets from the firing line without suspending the shooting, competitors may be issued the targets necessary to complete the match. Each competitor will be responsible for hanging the target properly on the carrier and may, if provided for in the tournament's program or Official Bulletin, remove the fired target under supervision of the range officials. Fired targets will be gathered by the Range Officer as soon as each stage is completed.

(b) When carrier systems are not used, each competitor may be required to hang his/her target properly and remove another competitor's fired

**9.23 Disqualification** - The tournament official (Match Director, Statistical Officer, Protest Committee, or Range Officer) may disqualify any competitor and/or order expulsion of that competitor from the range for violation of these Rules, or for other conduct considered discreditable or unsafe by the official. The disqualification/expulsion will not result in return of entry fees.

**9.24 Disorderly Conduct** - Disorderly conduct or intoxication is strictly prohibited on the range, and anyone guilty of same will be expelled from the range. Expelled competitors will be disqualified from the tournament with no return of entry fees.

**9.25 Aliases** - No competitor may shoot under an assumed name nor substitute for another shooter in a match; no competitor may register, enter, or shoot in the name of another person or competitor.

## **10. RANGE CONTROL AND COMMANDS**

**10.1 Discipline** - The safety of competitors, range personnel, and spectators requires continuous attention by all to the careful handling of guns and caution in moving around the range. Self-discipline is necessary on the part of all. Where such self-discipline is lacking, it is the duty of range personnel to enforce discipline — and the duty of shooters, competitors, and coaches to assist in such enforcement.

**10.1.1 Actions Open** - Unless the gun is cased, the action must remain open. No gun will be handled in any manner to violate any rule of safety. No competitor will aim toward the targets until the proper command is given.

(a) BB-Gun cocking lever moved from closed position.

(b) Pellet rifle cocking lever moved from closed position (except non-dry-fireable air rifles which should have cocking levers remain closed after shooting...and gun handled with the utmost of attention to safety).

(c) Smallbore rifle - action open (bolt open).

(d) Highpower rifle - action open (bolt open).

(e) Blackpowder rifles -

(1) Flintlock & Percussion caplock - hammers at the half-cock position, guns handled with the utmost of attention to safety.

(2) new, modern actions - action open (bolts open).

**10.1.2 Guns Unloaded** - Guns will not be loaded until the shooter has taken position at the assigned firing point, guns pointed toward the targets and the command of "LOAD" has been given.

**10.1.3 Guns Loaded** - No ammunition (BB, pellet, cartridge) will be inserted into the gun - nor placed on a loading ramp or in a magazine or clip - except when at the firing point and under the command "LOAD." The muzzle of the gun will be pointed in the direction of the targets until the gun is discharged or unloaded.

**10.1.4 Dry-Firing** - Guns may be cocked and dry-fired during the prescribed Preparation Period. No live ammunition will be loaded (Rule 10.1.3). {Pellet rifle shooters should be careful to comply with manufacturer's recommendations on dry-firing.}

**10.1.5 CEASE FIRING** - All shooters will immediately stop shooting upon the command of “Cease Firing.” Actions will remain open. (See Rule 14.5)

*“Cease” is the preparatory part of the command and “Firing” is the action part of the command. No shot may be fired after the word “Firing” is spoken.*

**10.1.6 COMMENCE FIRING** - All shooters may begin shooting upon the command of “Commence Firing.” This includes shooting of fouling shots, sighting shots, and shots for record. The timing of the relay or match begins with this command. No shooting will be allowed before this command. (See Rule 14.5)

*“Commence” is the preparatory part of the command and “Firing” is the action part of the command. No shot may be fired before the word “Firing” is spoken.*

**10.1.7 NOT READY** - It is the duty of the competitors to notify the Range Officer if they are not ready to shoot at the time the Range Officer asks “Is the Line Ready?” Upon notification, the Range Officer may delay the relay’s shooting slightly — or allow shooting to proceed and give the concerned competitor an opportunity to shoot a score in the earliest possible succeeding relay or time extension in the planned relay. Failure of the competitor to notify the Range Officer of a NOT READY condition forfeits a right to shoot.

**10.2 Loud Language** - Loud or abusive language will not be permitted. (See Rules 9.12, 9.21, 9.23, and 9.24) Shooters, coaches, 22 range personnel, and others will limit their conversation directly behind the firing line to official business only. (See Rules 9.9 and 9.15)

**10.3 Delaying a Match** - No shooter may delay the start of a match through tardiness in reporting or undue delay in preparing to shoot.

**10.3.1 Preparation Period** - In all cases, competitors will be allowed 1 minute to take their places at the firing points and prepare to fire after the firing point has been cleared by the preceding competitor. Dry firing shall be permitted during this period.

*Range officials may allow a reasonable period of time for equipment set-up before the beginning of the one-minute Preparation Period.*

**10.3.2 Interrupted Fire** - If shooting is halted for two minutes or more, a Preparation Period of a minimum of one-minute will be given, and one minute will be added to the shooting time remaining — for any additional sighting shots needed — when shooting is resumed.

**10.4 Policing the Range** - It is the duty of shooters to police (clean up) the firing points after the completion of each stage or match.

**10.5 Competitors will Score** - Competitors will act as scorers when requested to do so by the Match Director or Range Officer, except that NO competitor will score his or her own target.

**10.6 Repeating Commands** - A Range Officer will repeat the Chief Range Officer’s commands only when those commands cannot be clearly heard by competitors under his/her supervision.

**10.7 Firing Line Commands** - When ready to start the shooting of a match, the Chief Range Officer commands “SHOOTERS AND COACHES OF RELAY #\_\_, MATCH #\_\_ (or naming the match) ON

THE FIRING LINE.” Each competitor in that relay immediately moves to the assigned firing point, prepares equipment, and gets into position for that match. The gun is NOT to be handled, as there may be personnel down-range.

The Chief Range Officer states “YOUR PREPARATION PERIOD BEGINS NOW.” The shooter may now handle the gun. At the end of the Preparation Period, the Chief Range Officer states “YOUR PREPARATION PERIOD HAS ENDED.”

After ascertaining that the range is clear, the Chief Range Officer proceeds with the range firing commands — and asks “IS THE LINE READY?” Any shooter who is not ready to begin shooting will raise one arm and call “NOT READY ON TARGET #\_\_.” The Chief Range Officer will immediately state “THE LINE IS NOT READY” and then investigate the difficulty and assist in correcting it. (See Rule 10.1.7)

When the difficulty has been corrected, the Chief Range Officer asks “IS THE LINE READY?” With no “Not Ready” responses, the announcement “THE LINE IS READY” is given.

The Chief Range Officer next gives the command to “LOAD.” This is the first time that ammunition may be placed into the gun, its chamber or loading ramp, or a loaded magazine (when authorized) inserted in the gun. A shooter who experiences a problem or difficulty associated with loading, or any other cause, should immediately notify the Chief Range Officer by arm movement and voice.

After a slight delay for allowing the shooters to load their guns, the Chief Range Officer announces “READY ON THE FIRING LINE.” (If the size of the firing line requires it for safety, the Chief Range Officer will state the following: “READY ON THE RIGHT, READY ON THE LEFT, READY ON THE FIRING LINE.”) 23

The Chief Range Officer then commands “COMMENCE FIRING.” At the instant of saying “Firing,” the time is written down - or a stopwatch is started. At the expiration of allowed time, the Chief Range Officer commands “CEASE FIRING.” Shooters remove fingers from their triggers, all gun actions are opened, guns unloaded and magazines removed, and the guns laid down - pointed in the direction of the targets.

Before anyone is allowed down range, the Chief Range Officer should ask “IS THE LINE CLEAR?” This reminds shooters to have their guns “cleared” (unloaded and the actions open). Guns should be laid with the open actions visible for inspection, except for guns having alternate procedures in lieu of actions open — and bolt-action rifles. Bolt-action rifles must have their bolts open and moved completely to the rear; then the rifle may be laid propped-up on the bolt handle to protecting the sights. Also, it means that NO ONE is to be touching or handling any gun while a person or persons are down range. Upon confirmation of all guns being “clear,” the Chief Range Officer will say “THE LINE IS CLEAR.” Additional instructions are proper at this time, such as “GO FORWARD AND CHANGE TARGETS” or “REMOVE YOUR EQUIPMENT FROM THE LINE FOR THE NEXT RELAY.”

*Handling/removal of the guns will not be allowed when any personnel are forward of the Firing Line (Range Officers, Target Officers, etc.). Necessarily delay either the down-range personnel, OR the gun handling, until the other is complete.*

Succeeding relays are handled in the same manner.