



4-H Shooting Sports

Learn by Doing

2009 State Match Rules Shotgun

1. Youth need to be 11 years old to participate in shotgun. To be involved in competition, youth must be 12 years old as of January 1 of the current year.
2. All shotguns must remain unloaded and actions open until the shooter is on the line ready to shoot. (Break action shotguns may have the actions closed when they are in the rack.) Violation of this rule may subject the shooter to immediate disqualification. Open or out.
3. Any portion of the muzzle shall not be allowed to come into contact with any portion of the competitor's body (i.e. Toe rests are not allowed). No shoulder carries for shotguns.
4. All shotgun competitors are required to use eye and ear protection.
5. Any shotgun 12 gauge or smaller may be used. Ammunition will not exceed a shot charge of 1 1/8 oz or a velocity of 1290 ft per second (see ATA rules for other loads). Shot size will be US 7 1/2 fine or smaller.
6. Competitions shall consist of 2 back-to-back 25-shot rounds. Bring the appropriate equipment, including ammunition, to the line with you. 5 minutes between rounds maximum.
7. A broken target (hit) shall be one that has been struck by a shot pattern and from which a visible piece (or pieces) has been broken from the target or the target has been completely reduced to dust. A change in direction or dust coming off a target with no visible broken piece shall be considered a lost target (miss). All lost targets shall be called immediately by the scorer.
8. If a shooter thinks that the scorer has miscalled a lost target (miss), the shooter must immediately protest the call to the line officer. The outcome of a challenge of a score will be determined by the line officer, the scorer and the puller (if used).
9. Shooters cannot insert a live round in their firearm until the person before them discharges their firearm.
10. Shooters are allowed two misfires or gun malfunctions per round. Any malfunctions, including choke tubes, must be reported to the line officer immediately. Subsequent misfires will be counted as a lost target. Failure to fire will be scored according to ATA rules (F1 and F2 in the target square and at the total square).
11. Shooters cannot move from their station until the scorer calls for a move, or the last shot of the round has been fired. Shooters need to refrain from any movement that would distract any shooter on the line.

12. All official protests must be immediately made by either the team captain or the individual shooter. Such protests must be made before the team or individual leaves the line.
13. All ties (both team and individual) shall be broken by shooting a tiebreaker from the 20 yard line. Both team and individual tie-breakers shall consist of a full 25 shot round. The team or individual with the highest score after the tie-breaker shall be given the tie. Further shoot offs will be a follow-the-leader from the 27 yard line. Miss and out, unless all shooters miss.
14. Teams unable to field the original team members for a tie-breaker shoot off shall forfeit the tie.
15. Individuals unable to shoot in a tie-breaker shoot off shall forfeit the tie.
16. Spectators and/or coaches are not allowed on the line during record firing. This is a 4-H shoot. Contestants are responsible for their own scores. No coaching is allowed when shooters are on the line.
17. No release triggers are allowed.
18. Relay time is 20 minutes per round. Shooters should report 30 minutes before their scheduled time.

With the exception of the above rules, all questions and rulings will be the responsibility of the match director and designated match personnel.