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# **2017 State 4-H Shoot Match Program and Registration Information**

**September 8 – 10, 2017**

**Holiday Lake 4-H Educational Center**

If you are a person with a disability and desire any assistive devices, services or other accommodations to participate in this activity, please contact Holiday Lake 4-H Center at 434-248-5444 during the business hours of 8:00 AM to 4:30 PM by the deadline.

## 2017 State 4-H Shoot Schedule

### Friday, September 8<sup>th</sup>

7:00 – 9:00 PM Early Check-in (Dinner will not be served.)  
7:00 – 8:30 VA 4-H Shooting Education Council Meeting  
10:30 Lights Out & Quiet!

### Saturday, September 9<sup>th</sup>

7:00 AM *Breakfast for Match Staff (Ticket required)*  
7:05 – 7:45 AM Breakfast (Ticket required)  
7:00 – 7:45 AM Late Check-in  
8:00 – 8:30 Orientation & Safety Briefing for Competitors & Coaches  
9:00 AM – 6:00 PM Contests (3P Smallbore Rifle, 4P BB Gun, Trap, Skeet, 3P Air Rifle, Air Pistol, Archery, Air Rifle Field Targets, Silhouettes and Target Sprint™)  
11:30 AM – 1:00 PM Lunch (Ticket required)  
1:00 – 6:00 Contests Continue  
6:00 – 7:00 Dinner (Ticket required)  
7:00 PM Meeting for Modified Camp Perry Round Competitors & Coaches (pistol triggers and permission forms will be checked)  
Time? VA 4-H Shooting Sports Teen Ambassador Interviews  
10:30 Lights Out & Quiet!

### Sunday, September 10<sup>th</sup>

7:00 AM *Breakfast for Match Staff (Ticket required)*  
7:05 – 7:45 AM Breakfast (Ticket required)  
8:00 AM Contests (Muzzleloading Rifle, Trap, Skeet, 3P Air Rifle, Air Pistol, Archery, Air Rifle Field Targets, Target Sprint™ and Smallbore Pistol Modified Camp Perry Round)  
9:00 AM Silhouette Range Re-opens (closed 8 to 9 AM for Camp Perry Round)  
11:30 AM – 1:00 PM Lunch (Ticket required)  
Time? Shoot-offs for Archery, Trap and Skeet (if needed)  
1:00 PM Silent auction winners determined  
1:00 to ? Contests Continue  
~2:30 to ~3:00 PM Raffle winners determined. Live Auction.  
~ 3:00 to 4:45 PM Awards Ceremony

### Registration Procedure

Registration packets will automatically be sent to clubs that participated last year and to other clubs on request. Registration information must be received **electronically** by **Friday, August 25, 2017**. E-mail registration to **Sharon Harris** [sharon1rose@aol.com](mailto:sharon1rose@aol.com). Registrations received after the deadline will only be squadded if space and time permits. If a competitor registers for Saturday only, he/she can only compete in a maximum of 4 squadded events. Sunday only competitors can only compete in a maximum of 2 squadded events. (Please note: Air Rifle Field Targets, Target Sprint™ event and the 4 Silhouette events are not squadded but you must register.)

At least one day before the State 4-H Shoot, the shooting relay assignments for each competitor will be sent by fax or e-mail to each Coach of Record. **EACH REGISTRATION FORM MUST HAVE A FAX NUMBER OR E-MAIL ADDRESS (preferred).** Coaches of Record are responsible for making copies for their competitors.

Upon arrival at Holiday Lake 4-H Center, each club must check-in, receive their lodging assignments (if any), and verify the adult who will be providing overnight supervision, and have in their possession completed **Health History Report Forms** for all youth and adults. Clubs must provide any additional information necessary to have a safe, productive and enjoyable weekend. **Portfolios must be available for review during the check-in process.**

### Registration Fees

Each competitor entered in any number of the shooting events, either as an individual or as a member of a team, shall pay a \$20 entry/match fee. This fee will defray cost of targets, awards, supplies and other match expenses. Match fees, along with lodging and meal fees (see below) are due upon arrival. If paying by check, make check payable to "Holiday Lake 4-H Center." **One check per club please!** [If processing payment through an Extension Office, take a copy of your invoice received at registration the day of the event, to your Extension Office and request that payment be made to "Holiday Lake 4-H Center."](#) Payment cannot be made via a Journal Entry (Transfer). Request that payment be mailed to **Sharon Harris**, 2638 North Creek Road, Appomattox, VA 24522. Do not mail payment directly to Holiday Lake 4-H Center.

### Refund Policy

**If at arrival, a club has 3 or more "no shows," that club will still be responsible for paying the registration fees, meals, lodging, etc. for those 3 or more "no shows."**

### Lodging

Holiday Lake 4-H Center will provide overnight lodging for participants including competitors, family members, coaches, etc. on Friday and Saturday. The rate of **\$21** per night does not include sheets, pillow, blanket, towels or toiletries; participants must bring their own. Please indicate on the registration form lodging needs, if any, for each participant, coach, instructor or family member.

### Camping

If participants wish to camp (pitch a tent or park a RV), the fee is **\$10** per night **per person**. Sorry, no water, no electrical hook-ups, and no campfires except in designated campfire circle. Check-in at registration table for a camp site and to pay camping fees.

### Meals:

Holiday Lake 4-H Center will provide meals to participants including competitors, family members, coaches, etc. on Saturday and Sunday. Please indicate on the registration form meal needs, if any, for each participant. Meal prices are as follows: Breakfast-\$7, Lunch-\$8, Dinner-**\$12**. Clubs may bring their own food.

### Day Use Fee

Competitors who are not staying overnight at camp or eating any meals from the dining facility will be charged a \$4 per day use fee. Non-competitors do not have to pay the day use fee.

### No Dogs Allowed

Sorry, no dogs or other pets allowed on the premises of Holiday Lake 4-H Center.

### Knowledge of Program

IMPORTANT, PLEASE NOTE! Because of range limitations and number of contestants, it is imperative that time schedules be strictly adhered to. This means that all competitors must have an adequate knowledge of the program. Competitors must be familiar with the rules and skills involved in the discipline(s) for which they are entered. Coaches should go over the rules with their competitors before match day. Competitors should have experience in the particular events they register for, especially in regards to safety. To document the above, all competitors must have completed project portfolios in all the events in which they are registered to shoot. For copies of the portfolios, go to <http://ext.vt.edu/topics/4h-youth/nree/shooting/index.html> and click on "Portfolios." **Portfolios must be available for review at check-in.**

Please note the **minimum qualifying scores** listed in the match descriptions for Trap, Skeet and Three-Position Smallbore Rifle.

Competitors are expected to bring their own firearms, shooting equipment and ammunition. Shotgun ammunition must be 7½ or smaller; target or light field loads only. **FACTORY LOADS ONLY – no reloads!!!**

### Age Divisions

**For BB:** Junior competitors only. Eligible to shoot in the match if born anytime in 2004 [13], 2005 [12], 2006 [11], 2007 [10], January through September 2008 [9]

**For Air Rifle Silhouette, Air Pistol Silhouette, Air Rifle 3P, Smallbore Rifle Silhouette, Light Rifle, Match Rifle, Inline Muzzleloader, Traditional Muzzleloader, Trap, Skeet, Target Sprint, and all Archery:**

- A. Seniors were born anytime in: 1998 [18+], 1999 [18], 2000 [17], 2001 [16], 2002 [15], 2003 [14]
- B. Juniors were born anytime in: 2004 [13], 2005 [12], 2006 [11], 2007 [10], January through September 2008 [9]

**For Smallbore Pistol Silhouette and Smallbore Pistol Modified Camp Perry Round:** Seniors competitors only. Seniors were born anytime in: 1998 [18+], 1999 [18], 2000 [17], 2001 [16], 2002 [15], 2003 [14]

**For Air Pistol PPP:** The award category of 10 and younger includes those born anytime in: 2007 [10], Jan-Sep 2008 [9]

- A. Basic Supported (maximum age – 12) born anytime in: 2005 [12], 2006 [11], 2007 [10], Jan-Sep 2008 [9]
- B. Standing Supported (maximum age – 14 ) born anytime in: 2003 [14], 2004 [13], 2005 [12], 2006 [11], 2007 [10], Jan-Sep 2008 [9]
- C. International Standing (minimum age – 15) born anytime in: 1998 [18+], 1999 [18], 2000 [17], 2001 [16], 2002 [15]

### Awards

Team awards will **ONLY** be given in the following events:

- Progressive Position Air Pistol (Supported Team and Unsupported Team)
- 3-Position Air Rifle (Sporter category only)
- Archery (Team Awards in Compound and Recurve only)
- Black Powder Muzzleloading Rifle (Traditional and Scoped categories)
- 3-Position Smallbore Rifle (Light Rifle categories only)
- Smallbore Rifle Silhouette
- Skeet
- Trap

Team awards will be given as follows:

- If at least 4 teams compete in an event, 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place team rosettes will be awarded
- If 3 teams compete in an event, 1<sup>st</sup> and 2<sup>nd</sup> place team rosettes will be awarded
- If 2 teams compete in an event, only 1<sup>st</sup> place team rosettes will be awarded
- If only 1 team competes in an event, no team rosettes will be awarded

Definition of a team – a team is composed of (3) three shooters. Therefore 2 people do not make a team even if their combined 2 scores are higher than the combined 3 scores of a team. Team scores will be computed by adding the top three scores of the individuals in each age division from each club. Thus, only one team award in each age division in each category may be won by a single club. “Make up” teams from across county lines are not allowed unless the members practice and regularly shoot together as members of the club.

Junior members may not shoot as a member of a senior team.

Individual awards will be given to the top three individuals in each age division for each category.

Achievement levels, based on the individual’s score, will be presented to each 4-H member for each event in which he/she competes. Achievement levels include Gold, Silver, Bronze, and Green with Gold being the highest level.

### Safe Handling of Firearms and Archery Equipment

The safe conduct of the State 4-H Shoot is paramount. Anyone found carelessly handling firearms, ammunition, bows, arrows, etc. and/or acting in a manner which could endanger himself/herself or others may be disqualified from the competition. Any match official may make the decision to remove a competitor from the firing line for actions which he/she feels are unsafe. The final decision on whether or not to disqualify an individual rests with the Match Directors.

**Muzzleloading rifles will be inspected by match staff prior to each relay. Inspections will be on Friday evening, Saturday evening, and Sunday morning.**

Firearms, air rifles, air pistols and bows must be in cases or racks at all times when not being used in competition. When carried to and from the line, or while on the line but not actually firing, all actions must be open.

**In the event of a malfunction, firearms, air rifles, air pistols and bows may only be serviced in designated areas (per range officer).**

Arrows must be in a quiver. Please note the following policy that was adopted by the Virginia 4-H Shooting Education Council – **clear barrel indicators (CBI's) are now required for all non-muzzleloading rifles and pistols. Safety flags are not permissible. CBI's must be blaze orange.**

Dry firing will be permitted only on the firing line. Shotgunners may not dry point or dry fire on other shooter's targets.

Firearms, air rifles, air pistols and bows are not permitted in the cabins, lodge or bunkhouses or around the camp except on the firing lines. Guns and bows should be locked in a vehicle when not in use. A secure room will be provided for storage if necessary.

#### Safe Handling of Ammunition and Arrows

Ammunition and arrows must be in a secure location when not being used in competition. When carried to and from the line, it is the responsibility of the shooters and the coaches of record to make sure that ammunition and arrows are handled in a safe manner.

No ammunition or arrows will be permitted in the cabins, lodge or bunkhouses or around the camp except on the firing lines. Ammunition and arrows should be locked in a vehicle when not in use. A secure room will be provided for storage if necessary.

Anyone found carelessly handling ammunition or arrows may be disqualified from competition.

ALL competitors MUST USE EYE PROTECTION (except archery where eye protection is recommended but not required). Competitors, coaches, and spectators in the firearms events MUST USE EAR PROTECTION. Competitors, coaches and spectators will be required to have their own ear and eye protection. No one should count on these items being available at the range.

**ALL competitors MUST WEAR CLOSED-TOE SHOES on the firing lines/ranges. Closed-toe shoes are recommended for coaches and spectators.**

#### Youth Handgun Safety Act Notice

Federal law prohibits, except in certain limited circumstances, anyone under 18 years of age from knowingly possessing a handgun. Written consent of the juvenile's parent or guardian is required for a 4-H member under the age of 18 to compete in the Smallbore Pistol Silhouette Match and

the Smallbore Pistol Modified Camp Perry Round Match. A copy of the *4-H Youth Handgun Permission Form* is enclosed.

### Equipment

Competitors must provide their own bows, arrows, rifles, muzzleloading rifles, muzzleloading accessories, powder, shotguns, pistols, BB guns, ammunition, etc. for all events.

### Rules

All matches will be conducted in accordance with the appropriate governing body indicated or as modified in the match program. Please note: this match program takes precedence.

Cell Phones will be allowed on the firing line, only in airplane mode and silenced may be used for timers.

### Ties

Ties will be broken in accordance with the appropriate rules.

### Challenges and Protests

Challenges and protests for all matches will be handled in accordance with the appropriate governing body. No challenge fee will be charged but frivolous challenges (as ruled by the match staff) will not be allowed. Only a competitor or his/her coach of record may initiate a protest or challenge. There will be only one coach of record from each club. Protests and challenges will be handled by a three-person jury whose decisions are final.

### Squadding Tickets

At least one day before the State 4-H Shoot, the shooting relay assignments for each competitor will be sent by fax or e-mail to each Coach of Record. This personal schedule will contain the times and places of the competitor's events. Squadding tickets for competitors will be affixed to the shooters' bibs which are distributed during the check-in process.

**If requested, teams may be squadded together for team events.** Please make a note on the registration form and limit requests to no more than 5 shooters. All squadding will be on a random basis (except where otherwise noted). **If two competitors are sharing a gun, please indicate on the registration form.** An effort will be made to accommodate them.

### Coaching

No coaching will be allowed when the shooter is on the firing line with the exception of that authorized by the individual match description and the range officer in the muzzleloading rifle match.

## Schedule

A schedule for the weekend is enclosed. Please note that the shoot begins early on Saturday morning. It is the only way to handle the events and finish before dark on Sunday. Arriving Friday and getting sufficient rest will enhance the potential performance of the competitors.

## Adult Assistance

Each range officer will have organized his/her particular event and secured adequate help to run it smoothly. There may be times where additional assistance is warranted. In these situations, adults may be asked to help as well as provide on- going supervision of their competitors. Additional helpers will be needed. Adults should report to range officers to offer assistance.

Each team must be accompanied by an adult 21 years of age or older. If there are male and female 4-H members of a team wishing to lodge at Holiday Lake, a male and female adult must accompany them. No co-ed lodging of teams. Additional adults should be sought by units with a large number of competitors.

## Other Events

Recreational activities such as volleyball, basketball, horseshoes, gau gau, etc. will be available when shooting ranges are not in operation.

## **Qualifications for the 2018 4-H Shooting Sports National Championships**

The 4-H Shooting Sports National Championships were held in Nebraska in 2017. This was a team championship, with four person teams in each discipline, selected by and representing each state which chose to participate. There were competitions in the following disciplines - archery (compound and recurve), muzzleloading rifle, rifle (air and smallbore), shotgun, pistol (air and smallbore) and hunting. There were three different events in each discipline.

The 2018 National Championships will be held in Nebraska the week of June 24 – 29, 2018. Scores fired at the 2017 State 4-H Shoot (except Shotgun) will be a major factor used to determine the senior 4-H members who will make up the teams that will represent Virginia in 2018. **Please note: Trips to the 2018 National Championships are contingent upon finding at least two willing and qualified adults to raise the necessary funds and develop and accompany each team to Nebraska.**

The skeet and trap matches held during the State 4-H Shoot will not be the qualifying events to select 4-H members to represent Virginia at the 2018 National Championships. Instead, a separate Virginia 4-H Shotgun Championship will be held on Saturday, September 23<sup>th</sup> at Brushy Mountain Gun Club.



**2017 Virginia 4-H Youth Handgun Permission Form**

Revised July 2017

**Instructions:** This form should be renewed each year. One copy of this form should remain with the handgun and one copy should be presented to the coach/instructor or match director.

I, \_\_\_\_\_, living at \_\_\_\_\_  
(Name of Parent/Legal Guardian) (Address)

\_\_\_\_\_ give permission for  
(City, State, Zip Code)

\_\_\_\_\_ to transport, handle and fire handgun  
(Name of 4-H Member)

\_\_\_\_\_ (Make, Model and Serial Number)

*with ammunition for the purpose of organized instruction and/or competition in the Virginia 4-H Shooting Education Program.*

*I hereby state that I am not prohibited by Federal, State, or local law from possessing a firearm. I acknowledge that it is my responsibility to notify my child's coach/instructor, extension agent and/or match officials if the above granted permission is withdrawn due to either my decision or changing circumstances.*

*I have read & understand the Youth Handgun Safety Act Notice ATF I 5300.2 (7-2004)\*.*

\*<https://www.atf.gov/firearms/docs/report/atf-i-53002-%E2%80%94-youth-handgun-safety-act-notice/download>

Signature of Parent/Legal Guardian: \_\_\_\_\_

Date: \_\_\_\_\_

## **Air Pistol**

Target: Orion Target and Scoring System will be used

Course of Fire: Forty (40) shots at 10 meters (33 feet)

All shots fired from one of the three following positions depending on age:

- A. Basic Supported (maximum age – 12) born anytime in: 2005 [12], 2006 [11], 2007 [10], 2008 [9]
- B. Standing Supported (maximum age – 14 ) born anytime in: 2003 [14], 2004 [13], 2005 [12], 2006 [11], 2007 [10], 2008 [9]
- C. International Standing (minimum age – 15) born anytime in: 1998 [18+], 1999 [18], 2000 [17], 2001 [16], 2002 [15]

The age category of 10 and younger for special awards includes those born anytime in: 2007 [10 years], 2008 [9]

Time Limits: Five (5) minute preparation period; ten (10) minutes for unlimited sighting shots; first twenty round string fired in 20 minutes; second twenty round string fired in 20 minutes

Awards: First, second and third place individual in each position  
First place individual “age 10 and under”  
First, second and third place teams in supported and unsupported  
Achievement awards to each individual based upon individual score

Rules: *USA Shooting / NRA Progressive-Position Air Pistol Rules* (Most Recent Version)

Equipment: Shooters must furnish their own pistols, pellets and equipment. Any pneumatic, spring piston or CO2 air pistol .177 caliber as defined by the Progressive-Position Air Pistol Rules. In addition to the Counterbalanced T stand (or similar counterbalance support) referenced in the rules, other supports – **not more than 4 inches wide** - may also be used. If a T stand (or similar counterbalance support) is used, the support point may be anywhere between the muzzle and the elbow. If a support other than a T stand (or similar counterbalance support) is used, the support point may be anywhere between the butt of the Air Pistol and the elbow.

Ammunition: 100% lead wadcutter pellets are the only approved pellets for use during the match.

Coaching: Coaching is only allowed in the Basic Supported position.

Range Officers: **TBD**

## Air Rifle

- Note: This is a Civilian Marksmanship Program (CMP) sanctioned event.
- Target: Orion 12 Bull Air Rifle Targets
- Course of Fire: Thirty (30) shots; three stages at 10 meters (33 feet)
- Stages: 5 minutes setup and target hanging  
8 minutes combined preparation and sighter period  
**10 minutes prone (10 record shots)**  
5 minutes changeover  
5 minutes sighter period  
**15 minutes standing (10 record shots)**  
5 minutes changeover  
5 minute sighter period  
**10 minutes kneeling (10 record shots)**
- Categories: 3 Position Sporter Air Rifle individual and 3-person teams, no finals.  
3-Position Precision Air Rifle individual competition only, finals will be held in exhibition style if enough participants are available.
- Awards: Individual and team awards plus achievement certificates and pins. Due to limited participation there will be no team competition for precision.
- Rules: *Latest Edition of the National Standard Three-Position Air Rifle Rules.* The wearing of eye protection is mandatory. Scoring will be done utilizing the Orion Scoring System. Sporter Air Rifle equipment and clothing will be according to rule 4.2-4.3, and 4.7. Precision Air Rifle equipment and clothing will be according to rule 4.4 –4.7
- Equipment: Shooters must furnish their own rifle, pellets and equipment. Compressed air / CO2 will not be furnished.
- Ammunition: 100% lead wadcutter pellets are the only approved pellets for use during the match.
- Coaching: It is the responsibility of each coach to insure that each of their competitors is familiar with the National Standard Three-Position Air Rifle Rules (CMP), is able to understand and follow range commands, and practice safe firearms handling.
- Range Officers: Bill Pleasants and members of the 4-H Patriot Shooting Club

## Air Rifle Field Targets

- Target: Assorted small game steel targets (rat, rabbit, crow, squirrel, etc.). Large and small kill zones. Target falls flat when kill zone is hit. Targets are resettable from firing line by pulling a string.
- Course of Fire: 15 targets. Unknown distances from 10 to 30 yards. Two shots at each target. Total of 30 record shots. Any shooting position can be used.
- Time Limits: Approximately 1 to 2 minutes per shot. A practice area will be available. Shooters will have approximately 15 minutes to zero air rifles.
- Range Limits: There is no range limit.
- Awards: Competitive awards will NOT be awarded in this event. Achievement award to each individual based upon individual score.
- Rules: Three points for each knockdown from the standing position. Two points for each knockdown from any position other than standing. Maximum possible score of 90 points.
- Equipment: Range officer must approve all guns used on the Field Target Range. Only .177 caliber rifle shooting 100% lead pellets with a velocity between 450 fps and 1000 fps (800 is best). Any type of sights are permitted including scopes. Air rifles will be available for loan. Shooters are encouraged to bring someone with them to score. Only shooters and scorers are permitted on the line. The use of clear barrel indicators is required. Eye protection required for everyone on the range. Spectators are encouraged to wear eye protection also.
- Range Officer: **TBD**

## Archery

Target: **NEW** 40 centimeter FITA target. The values are 10 points through 1 point from the center outward, with inner 10's scored as Xs.

Course of Fire: Juniors - Five (5) shots each at 4 distances: 10, 15, 20 & 25 yards.  
Seniors – Five (5) shots each at 4 distances: 15, 20, 25 & 30 yards

Time Limit : 3 minutes per 5-arrow end

Categories: There will be four categories: **Compound, Recurve/Long Bow, Instinctive No-Let-Off, and Modified No-Let-Off.** All categories will be operated simultaneously on the range at different targets. Juniors will start at 10 yards; Seniors will start at 15 yards. **Competitors may shoot in only one category, which is designated during registration. There is no crossbow category.**

Range Limits: Hope to have a new 20 point range available for this championship..

Awards: First, second and third place individual in each age division and each category.  
First, second and third place team in each age division in the compound and recurve categories only. Achievement award to each individual based upon individual score.

Ties: **NEW** All individual ties to be broken by determining which competitor had a greater number of Xs, 10s, 9s, through 1s. If a tie still exists, the scores from the fourth end will be compared, then the third end, etc. If tie still exists, the competitors will remain tied and both will receive the award for that place. Team ties broken by the same procedure.

Rules: When shooting, the archer shall straddle the shooting line.  
Participants will be instructed with verbal commands as follows:

- Shooter to the line, straddle the line with bow in hand
- The line is hot; nock arrow and commence firing
- The line is cold; go forward to the target line

If an unsafe condition occurs, the CEASE FIRE! command will be given.

“Sky-drawing” is strictly prohibited.

An arrow leaving the bow is considered a shot unless the shooter can reach it from their position with their bow.

An arrow shaft (not fletching) cutting two (2) colors shall count as hitting the inner one.

An arrow going through or bouncing off the target paper shall be shot again regardless of where it hit the target. Exception - arrows shot from no let-off bows, recurve, and long bows will not be shot again if a “visible mark” where the arrow impacted the target can be scored.

Prior to the competitor pulling their arrows, the judge shall orally count the score at the target. Any protest by the competitor must be taken up at this time. Final

decisions rest with the Match Directors. The score shall then be recorded and the arrow pulled.

Equipment: Shooters **must** provide their own bows, arrows (each shooter must bring a minimum of 5 arrows to the shooting line), accessories and other equipment described for the categories below. Quivers are required for all shooters. Eye protection is recommended but not required. **NEW** Arrows larger than 27/64ths (0.42”) in diameter are not permitted.

**Recurve/Long Bow** – Only recurve and long (straight) bows without pulleys or cams are allowed. Pin sights are permitted.

**Compound Bow** – Compound bows using pulleys or cams are allowed. Overdraws, pin sights, peep sights, stabilizers, illuminated sights, optical (4x magnification or less) sights, and mechanical releases are allowed.

**Instinctive No-Let-Off Bow** (i.e. Matthew Genesis-type stock bow). Only bare bows with no let-off are allowed. Sights, mechanical releases, draw stops, and stabilizers are not permitted. Archers may wear finger tabs, tape, or gloves to protect draw-hand fingers. Metal, tied, or heat-shrink nock locators may be used.

**Modified No-Let-Off Bow** (i.e. Matthew Genesis-type bow with accessories). Only bows with no let-off are allowed. Sights, mechanical and other releases, and other accessories are permitted.

**Crossbows are prohibited. Broad head (blade) points are strictly prohibited.** Equipment deemed unsafe by the Match Directors shall be prohibited.

Range Officers: James Bass, Wade Rose, Rachel Wooten

## BB Gun (Saturday only)

- Note: BB Gun is restricted to youth who are only competing in three (3) or less squadded events. BB Gun would be counted as one of those 3 squadded events. (Please note: Air Rifle Field Targets, the Target Sprint event, and the 4 Silhouette events are not squadded.)
- Age Limit: Junior competitors only. Eligible to shoot in the match if born anytime in 2004 [13], 2005 [12], 2006 [11], 2007 [10], January through September 2008 [9]
- Target: Orion target and scoring system will be used
- Course of Fire: Forty (40) shots; four stages at 5 meters
- Stages: 10 shots, prone, 10 minutes  
10 shots, standing, 10 minutes  
10 shots, sitting, 10 minutes  
10 shots, kneeling, 10 minutes
- Time Limits: Ten (10) minutes per stage, two (2) minutes for each position and target change. One (1) minute preparation period before each stage.
- Range Limits: The total range capacity is not known at this time. Everyone wishing to shoot will be accommodated if at all possible.
- Awards: First, second and third place junior individual. Achievement award to each individual based upon individual score.
- Rules: *NRA 5-Meter BB Gun Rules* and the Official Match Program
- Equipment: Shooters must furnish their own BB Gun, BB's and equipment. Jaycee Target Special Model 299, Daisy Target Special Model 99, Daisy Target Special 499, and rear sights may be upgraded to a Daisy Model 5899.
- Range Officer: **TBD**

## Muzzleloading Rifle (Sunday only)

Note: Muzzleloading rifles will be inspected by match staff. Inspections sessions will be scheduled for Friday night, Saturday night, and Sunday morning.

Target: NRA 50-yard conventional pistol target, B-6T

Course of Fire: Total of twelve (12) shots, highest ten (10) shots will count for score, 50 yards, standing position, 25 minutes

Categories: There are two categories for muzzleloading rifle, which must be identified for each competitor during the registration process.

**Traditional:** Participants shooting sidelock muzzleloading rifle using a patched round lead ball. No optical sights.

**Inline:** Participants shooting any type of inline muzzleloading rifle with any type of sight and any type of bullet either lead or jacketed, sabotaged or not. Telescopic sights may be used; no restrictions on magnification.

**Powder Charge:** If using substitute pellets, the load is limited to a maximum of two 50 grain pellets. **NEW** If using black powder, loads above 100 grains are prohibited.

**Individuals may shoot in only one category. All team members must be in the same age group and shoot in same category to qualify for team awards.**

Time Limits: 25 minutes per 12 shots

Range Limits: The total range capacity is not known at this time. Everyone wishing to shoot will be accommodated if at all possible.

Awards: First, second and third place individual in each age division and each category. First, second and third place team in each age division and each category. Achievement award to each individual based upon individual score.

Rules: Seniors must fire from an unsupported standing position. Juniors must shoot standing position, but may use **non- free-standing** cross sticks. No coaches or parents will be allowed on the firing line. Assistance with ramming will be provided by a range volunteer upon request. Prior to the competitor retrieving his/her target, a judge shall score the target. Any protest by the competitor must be taken up at that time. Final decisions rest with the Range Officer.

Ties: **NEW** Ties will be broken according to the "NRA Muzzle Loading Rifle, Pistol, and Shotgun Rules" in the following order: (a) By the greatest number of Xs, (b) By the greatest number of 10's, (c) By the greatest number of 9's, (d) By the greatest number of 8's etc. until the tie is broken. If the tie is still not broken, using a-d above, then the lowest value of the ten scored shots for each competitor will be compared. The lowest value shot closest to the center shall win the tie.

Equipment: Any muzzleloading rifle. Shooters must furnish their own rifle, balls, bullets, powder, etc. Indicate if using flintlock on registration form.



Range Officers: Paul Benneche, Joe Primerano

## 4-H Smallbore .22 Rifle Silhouette

**Note: This is an unsquadded event, competitors must be registered during the registration process and the club's coach must present the competitor's portfolio during check-in.**

Targets: 1/2 scale metallic silhouettes

Course of Fire: Twenty (20) shots total.

Stages: 5 shots at chickens (40 meters)  
5 shots at pigs (50 meters)  
5 shots at turkeys (75 meters)  
5 shots at rams (100 yards)

Position: Standing unsupported. No part of the shooter's body or clothing may touch the bench. No shooting jackets, gloves or slings.

Equipment: Any smallbore rifle. Any sights. Shooters must furnish their own rifle, ammunition and equipment. No shooting jackets, gloves, or slings allowed. All shooters are required to use **BLAZE ORANGE CLEAR BARREL INDICATORS**.

Time Limits: For each string of 5 shots, there will be a 30 second ready (preparation time) and a 2 minute 30 second fire. One shot will be fired at each metal silhouette starting on the left and moving left to right.

Awards: First, second, and third place individual in each age division. First, second and third place team in each age division. Achievement awards will be given to each individual based upon individual score.

Rules: Based on the *NRA Rifle Silhouette Rules* (Smallbore)

Ties: Utilizing best score from longest to shortest distance.

Coaching: Coaches/spotters are encouraged to be on the line to spot for their shooters while firing. It is the responsibility of each coach to insure that each of their competitors have met the minimum requirements including knowing how to follow range commands and practice safe firearms handling. Competitors must come with experience shooting the firearm they will be using and should have sight settings for the four distances.

Ammunition: The following restriction is designed to prevent damage to targets, comply with NRA Silhouette rules, and to prevent ricochets. .22 Long Rifle ammunition with solid, pure lead bullets or copper-washed solid, pure lead bullets (including hollow points) is the only ammunition approved for shooting 4-H metallic targets. Frangible, segmented, pure copper or copper-polymer bullets are examples of prohibited bullets.

- a. .22 Long Rifle standard velocity ammunition, with 40 grain lead bullets, should be used when available. Ammunition with muzzle energy above 149 foot/pounds is prohibited. Refer to manufacturer's website for muzzle energy values.

- b. Ammunition sold as “Segment HP”, “Copper-22”, “Hyper-velocity”, “Super Speed”, “Super Max”, “Velocitor”, “Yellow Jacket”, “Viper”, “Stinger”, “Interceptor”, or other similar brands routinely do not comply with bullet type guidelines or energy guidelines and should be researched carefully before purchase.
- c. Range officers may prohibit any ammunition they believe to be out of compliance, even if it is not specifically mentioned above. The following table can be used as a reference for the maximum velocity that is permissible by bullet weight given the 149 ft lb energy limit:

Bullet Weight (grains)	Maximum Velocity (fps)	Energy (ft/lbs)
40	1295	149
38	1329	149
37	1346	149
36	1364	149
33	1425	149
32	1447	149
31	1471	149

Range Officer: TBD

## 4-H Air Rifle Silhouette

**Note: This is an unsquadded event, competitors must be registered during the registration process and the club's coach must present the competitor's portfolio during check-in.**

Targets: 1/10 scale metallic silhouettes

Course of Fire: Twenty (20) shots, four stages, 5 shots each.

Stages: 5 shots chickens at 10 yards  
5 shots pigs at 12.5 yards  
5 shots turkeys at 15 yards  
5 shots rams at 18 yards

Position: Standing unsupported. No part of the shooter's body or clothing may touch the bench.

Equipment: Any air rifle permitted by Rule 3.3 (a) and (b) and fires at less than 800 fps. Shooters must furnish their own air rifle, 100% lead pellets and equipment. No shooting jackets, gloves or slings allowed. All shooters will be required to use **BLAZE ORANGE** CLEAR/OPEN BARREL INDICATORS (CBI's).

Time Limits: For each string of 5 shots, there will be a 30 second ready (preparation time) and a 2 minute 30 second fire. One shot will be fired at each metal silhouette starting on the left and moving left to right.

Awards: First, second, and third place individual in each age division. Achievement awards will be given to each individual based upon individual score

Rules: Based on the *NRA Rifle Silhouette Rules* (Air Rifle)

Ties: Utilizing best score from longest to shortest distance.

Coaching: Coaches/spotters are encouraged to be on the line to spot for their shooters while firing. Coaches are allowed to cock air guns for **junior** competitors. It is the responsibility of each coach to insure that each of their competitors have met the minimum requirements including knowing how to follow range commands and practice safe firearms handling.

Competitors must come with experience shooting the firearm they will be using and should have sight settings for the four distances.

Range Officer: **TBD**

## 4-H Air Pistol Silhouette

**Note: This is an unsquadded event, competitors must be registered during the registration process and the club's coach must present the competitor's portfolio during check-in.**

Targets: 1/10 scale metallic silhouettes

Course of Fire: Twenty (20) shots, four stages, 5 shots each stage.

Stages:  
5 shots chickens at 10 yards  
5 shots pigs at 12.5 yards  
5 shots turkeys at 15 yards  
5 shots rams at 18 yards

Senior Position: Standing unsupported position for all stages. No part of the shooter's body or clothing may touch the bench.

Junior Position: All stages will be seated (in chair at table). The shooter may use supporting material. The shooter may rest any part of either or both hands and forearms and the butt of the pistol on the supporting materials. Juniors may opt to shoot in the more difficult standing unsupported position.

Equipment: Any air pistol, any sights. Shooters must furnish their own pistol, 100% lead pellets and equipment. No shooting jackets, gloves or slings allowed. All shooters will be required to use **BLAZE ORANGE CLEAR/OPEN BARREL INDICATORS (CBI's)**.

Time Limits: For each string of 5 shots, there will be a 30 second ready (preparation time) and a 2 minute 30 second fire. One shot will be fired at each metal silhouette starting on the left and moving left to right.

Awards: First, second, and third place individual in each age division; Achievement awards will be given to each individual based upon individual score.

Rules: Based on the *NRA Pistol Silhouette Rules* (Air Pistol)

Ties: Utilizing best score from longest to shortest distance.

Coaching: Coaches/spotters are encouraged to be on the line to spot their shooters while firing. Coaches are allowed to cock air guns for **junior** competitors. It is the responsibility of each coach to insure that each of their competitors have met the minimum requirements including knowing how to follow range commands and practice safe firearms handling. Competitors must come with experience shooting the firearm they will be using and should have sight settings for the four distances.

Match Director: **TBD**

## 4-H Smallbore .22 Pistol Silhouette

**Note: This is an unsquadded event, competitors must be registered during the registration process and the club's coach must present the competitor's portfolio during check-in.**

Senior 4-H Members Only! Youth Handgun Permission Form Required!

Targets: 1/2 scale metallic silhouettes.

Course of Fire: Twenty (20) shots total

Stages:               5 shots at chickens (40 meters)  
                          5 shots at pigs (50 meters)  
                          5 shots at turkeys (75 meters)  
                          5 shots at rams (100 yards)

Position: Standing unsupported. No part of the shooter's body or clothing may touch the bench. No shooting jackets, gloves or slings allowed.

Equipment: Any .22 caliber pistol. Scopes are allowed. Shooters must furnish their own pistol, ammunition and equipment. All shooters will be required to use **BLAZE ORANGE CLEAR/OPEN BARREL INDICATORS (CBI's)**.

Ammunition: The following restriction is designed to prevent damage to targets, comply with NRA Silhouette rules, and to prevent ricochets. .22 Long Rifle ammunition with solid, pure lead bullets or copper-washed solid, pure lead bullets (including hollow points) is the only ammunition approved for shooting 4-H metallic targets. Frangible, segmented, pure copper or copper-polymer bullets are examples of prohibited bullets.

- a. .22 Long Rifle standard velocity ammunition, with 40 grain lead bullets, should be used when available. Ammunition with muzzle energy above 149 foot/pounds is prohibited. Refer to manufacturer's website for muzzle energy values.
- b. Ammunition sold as "Segment HP", "Copper-22", "Hyper-velocity", "Super Speed", "Super Max", "Velocitor", "Yellow Jacket", "Viper", "Stinger", "Interceptor", or other similar brands routinely do not comply with bullet type guidelines or energy guidelines and should be researched carefully before purchase.
- c. Range officers may prohibit any ammunition they believe to be out of compliance, even if it is not specifically mentioned above. The following table can be used as a reference for the maximum velocity that is permissible by bullet weight given the 149 ft lb energy limit:

Bullet Weight (grains)	Maximum Velocity (fps)	Energy (ft/lbs)
40	1295	149
38	1329	149
37	1346	149
36	1364	149
33	1425	149
32	1447	149
31	1471	149

Special Safety Rules:

- Each shooter is encouraged to be accompanied on the line by a coach/spotter
- No more than 1 cartridge may be loaded in the pistol at a time
- Pistols must not break a 45 degree safety cone from direct down range except when being carried unloaded with the muzzle straight up.
- **Trigger pull no less than 2 pounds**

Time Limits: For each string, 30 second ready and a 2 minute 30 second fire. One shot will be fired at each metal silhouette starting on the left and moving left to right.

Range Limit: Match will have a rolling start and will take about 40 minutes.

Awards: First, second, and third place individual. Achievement awards will be given to each individual based upon individual score.

Rules: Based on NRA Smallbore Hunter's Pistol Metallic Silhouette Rules

Coaching: It is the responsibility of each coach to insure that each of their competitors have met the minimum requirements including knowing how to follow range commands, practice safe firearms handling and have proof of competition in a prior match. Competitors must come with experience shooting the firearm they will be using and should have sight settings for the four distances.

Range Officer: **TBD**

## Skeet

Targets: NSSA approved clay targets

Course of Fire: One (1) 25 shot round of regulation American Skeet

Time Limits: Fifteen (15) seconds per target

Range Limits: The total range capacity is not known at this time. Everyone wishing to shoot will be accommodated if at all possible.

Minimum Qualifying Scores:

Juniors – Must have shot a score of **8** or higher per 25 shot round on a regulation skeet field

Seniors – Must have shot a score of **12** or higher per 25 shot round on a regulation skeet field

Awards: First, second and third place individual in each age division  
First, second and third place team in each age division  
Achievement award to each individual based upon individual score

Rules: NSSA Rules apply.

Ties: Ties of 25 straight will be shot-off with doubles shot at stations 3, 4 and 5; miss and out. All other ties broken by long run from the front.

Equipment: Shooters must furnish their own shotgun. Shotguns must be 12 gauge or smaller and capable of shooting twice without reloading. Shooters must bring their own lead shot (7½ or smaller; target or light field loads only). **Factory loads only – no reloads!** Eye and ear protection required.

Gun Mount: Any gun mount.

Loading: The shotgun may be loaded only when on a shooting station. The shotgun must be unloaded and action open when moving to another shooting station. (Please note that the “no more than one shell will be loaded while shooting singles” rule is no longer in affect.)

Range Officer: RL Harris & Miles Barrick

**\*\*\*New portfolio (revised 3/16) must be completed for each participant in order to compete. Can be found on the VA State 4-H Shooting Sports Website. <http://ext.vt.edu/topics/4h-youth/nree/shooting/index.html>\*\*\***



**Smallbore Pistol Modified Camp Perry Round  
(Sunday only – 8 to 9:30 AM)**

Note: For Senior 4-H Members only! Youth Handgun Permission Form Required!

Targets: Orion / NRA B-2 (slow fire) B-3 (rapid fire)

Distance: 50 Feet

<u>Course of Fire/</u>	10 shots slow fire	5 minutes per 10 shot string
<u>Time Limits:</u>	15 shots timed fire	20 seconds per 5 shot string
	15 shots rapid fire	10 seconds per 5 shot string

Position: One-handed standing

Range Limits: The range capacity is a maximum of 24 shooters, 3 relays of 8 shooters each.

Awards: First, second and third place individual. Achievement award to each individual based upon individual score.

Rules: NRA Pistol Rules CP16650 (most recent printing)  
<http://materials.nrahq.org/go/products.aspx?cat=Rulebooks>

Attire: Long pants, crew neck shirts and closed-toe shoes (no Croc) required.

Meeting: There will be a required meeting of competitors and their coaches at 7:00pm Saturday night. This meeting is required even if you have been to one at a previous State Shoot. Trigger weight will be checked. Federal handgun permission form will be checked.

Equipment: Shooters must furnish their own pistol and ammunition. Iron sights only. Any smallbore pistol or revolver firing the .22 rimfire long rifle, long or short cartridge with a sight radius no greater than 10 inches, and a trigger pull no less than 2 pounds.

Alibi Rule: Slow Fire  
All efforts should be made to clear or replace the pistol due to malfunction in the 5 minute time. If the competitor is not able to fire all 10 shots due to ammunition or firearm malfunction, they will be allowed 30 additional seconds for each shot not able to be fired in the 5 minute time.

Timed and Rapid Fire

One alibi is allowed per competitor in each of timed and rapid fire stages. If an alibi is claimed in any of the three strings for timed fire, the competitor will shoot a fourth string of five shots for the stage of timed fire. All competitors claiming an alibi will shoot the fourth string at the same time. If 15 shots are not made after fourth (alibi) string, all shots not made will be counted as "0". There will be no alibi's called in the fourth (alibi) string. The same scenario will also cover the rapid fire stage.

Range Officers: Becky Cash

### **Three Position Smallbore Light Rifle (Saturday only)**

Target: Orion Gallery League Target (similar to NRA A-17)

Course of Fire: Thirty (30) shots; three stages at 50 feet

<u>Stages:</u>	<u>Seniors</u>	<u>Juniors</u>
	10 shots, prone, 10 minutes	10 shots, prone, 10 minutes
	10 shots, standing, 15 minutes	10 shots, <b>sitting</b> , 15 minutes
	10 shots, kneeling, 15 minutes	10 shots, <b>kneeling</b> , 15 minutes

Categories: There will be two categories for smallbore light rifle.

**Competitors may shoot in only one category, and must register for the correct category.**

**Light Rifle – Iron Sights:** Participants shooting rifles using non-telescopic or non-optical sights (i.e. peep, open or post) and weighing less than 8.5 pounds with all equipment attached (excluding sling) so that rifle is in its heaviest configuration.

**Light Rifle – Any Sights:** Participants shooting rifles using telescopic (any magnification) or optical sights and weighing less than 8.5 pounds with all equipment attached (excluding sling) so rifle is in its heaviest configuration.

Time Limits: Each position will be separately timed as listed above. Ten (10) minutes for each position and target change. The time for each position includes the firing of any sighting shots. Three (3) minute preparation period at beginning of each stage.

Range Limits: The total range capacity is not known at this time. Everyone wishing to shoot will be accommodated if at all possible.

Minimum Qualifying Scores:

**Juniors** must achieve a score of 75/300 at least once in a practice/match

**Seniors** must achieve a score of 75/300 at least once in a practice/match

Awards: First, second and third place individual in each age division and each category. First, second and third place team in each age division for light rifle categories only. Achievement award to each individual based upon individual score.

Rules: NRA Smallbore Rifle Rules

Equipment: Shooters must furnish their own rifle, ammunition and equipment. Any .22 caliber rim fire rifle. Standard velocity .22 LR ammo is recommended. The firing line is concrete, thus a padded ground cloth is highly recommended (required for the comfort of the shooter). Also, long pants and either a long sleeve shirt, sweat shirt, or a jacket is desirable for shooting comfort and best possible performance. No special shooting clothing for light rifle is allowed.

Range Officer: Paul Benneche

### **Three Position Smallbore Match Rifle (Saturday only)**

Target: Orion 50 feet smallbore target (similar to USA / NRA 50)

Course of Fire: Thirty (30) shots; three stages at 50 feet

Stages for both Juniors and Seniors: 10 shots, kneeling, 10 minutes  
10 shots, prone, 15 minutes  
10 shots, standing, 15 minutes

**Match Rifle – Iron Sights:** Participants shooting rifles using non-telescopic or non-optical sights and weighing more than 8.5 pounds will all equipment attached (excluding sling) so that rifle is in its heaviest configuration.

Time Limits: Fifteen (15) minute combined preparation and sighter period.  
Kneeling: ten (10) minutes.  
Target change followed by five (5) minute preparation period.  
Prone: fifteen (15) minutes.  
Target change followed by five (5) minute preparation period.  
Standing: fifteen (15) minutes.

Range Limits: The total range capacity is not known at this time. It is anticipated that this will be a single-relay event.

Minimum Qualifying Scores: Juniors and Seniors must achieve a score of 150/600 at least once in a practice/match

Awards: First, second and third place individual. Achievement award to each individual based upon individual score. No team awards for Match Rifle.

Rules: USA Shooting Rifle Rules.

Equipment: Shooters must furnish their own rifle, ammunition and equipment.  
USA Shooting rules apply to the match rifle with iron sights, shooter's clothing, and equipment.

Range Officer: Paul Benneche

## Trap

Targets: ATA approved clay targets

Course of Fire: One (1) 25 shot round of standard ATA (American) Trap at 16 yards

Time Limits: Fifteen (15) seconds per target

Range Limits: The total range capacity is not known at this time. Everyone wishing to shoot will be accommodated if at all possible.

Minimum Qualifying Scores:

Juniors – Must have shot a score of **8** or higher per 25 shot round on a regulation trap field

Seniors – Must have shot a score of **12** or higher per 25 shot round on a regulations trap field.

Awards: First, second and third place individual in each age division  
First, second and third place team in each age division  
Achievement award to each individual based upon individual score

Rules: ATA Rules Apply.

Ties: High scores shoot-off for first place; 1 full round of 16 yard singles; continue until resolved. All other ties broken by long run from the front.

Equipment: Shooters must furnish their own shotgun. Shotguns must be 12 gauge or smaller. Shooters must bring their own lead shot (7½ or smaller; target or light field loads only). **FACTORY LOADS ONLY – no reloads!** Eye and ear protection required.

Gun Mount: Any gun mount.

Loading: The shotgun may be loaded only when on a shooting station. The shotgun must be unloaded and action open when moving to another shooting station.

Range Officer: **TBD**

**\*\*\*New portfolio (revised 3/16) must be completed for each participant in order to compete. Can be found on the VA State 4-H Shooting Sports Website. <http://ext.vt.edu/topics/4h-youth/nree/shooting/index.html>\*\*\***

## Target Sprint™

Open to 4-H Juniors/Seniors who are registered for other State Shoot events.

**Target Sprint™** is an exciting combination of air rifle target shooting and middle distance running/walking. The event is unsquadded; there will be a relay approximately every 30 minutes filled on a first-come first-serve basis. Participants are assigned to relays and begin each relay with a fixed distance run. At the end of the first run, they stop at a 10-meter air rifle shooting range where they must shoot at and hit five knockdown targets from the standing or prone position. The best athletes do this in a shorter period of time and start their second running stage as soon as all targets are down. More than five shots are often required, but that adds to the shooting time and to the Elapsed Time. At the end of the second run, participants must shoot another five targets before beginning the third and final running stage. The winner is the person who completes the three running stages and two shooting stages first (including any penalties).

### **Running/walking Distance and firing position:**

4-H Juniors (9-13)	200 meters per stage, 600 meters total	prone
4-H Seniors (14 to 19)	400 meters per stage, 1200 meters total	standing

### **Number of shots fired and penalty points:**

Each shooting period is unlimited in time; however, only 8 pellets may be taken to the firing point and only 8 pellets may be fired for each shooting stage (five targets). Two minutes penalty will be assessed for each target still showing.

**Range Limit:** The range can accommodate 5 shooters per relay.

**Maximum Relay Time:** 25 Minutes. Maximum Relay Time will be used as required to prevent delaying the start of the next relay.

**Sighting:** Paper sighting targets will be in place beside each competition target. On a time-available basis, competitors can shoot sighting shots at a paper target before the first relay or between relays if time permits.

**Coaching:** Coaches/spotters with scopes are allowed forward of the spectator rope, but can only approach the firing line when summoned by the Range Officer; these coaches may shout suggestions to the shooter.

**Targets:** Specially constructed biathlon style targets will be used, displaying five knock-down bullseyes (each 1 3/8" diameter). Distance = 10 meters.

**Rifles:** Any .177" air rifle normally used in 4-H competitions (less than 600 feet per second) with iron sights is permitted. Slings are permitted for Junior's shooting prone. Competitors must provide their own pellets. 100% lead pellets are the only approved pellets for use during the match. The use of **BLAZE ORANGE** CBIs is required.

**Clothing and Shoes:** Shoes are required at all times. The same pair of shoes must be worn throughout the relay. Open-toed shoes and boots are prohibited. Special shooting clothing is prohibited. Shooting gloves are permitted. Athletic shoes, shorts, shirts, etc. may be worn but should be in good taste according to the 4-H dress code. Shooter's bibs (issued during the registration process) must be worn on the competitors' backs.

**Other Equipment Permitted:** Prone mats may be used for the prone position and offhand stands may be used for the standing position.

**Eye Protection:** Eye protection is mandatory for all individuals forward of the spectator barrier.

**Rifle Handling During Race:** Athletes must place their rifles in the rifle rack no later than five (5) minutes before their relay starts. When approaching the rifle range for a shooting stage, competitors must take the rifle out of the rifle rack themselves, holding the rifle by the barrel or at the fore-end and carrying it to their firing point while walking.

**Awards:** First, second and third place individual in each age division. Achievement awards to each individual based upon individual's total time (Elapsed Time plus any penalty times). The cutoff scores for ribbons will be finalized before the event.

**Rules:** Virginia 4-H Adaptation of ISSF Target Sprint™ rules are available at:  
[www.odjrl.com/Target\\_Sprint](http://www.odjrl.com/Target_Sprint)

**Range Officers:** Marlene Gray

Target Sprint™ is a trademarked title owned by the  
International Shooting Sport Federation (ISSF).