



Lewis County 4-H Invitational Shoot



Saturday August 4, 2018

Check in begins at 8:00 am. See registration for discipline scheduled start times.

Deer Ridge Conservation Area– Jenkin's Shooting Ranges

Located approximately 7 miles north of Lewistown, MO. From Lewistown, take Hwy H north to Hwy Y proceeding north to the large Missouri Department of Conservation sign at Chestnut Street (gravel). Turn east and the ranges are about 1/2 mile down Chestnut.

Registration

Pre-registration required! All entries must be received by July 14th.

All registrations must include required signatures, selected project competitions, health consent forms and event fees.

Forms available at <https://goo.gl/61v5S8>, or by contacting the Lewis County Extension Office at 573-767-5273

Open to Missouri 4-H Members currently enrolled in Shooting Sports projects who have met county, club and project requirements.

Events

- Archery –300 round
- Archery– FITA, field, 3D combo
- Hunting & Outdoor Skills
- Muzzleloader
- Small Bore Rifle
- Shotgun (Trap & 5-Stand)

***All participants are required to bring their own equipment (including required safety equipment.)

- **All attending are encouraged to bring lawn chairs. You may also bring shades, but they may only be set up in areas designated by the Range Masters.**

Food and Beverages will be provided at a minimal cost at the event.

LEWIS COUNTY 4-H INVITATIONAL SHOOT

REGISTRATION FORM- AUGUST 4, 2018

Registration must be received by July 14, 2018 at:
Lewis County Extension Office
P.O. Box 68, Monticello, MO 63457

Name _____ County of Membership _____

Mailing Address _____

Email (if checked regularly) _____ Home Phone _____

Parent or Legal Guardian Cell Phone _____ or _____

4-H Age _____ (As of 12/31/17) Birthdate _____

Circle appropriate Age Division: Junior (8-10) Intermediate (11-13) Senior (14-18)

Mark an X for EVENTS YOU WISH TO PARTICIPATE IN (each registrant may participate in **3 events only**)

X	Event	Event Information	Event Cost	Cost
	Archery 9am, 11am, additional line if necessary	<u>Please circle bow type:</u> Traditional/recurve, Compound	Line time will be assigned (300 round)	\$6
	Archery combo Start time 10am	<u>Please circle bow type:</u> Traditional/recurve, Compound	FITA, Field, 3D: all bow types compete together: age division determines yardage	\$6
	Small Bore .22 Rifle silhouette targets Start time 8:15am	<u>Please circle site type:</u> Open, Target, Scope		\$6
	Hunting & Outdoor Skills	Open start time @ HOS Field Area For more info- Tim Coy before 8pm 660-341-9401	Wildlife ID, Orienteering, 3D Archery- Bring your own archery equipment	\$5
	Shotgun 5 Stand	Multi event shooters check in at shotgun range first	Shooters must provide factory loaded shells	25 targets \$6
	Shotgun Trap INTERMEDIATE Class	Shoot 25 or 50 <u>not</u> both	Shooters must provide factory loaded shells	25 targets \$6 50 targets \$12
	Shotgun Trap SENIOR Class		Shooters must provide factory loaded shells	50 targets \$12
	Muzzle Loading	Open start time	Provide your own supplies	\$5
TOTAL EVENT FEES \$				

Please make checks payable to: Lewis County 4-H Council Shooting Sports. Remit Entry Form & Health authorization/consent form to the above address. (Entry fee must accompany registration and health forms)

I certify that _____ is a member in good standing and is currently enrolled in the shooting sports projects for the 2017-2018 4-H year that are marked above and has met all county requirements to participate in this event.

(Participants must have signatures from their parents, certified leader(s), and their county 4-H Club Leader to certify the above listed member has met 4-H club and project requirements!)

Discipline: _____

Certified Instructor _____

Discipline: _____

Certified Instructor _____

Discipline: _____

Certified Instructor _____

County 4-H Club Leader: _____

Parent/Guardian signature: _____

ARCHERY RULES

1. Each participant will shoot 5 arrows to an end, 6 ends to a round, 2 rounds per game for a total of 60 arrows. No separate for boys and girls. Age division determines yardage.
2. Competitors may shoot in both of the Archery categories, but this will count as two of their events: 1) recurve/longbow, 2) compound. Competitors shall compete in their appropriate age category. Archery Combo: All bow types will compete together in FITA, Field, and 3-D. You must provide your own archery equipment.
3. Only longbows, recurves and compound bows are allowed.
4. String peeps and optical sights are permitted (except for traditional recurve). Sights that project an image onto the target are not allowed.
5. Mechanical releases are permitted.
6. Only target or field points are to be used. NO HUNTING POINTS ALLOWED!
7. Targets will be standard indoor targets (single bull or 5 spot).
8. Shooters will straddle the firing line.
9. A shooter must furnish his/her own equipment (bow and arrows), Targets and backstops will be provided.
10. All shooters will start and finish each end at the conclusion of the scoring period except in the case of equipment failure or whenever called back to the line by the range officer. A shooter whose equipment has failed must notify the range officer immediately and will be allotted 20 minutes to repair equipment and will be allowed 5 practice arrows. All arrows shot before equipment failure will count. If equipment is not repaired within allotted time, the shooter must take the score before the failure. EQUIPMENT FAILURE DOES NOT INCLUDE BREAKING OR LOSING ARROWS! Shooters should have at least (6) six arrows.
11. Scoring will be done on the range at the completion of each end while the arrows are in the targets. Total individual scores will be calculated at the conclusion of the round and event respectively. NO ARROWS OR TARGETS MAY BE TOUCHED UNTIL SCORED. Any arrow or target touched before scored will be scored as the lower score. If the archer and the scorer cannot agree on the score the range officer will make the final decision.
12. All arrows that bounce off the target will be shot again. After the target is scored, coaches may review under the supervision of the scorer. Any arrow or target touched before scoring will be scored as the lower score.
13. In the case of a robin hood (arrow stuck inside the shaft of another arrow) the score for each arrow will be the same as the arrow in the target. If the second arrow is only in the fletching of the first arrow, the second arrow will be reshot after the round has been scored.
14. Scoring Rings— scoring is determined by the position of the shaft. The shaft must touch the higher ring to score the higher value. The Range Officer has the final authority. The number of X's will break tie scores. An X is scored when the arrow in the bull's eye breaks the circle of the x-ring.
15. **ALL SPECTATORS AND PARTICIPANTS WILL ABIDE BY THE RANGE RULES TO ENSURE SAFETY OR THEY WILL BE DISQUALIFIED OR REMOVED FROM THE PREMISES. THE RANGE OFFICER HAS THE FINAL JUDGEMENT.**

Archery Superintendents:

John Waterman: 660-216-5899 (evenings)

Ed Sweet: 573-288-3529

Kevin Miller: 217-242-1374

All bows must come to the range in cases.

NO CELL PHONES or ELECTRONICS on the RANGE

Clothing with alcohol or tobacco advertisements, sexual connotations, inflammatory & other inappropriate messages or images as determined by match officials are prohibited.

HUNTING & OUTDOOR SKILLS RULES

This is the official contest for members enrolled in Hunting & Outdoor Skills 749 and have been under the instruction of a certified 4-H Hunting & Outdoor Skills Instructor.

1. Hunting Skills event will open at 8 a.m. and participants must begin the contest no later than 2:30 p.m. All Hunting Skills competitors should check-in with event officials upon arrival at the Range club so they know if you will be participating. You won't necessarily have to compete at that time, but range officials will help you determine a good time to return.
2. Awards will be presented in three age groups. (Age as of January 1st of the year of the event).
Junior (8-10) Intermediate (11-13) Senior (14-18)
3. **Components of the Hunting Skills event:** There are three (3) components to Hunting Skills.

A. Written test Each ages division will have its own age appropriate test. Test will consist of multiple choice, True/False, fill-in-the blank. May also include "ranking" questions (rank 4 items from best choice to worst).

Content:

Wildlife Identification: including skulls, fur, tracks, horns, wings.

Orienteering— questions about how to use & read USGS Quadrangle maps

Basic First Aid questions

General and basic questions about firearms , archery equipment and about hunting with firearms & archery

Outdoor Ethics

Hunting Safety

Restrictions— Participants must not possess references, resources or aids of any kind; written, recorded, or electronic at the time of testing. There shall be no communications between the participants, coaches or other individuals during the competition.

B. Compass Course Junior participants will run one (1) course, Int. & Sr. will run two (2) courses

Procedure: The course will be laid out using what is commonly known as a "Silva Compass Course". It consists of a row of numbered flags in a straight line. Participants will be given a course card that dictates starting at a specific flag number. Two or more compass headings and distances will be given on the card— that if accomplished correctly— will bring the participant back to another specific flag. Score is calculated from how close the participant comes to the designated end flag.

Equipment: Participant may provide their own compass, but it must be approved by the range officer. All necessary equipment— including the compass, will be provided.

C. Shooting: Contestants are expected to participate in the Archery. If not, score will be lower. You must provide your own equipment.

General Description:

A. Targets— Archery will utilize 3D animal targets.

B. Distances will vary but will be no greater than 40 yards.

C. Up to 10 shots for archery.

D. Emphasis is on Hunting & Outdoor Skills and not as much on shooting skills/accuracy. High shooting scores will help the overall score for an individual but will not be a significant portion of the competition.

E. Scoring will involve things such as correctly identifying the appropriate kill zone that would facilitate

a quick, clean harvest; shoot/no shoot, and other decisions involved with situation/scenario– not only shot placement.

Archery Equipment:

A. Participants should bring their own bow (and arrows) which must meet the following criteria.

Maximum draw weight of 60lbs

Target points only. Absolutely no broadheads– don't even bring them to the grounds.

Stabilizers (if used) 12 inches or less in length

Sights– Maximum of 4 fixed sight pins. No optical sights, no sights that project a light onto the target. Sighting device cannot be moved during the competition.

Resources: Study guides and resources for the Missouri Hunting Quiz that will provide answers to all of the questions are:

- Missouri Hunter Education Student Manual “Today’s Hunter in Missouri”
- MDC publication “The Wild Mammals of Missouri” second revised edition
- USGS flyer titled “Topographic Map Symbols” (free from USGS)
- “Instructions” or “Directions” pamphlet that comes with every compass
- “Be Expert With Maps & Compass” by Bjorn Kjellstrom; publisher Wiley Publishing Inc.
- “Wilderness Navigation” by Bob Burns & Mike Burns; published by The Mountaineers
- 4-H Shooting Sports Hunting curriculum
- NRA Hunters Guide
- Federal Ammunition Wildlife guides

Hunting & Outdoor Skills Superintendent:

Tim Coy 660-341-9401 (Before 8pm)

Kim Wilson 573-231-2292

*****All firearms must come to the range in cases.*****

*****NO CELL PHONES or ELECTRONICS on the RANGE*****

*****Clothing with alcohol or tobacco advertisements, sexual connotations, inflammatory & other inappropriate messages or images as determined by match officials are prohibited.*****

SHOTGUN RULES

1. 12, 16, 20, 28, and .410 gauge shotguns are allowed. 10 gauge shotguns are NOT ALLOWED.
2. Shooters will fire from 16 yards.
3. Rounds
 - A. 5-Stand Shooters will shoot 1 round of 25 targets.
 - B. Intermediate Trap Shooters will shoot 1 round of 25 targets or 1 round of 50, but not both.
 - C. Senior Trap Shooters will shoot 2 rounds of 25 targets.
4. Only Intermediate and Senior Shooters may compete in shotgun events.
5. **Shooters are to provide their own factory load shells.** Trap shells must meet the ATA standards and 5-stand shells must meet the NSCA standards. All shells will be checked by the range official prior to the participant shooting in any events.
6. Eye and ear protection is required and must be provided by the participants. Absolutely no sunglasses.
7. An official of the range will do the scoring for the shotgun events on the range. Challenges will be settled on the range as they occur. The range officer in counsel with the scorer will decide the issue. Individual scores will be totaled at the completion of the round. Any shooters who leave the second round of their scheduled shooting must forfeit.
8. A shoot off will be used to break ties for 1st, 2nd, and 3rd place, except in the case of inclement weather or loss of light. In those cases longest run forward will determine the winner, if a tie remains longest run in reverse will be used, Longest run will also be used to break ties for 4th and 5th places. If the participant is not present for the shoot off, he/she will automatically receive the lowest placing of the tie, with the following exception: current competition in another event (the shooter will be required to report to the range immediately upon completion of that event).
9. ALL PARTICIPANTS AND SPECTATORS WILL ABIDE BY THE RANGE RULES OR THEY WILL BE DISQUALIFIED. ENFORCEMENT OF THESE RULES IS THE RESPONSIBILITY OF THE RANGE MASTER. SAFETY IS THE PRIMARY CONSIDERATION!
10. No release triggers allowed!

Shotgun Superintendents:

Jim & Deann Turner	573-494-3684 (evenings)
David McCutchan	573-288-3988 (evenings)

All firearms must come to the range in cases.

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MUZZLE LOADING RULES

NO SMOKING! On or within 50 feet of the loading tables or firing line!!!

1. Each shooter must be accompanied to the loading table with a “coach” whose job is to monitor loading and safety procedures of the participant during competition.
2. Each shooter will shoot from standing position only, See copy of the Standing Position Rule included.
 - A. Legal position would be the same as Air Rifle and .22 Rifle.
 - B. Slings or Shooting Sticks (Rests) are not allowed.
3. Competition will be in one event with two (2) age classes– A. Intermediate (11-13 yrs) B. Seniors (14-18 yrs)
4. **NOTE:** Course of Fire: **Paper bullseye at 50 yards.** Intermediate and Seniors both:
 - A. Allowed two (2) fouling/sighting shots
 - B. Followed by **sixteen (16)** shots for score. (160 points)
 - C. Eight shots per target (2 targets)
5. Target: NMLRA (National Muzzle Loading Rifle Association) TG2406– 100 yard, 8 ring black
<http://www.nmira.org/store.asp?CatID=5>
6. EQUIPMENT & SUPPLIES
 - A. Rifle:

Caliber– .54 maximum and .32 minimum calibers permitted.

Ignition– may be by No. 11 percussion cap, musket cap, or 209 primer. No flintlock.

Traditional or in-line rifles. “Set” or “double” triggers are permissible.

Sights– Open iron, aperture and fiber optic sights will be permitted. No optical, telescopic or electronic sights.
 - B. **Powder and caps *CHANGE*** Shooters must provide their own powder and caps to be approved by the range officer.

Powder limit will be a maximum of 60 grains.

Examples: Pyrodex RS, Triple Seven 2f (both by Hodgdon) and Goex 3f black powder.

No. 11 caps, musket caps, or 209 primers are required.

Please bring your own capper. Caps/capper must be checked in with the range officer when you arrive on the range.
 - C. Round ball only. (supplied by shooter) All round balls must be soft lead in composition.
 - D. Patches & other accessories **NOT** provided. (Shooter must supply own powder measure, range rod, etc.)
7. PROCEDURE:
 - A. All loading will be done at loading table by the shooter under the supervision of a coach, leader or parent. The powder container must be capped immediately after filling the powder measure. No loading directly from the powder container to the rifle is permitted.
 - B. After loading, wait until the Range Officer gives the command to approach the firing line.
 - C. Do not cap the rifle until the Range Officer authorizes.
 - D. After firing the shooter will return to the loading table and insert the range rod. Then he/she may begin preparation for loading. No blowing down the barrel!

8. **Hang Fire:** Notify Range Officer immediately. Keep rifle pointed down range a minimum of 2 minutes.
Range Officer will take charge of clearing round from the chamber with silent ball discharge. This will be considered an equipment failure. A dirty, un-fireable firearm will be considered equipment failure after the second attempt to fire. The firearm will not be cleaned by the Range Officer. A roped-off, safe area will be provided and can be used as a pre-shoot cleaning and preparation area.
9. Time limit is **60 minutes to shoot 16 rounds.** Time begins after the two fouling shots (little less than 4 minutes per shot).
- A. Each shooter will start and finish within the given amount of time, except in the case of equipment failure. A shooter whose equipment has failed must notify the chief range officer and will be allotted 20 minutes to repair equipment.
- B. All shots fired before equipment failure will count toward a score. If equipment is not repaired within the allotted time, participant must take the score before equipment failed.
10. **Scoring:**
- A. Point values: 10 points for center and x-ring, next outward ring is worth 9 points, with each outward ring worth 1 less point.
- B. Ball must touch the scoring ring to count the higher point value.
- C. Crossovers (shooting at another person's target). Person crossing over will lose score for that shot. For whomever the shot crossed-over-to, the shot does not count. The shooter must still take the shot.
- D. Point value for all 16 shots will be totaled to arrive at final score and placement.
11. **Tie-breaker:** Ties will be broken by:
- A. Number of "X's"
- B. If still tied, then by number of shots in the 10 ring, then 9 ring, etc... until broken.
12. **Safety:**
All shooters, coaches or spotters must provide their own eye and ear protection and are required to use them at all times while on the range. The muzzle must be pointed "up" or pointed down range at all times. The range rod or ramrod will serve as an empty barrel indicator and must be in the barrel whenever removed from the case except when: advancing to firing line, returning to the loading table after firing, during the cleaning, swabbing, or loading process, or when loaded. No smoking allowed by any party anywhere near the Muzzleloading area. A roped-off, safe area will be provided and will be used as a pre-shoot cleaning and preparation area. Shooters must not handle their firearms unless in the prep area or on the line. All participants will abide by range rules or will be disqualified. Enforcement of these rules is the sole responsibility of the range master.
13. For awards purposes, teams will be selected from the top four (4) scores from one county and within the same age group.
- A. Shooters may not advance to next age group to fill a team.
- B. Counties with fewer than four (4) shooters and not eligible for team awards, will be eligible for individual awards.
14. Rules not addressed will be covered by National Muzzle loading Rifle, Pistol and Shotgun Rules #CB16380.

Muzzle loading Superintendent:

Robert Deters 573-288-3953 (evenings)

*****All firearms must come to the range in cases.*****

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