



# 4-H Shooting Sports

*Learn by Doing*

## Discipline Coordinator Information for 2007 State Match

### **Introduction**

This document is intended to fill the void for those of you that may be new to the world of competitive shooting sports and, in particular, conducting a successful match. For those of you that have been around and competed in shooting sports, you may or may not find it useful. Let's hope you find it the latter. It is intended as an abbreviated guide to responsibilities and should be used in conjunction with the appropriate rules books, including Iowa specific rules for the intended discipline. More time has been devoted to the riflery disciplines as the rule books for those disciplines are lengthy and can sometimes be confusing. Additionally, the Iowa rules for archery and shotgun are well spelled out in their current form.

The individual discipline coordinator's responsibilities weren't in place in the Iowa matches for 2004 and 2005. With the growth of the sport it becomes essential that more volunteers take on the activities necessary to conduct a successful event.

As a discipline coordinator, it will be your responsibility to insure you have a team of 4-5 individuals that can assist in getting the range set up to accommodate the discipline activities and have your bases covered related to safety issues, scoring and the like.

There will be at least one RSO (Range Safety Officer) assigned to each discipline. These individuals report to the CRSO (Chief Range Safety Officer). Their function is safety, and they are generally recruited from the host range member ranks. As a coordinator, you will probably assume the role of range officer or assign that function to one of your team. The range officer will conduct the match discipline.

### **Responsibilities**

1. Safety - insure all safety rules and practices are strictly adhered to and enforced.
2. Acquire targets, target stands and backers, loading stands, ground quivers as well as other related match equipment. You will need rule books, timers and scoring aids. Score sheets will be provided, either on hand at the range; or competitors will bring their score sheet with them to the discipline range.
3. Range setup. Ranges should be set up on the evening prior to the match. This is the best time to work out any obstacles or bugs you may encounter. Inclement weather may prohibit the actual placing of target backers or anything damaged by moisture.
4. Insure that competitors and equipment conform to rules of the competition. Try to be familiar with positions, particularly in riflery.

5. Timeliness - help insure squads arrive on time and are prepared to move to the line when called. Most delays usually involve shooters not being prepared. Don't hesitate to lean on the coaches to make this happen.
6. Range rules - quickly cover safety and match specific rules and any others that may not be self explanatory. Archery will need to cover the whistle signals. Riflery, be certain that shooters understand that load commands are not the same thing as commence firing.
7. Conduct timely and accurate scoring of targets, insuring the information is accurately transferred to the scoresheet. Be sure participants understand their right to challenge a score and at what point they have lost their opportunity to challenge.
8. Insure there is no coaching from coaches or spectators while the participant is shooting for score. Assisting an individual with an equipment problem is permitted but only on your approval or the range officer in charge. Absolutely no calling of shots.
9. Insure the shooters understand their positions and are legally using the position. NRA rules apply in riflery.
10. Insure targets and score cards are retained and available when scoring officials come to pick them up.
11. In case of a challenge, your decision is the final call; but don't hesitate to consult with range officers and scorekeepers.
12. If you feel a participant is unnecessarily holding up the squad from completing their discipline in a timely fashion, it is your discretion to move on without that squad member or, at the very least, giving them a time warning, before moving on.
13. As a discipline coordinator, you should have a copy of the Iowa rules applicable to your discipline and any rules that may otherwise govern the shoot not covered by Iowa rules. (i.e., NRA rifle, NRA sporter air rifle, NRA muzzleloader, NFAA and ATA).

It's important that we try to keep the squads flowing smoothly. To get through the program in a timely manner, it's important the squads are prepared. In part, the coach plays a central role in this effort, so don't hesitate to lean on the coaches. The squads have an allotted time of 1 hour to complete their discipline. Most, if not all, have 2 hours minimum between discipline events.

The youth participating in shotgun will not be assigned to squads this year. If they are shooting in more than one discipline, they need to make every effort to complete their shotgun in the morning if their other discipline is scheduled for the afternoon, and vice versa. They need to go to the shotgun range and get signed up on a squad. It will take approximately an hour, perhaps less, to complete the 50 target event in shotgun.

The match director will be carrying a two way radio and cell phone to communicate with the chief range safety officer, discipline coordinators and others involved in the match operation. The cell number is indicated in your handout material.

A word about cell phones: they are not to be used in the immediate range area other than for communication between officials concerning match information or management. Youth participants, parents and spectators should be leaving them turned off or, at the very least, in silent mode. It is your responsibility to insure they do not interfere with match operation.

## **Range Safety**

Above all else, safety is the primary concern of the range officer and range safety officer(s). The distinction between the two is the designated range officer takes the competitors through the process of completing the match. This can be the discipline coordinator or their designated person. The range safety officer will be there to observe and enforce safety procedures. Both are equally responsible for the safety of the range they are officiating over.

## **Range Officer**

A Range Officer(s) will be in charge of the actual shooting at every range. The commands and instructions of the Range Officer must be obeyed. Range Officers must check firearms, and air rifles brought to the range to be sure actions are open and magazines are unloaded. When shooting is finished, Range Officers must likewise check to be sure actions are open and magazines unloaded before the competitor may get out of the shooting position and remove their equipment from the firing line. All firearms, air rifles and bows must be carried to the range cased.

## **Safety Procedures**

### **Handling of Firearms, Air Rifles and Bows:**

Until the range officer gives the command to begin the preparation period, competitors must keep their firearms, air rifles or bows in a safe condition with:

- (1) Slides or bolts on firearms and air rifles fully open or locked back. Break open actions may be closed after showing a clear chamber.
- (2) The chamber empty. It may not be loaded until the LOAD command and the competitor's turn to shoot. Bows are not to have arrows nocked on the string until they are given the signal to begin shooting. Muzzleloaders must remain uncapped and unloaded until the LOAD command and the shooter is ready to shoot.
- (3) Detachable magazines must be removed from the firearm.
- (4) Rifle and shotgun safeties engaged.
- (5) Empty chamber indicators (ECI's) or clear barrel indicators (CBI's) must be inserted in rifles/air rifles. These are mandatory use items.

### **Safety During Loading:**

Firearms or air rifles may be loaded only when a competitor is on his/her firing point and only after the range officer gives the LOAD command. Competitors may not insert loaded magazines (if allowed) or ammunition into the firearm until the LOAD command is given. All rifles or shotguns must be capable of being loaded with a single round of ammunition, with or without the aid of a magazine. No part of a competitor's body may be placed in front of the muzzle.

### **Safety During Shooting:**

During shooting and until firearms and air rifles are unloaded or arrows are unnocked, competitors must:

- (1) Keep firearms and air rifles pointed either up or downrange with the muzzle pointed in the direction of the target area. Bows must be pointed in the direction of the target.
- (2) Open the rifle action, and place an empty chamber indicator or clear barrel indicator in the rifle as soon as shooting ends.

- (3) Occasionally a competitor in air rifle will have a pellet loaded when the STOP command is given. If so, the Range Officer will direct the competitor to discharge the air rifle into a Pellet Discharge Container or direct the competitor to fire the air rifle at an area of the backstop/berm where there are no targets.

The following range commands are adaptable to riflery, including muzzleloaders. Shotgun and archery will be briefly covered separately. These commands cover the basics. For more detailed commands, refer to the rule book appropriate for the discipline.

### **Range Commands (Rifles/Air Rifles/Muzzleloaders)**

The following firing procedures and Range Officer commands will be used to conduct shooting. A violation of any of these procedures or commands will result in a warning. In the case of repeated violations or a serious safety violation that endangers others, a competitor may be disqualified.

- (1) Call to the Firing Line. **“Squad (n) – you may move your equipment to the line.”**  
The Range Officer announces that competitors may move their equipment to the firing line. Rifle actions must be open, with ECI’s or CBI’s inserted, when they are carried on a range.
- (1b) **“Shooters, you may go forward and (hang) (replace) or (retrieve) your targets.”**  
This must be done under the direct supervision of the range officer and, if necessary, enlist the aid of scorers. This command should be used after competitors are called to the line, between position changes and when finished.
- (2) Preparation Period. **“Shooters, the preparation period begins now, you have (n) minutes.”** The Range Officer gives competitors a brief preparation period of a minimum of one minute and a maximum of three minutes, during which competitors may assume their firing positions. After the Range Officer announces the beginning of the preparation period, shooters may remove ECI’s/CBI’s, close the actions of their rifles and dry fire. Loading a rifle or magazine during the preparation period is not permitted. The range officer will announce, **“Shooters, the preparation period is ended.”** It is customary to give a 30 or 45 second warning prior to the end of the preparation period. It is a good idea to announce the position and time limit, if any, at this time.
- (3) **“Load”** or **“Shooters – you may load.”** When the preparation period is over, the Range Officer gives the LOAD command. No one is permitted to place a cartridge in the chamber, load a magazine or have a loaded magazine in the rifle until the LOAD command is given.
- (4) **“Start”** or **“Commence firing.”** After the command LOAD is given, the Range Officer authorizes the start of firing by giving the START command. Timed stages begin with this command. No one may fire a shot until the START command is given. It is customary to give a time warning before issuing the STOP command (i.e., “SHOOTERS, YOU HAVE ONE MINUTE REMAINING”)
- (5) **“Stop - unload”** or **“Cease firing – unload.”** The STOP and UNLOAD commands are given by the Range Officer to stop firing when all competitors have finished firing or at the end of the shooting time. The Range Officer or anyone on the range may give a STOP command at any time if a serious safety hazard occurs. No one is permitted to fire a shot after the STOP command and shots fired after the STOP command will be scored as misses. If unable to determine the score of the shot fired after the STOP command, the value of the highest shot will be scored as missed.

When the STOP command is given, all firing must cease, competitors must open the actions of their rifles, remove any cartridges from the chamber and magazine and insert an ECI/CBI.

- (6) Removing Equipment from Line. **“Competitors, you may remove your equipment from the line.”** After a Range Officer has inspected the rifle to be sure the action is open and the rifle is unloaded, the competitor may get out of the firing position and remove the rifle and equipment from the firing line. The rifle action must remain open, with removable magazine removed and ECI/CBI inserted, as long as the rifle is on the range.

### **Range Commands (Shotgun)**

The shotgun squads will form up to the immediate rear of the trap range. Shotguns once uncased should be immediately placed on the gun rack with the actions open. The exception to this is/are the break open actions (over/unders, side-by-sides and single shot shotguns). Immediately after uncasing they should be broke open to show clear chamber, closed and then racked. Anytime shotguns are off the rack and uncased, they must have actions open. With all trap squads, the individual assigned to station one is the designated squad leader. The squad leader will lead the squad with the first target from each of the five stations in rotation. Usually, this individual starts the squad by asking if the squad is ready and then asking to see a target. With the probability of having less experienced shooters on the line, the range officer should perform this function to get the squad started. After completing five targets, the squad will rotate by moving right to the next station; and the individual on station five will rotate to station one. Insure the firearm is carried safely with the action open and visible. Upon completion of the round, all shotguns must be returned to the gun rack or their cases, if departing from the range area.

Caution the youth they are not to load or chamber their shell until it is their turn to shoot. All targets will be engaged at the 16 yard line.

- (1) Preparation period. **“Squad, you have 2 minutes to get ready.”** Squad members should uncase their shotguns, check their chambers, and put them on the gun rack. They should get their shells put into their pouches or vests, and have their eye and ear protection on.
- (2) Call to line. **“Squad, you may move to the line.”** All individuals should be prepared to move to the line and do so immediately. They should be wearing shell pouches or shooting vests. Setting a box of ammunition on the ground and bending over to pick up a shell for the next target is not permitted.
- (3) **“Squad ready, let’s see a target.”** The range officer or designated puller will release a target for all squad members to view. The range officer should also function as the puller. The scorer should be a different official with the range officer functioning to verify a doubtful call.
- (4) **“Squad leader, you may start.”** Beginning with the squad leader on station one, each shooter in turn will call for the release of their target by calling “PULL.” Some shooters have distinctive verbal commands for this function other than the word pull. Providing it is audible, this is permitted. Targets must be released immediately on hearing this command.
- (5) Targets missed, those that don’t have a visible piece broken from the target, will be called by the scorer as **“Lost.”** A dusted target is NOT considered a broken target. Shooters wishing to challenge a call must do so immediately before moving to the next shooter.

- (6) Squad Out. After shooters have completed their round of 25 targets, it is customary to signal the end of shooting by calling **“Squad out, you may leave the line.”** Shooters will either return to the staging area to prepare for their second round or case their equipment in preparation to depart from the range.

### **Range Commands (Archery)**

Archery range discipline is generally augmented with the whistle system. There are four signals, covered here briefly.

- (1) Two whistle blasts or **“Archers to the line.”** Archers proceed carefully to the line and step into position, straddling the shooting line. Arrows should be in hip quivers or placed into the ground quiver. Shooters are not yet allowed to touch the bow string.
- (2) One whistle blast or **“Commence firing.”** Shooters may remove one arrow at a time from quiver, load their bow and shoot at their target. When each shooter is finished, they should step behind the waiting line, place their bow on the rack and wait for the signal to go forward to remove arrows from the target.
- (3) Three whistle blasts or **“Retrieve arrows.”** Shooters may walk to the target line and wait for additional instruction. At this point, all targets must be scored before allowing shooters to touch or pull their arrows.
- (4) Four or more whistle blasts in rapid succession or **“Cease fire.”** A dangerous condition exists. Shooters must stop shooting, even if in draw position, return their arrows to the quiver and wait for a signal to resume shooting.

### **Scoring (All Disciplines)**

There are some differences in the scoring process from one discipline to another. In archery, all shots must be scored before the arrows are pulled. In shotgun, the target is immediately scored. Particularly in these two disciplines, the challenge is engaged differently. In archery, challenges must be issued before the arrow is pulled. In shotgun, it must be administered immediately after the “LOST” call. In riflery, including muzzleloader, competitors must challenge before they leave the range. All of this is on the presumption that challenges are forthcoming. In reality, you will probably encounter few challenges.

It is recommended there be at least two scorers on hand to score targets after they are retrieved from the line or, in the case of archery, while on the line. If time permits, in riflery, each target scored should be reviewed by a second scorer. This process can be conducted as the squad continues on to the next position or, for that matter, after squads have changed. Targets and/or score sheets must have the competitor’s name, county and position, if applicable, appropriately marked. In sure archery targets/scoresheets are appropriately marked for equipment type. Any targets not in compliance will be scored for misses, unless it can be readily determined who the competitor is and what position or equipment type was shot. This will be a call of the range officer or discipline coordinator.

The score given to each bull should be written clearly by the scorer next to the bull being scored or in the appropriate area of the scoresheet. There should only be one shot on each bull for riflery. If there is more than one shot on a bull, it must be given the lower value. Scores for each bull should be added and the total transferred to the score card for the applicable position (prone, standing, kneeling or sitting). Scoring sheets and scored targets should be transferred to the administrative office as soon as possible. Targets

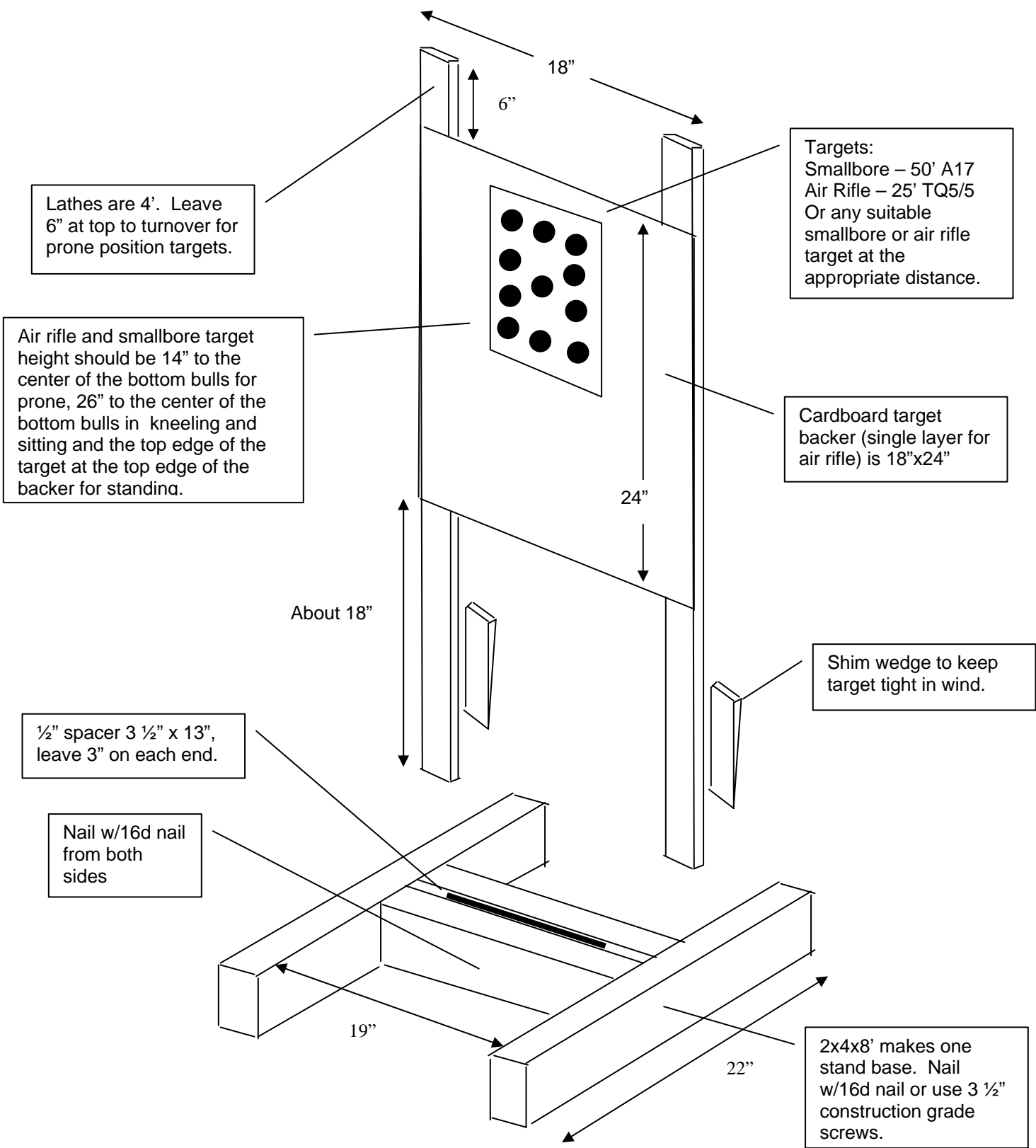
scored with the use of a scoring aid cannot be disputed by a competitor. All targets should be initiated by the competitor.

### **Value of Shots**

A shot is given the score of the highest value scoring ring that is touched by that shot hole. In archery, arrow shafts must cut through the scoring ring. Shots in question should be scored with an inward scoring gauge in riflery, smallbore and air rifle. If you don't have these available, check with the match management.

Misses - Any competition shot that fails to touch or pass through the scoring rings of the competitor's target must be scored as a miss. Clay targets not having a broken piece separating from the target must be scored as a miss. In trap, broken targets are scored with an "X," and lost/missed targets are scored with an "O."

Irregular Shots - Irregular shots must be reported to the Statistical Officer by the Range Officer and scored in accordance with the discipline rules.



TARGET STAND FOR AIR RIFLE/RIFLE/MUZZLELOADER