

2018 Shotgun Tournament Rules

Kettle Moraine 4-H Shotgun, Muzzleloading, & .22 Rifle Tournament

1. To be eligible to participate in this tournament you must be registered as a WI 4-H Shooting Sports Shotgun project member as recognized in your county and must have completed the DNR Hunter Safety Education Program. A copy of your hunter safety certificate must accompany your registration.
2. **EAR PROTECTION:** Adequate ear protection must be worn by all competitors, coaches, range officials, and spectators on the range during live firing. Ear plugs or muffs are acceptable.
3. **EYE PROTECTION:** All shooters and other persons on or in the immediate vicinity of the firing line, including coaches, range officials and any spectators must wear adequate eye protection (glasses or goggles) .The equipment must protect both eyes.
4. Shooters must provide their own shells. **(12gauge and 20 gauge shells will be available for sale at the tournament)** No shells longer than 2-3/4" except .410 gauge. Trap loads only, magnum or baby magnum loads are not permitted. Shot sizes 7-1/2 to 9 only. **RELOADS ARE NOT PERMITTED.**
5. Shooters will fire from the 16 yard line.
6. A participant may enter four events in the Shotgun Tournament. Girls can do an additional HIT & MISSES class. The wildlife contest is not counted as an event. It is required for participants planning on the National Qualifying Opportunity.
7. Equipment classes are: 28 gauge, .410, 20 gauge, or 16 gauge & 12 gauge. Firearms with release triggers are not permitted in any class. Also, there is a HIT & MISSES (girls only) any gauge class. If entering more than one individual class, circle the class to be used for team competition or the first class listed will be used. No "Hunt and Cover" or skeet scores may be used for team competition. The competition divisions are Intermediate (12-14 yrs. old), Senior (15 -19), and Mixed (12-19). "Hunt and Cover" divisions are Intermediate, Senior, or Mixed.
8. **Equipment will be inspected at registration check-in and on the range before shooting. Ammunition will be inspected at registration check-in and on the range before shooting. FIREARMS WITH RELEASE TRIGGERS ARE NOT PERMITTED.**
9. Shotgun Hunt and Cover Rules: See H & C rules on page 2.
10. Skeet Rule: See page 2.
11. Only broken targets out of the house and one misfire per round will be allowed for recall.
12. Field Protest or appeal; a shooter who disagrees with a call on any target may appeal by raising an arm and saying "Appeal". The scorer or range commander will immediately suspend shooting temporarily and consult with each other. After consultation, the scorer will make the final decision. The decision of the scorer on the field is final and questions of hit, missed or irregular targets may not be appealed further. No challenges may be made by others.
13. No Coaching or spotting allowed on the range during competition.
14. In the event of ties, awards shall be decided on the basis of the longest run in the total event beginning with the last target. If a tie remains a ten clay shoot-off will be shot; 2 clays per station. Should this not resolve the tie, the event will be decided by a station by station (1 shot) "sudden death."
15. Physically handicapped shooters – Physically handicapped shooters may petition to have temporary adjustments in the rules to permit them to compete. Medical evidence is required and each situation is considered individually. Our objective is to permit qualified shooters to participate whenever possible. Special accommodations must be requested in writing on your original tournament registration form.
16. Competitors must maintain proper dress and "Sportsmanship" at all times. Any rule infraction(s) may disqualify a participant at any time during the tournament as determined by the Range Officer and/or Tournament Director
17. For additional rules refer to the Amateur Trapshooting Association (ATA) rules for trap and National Skeet Shooting Association (NSSA) rules for skeet, except for the above rules and when the Match Director alters rules to allow for the smooth operation of the shoot. 4-H Rules take precedence over other rules.
18. Participants are responsible for loss or damage of their equipment, and for property damage/harm to themselves, and as inflicted upon others.

Hunt & Cover Rules

(need 50 shells available for this event)

1. Hunt and Cover is a team event with 2 members ("hunter" person & "cover" person) standing side by side at each shooting station. Shooters may use any gauge shotgun for this class.
2. There are 50 clays thrown for this event so make sure that you have enough shells. The maximum score is 50 hits.
3. The (first person) "hunter" calls for the target and shoots (hit =1 team point), if the "hunter" misses, the (second person) "cover" **can now shoot** to break the target (hit = 1 team point and miss - loss = 0).
4. If the "hunter" breaks the target and the "cover" shoots, the hit will be recorded as a loss for the 'hunter' (0 team points).
5. IF the hunter does not shoot and the cover does it will mark as a miss
6. The "hunter" shoots first at this position per normal trap rules.
7. **To simplify, you shoot 1 round of trap where the hunter shoots first and the cover shoots only if and only if the hunter misses. You then switch positions and shoot a new round of trap the same way.**
There will be 50 clays thrown so plan for 50 shells per person. A perfect round would require 25 shells each and the worst round would require 50 shells each.
9. The highest team score will be the winner. Ties will be determined by the team who has the longest string of broken targets starting from the last clay. In the event there still is a tie, the next or second longest string of broken targets will be used and so on. If a tie still exists, a shoot off will take place determined by the range commander based on time and shooting conditions.

Skeet

(need 50 shells available for this event)

- Course of fire for competition will consist of 25 target rounds consisting of **singles and** doubles from stations
- 4-H'ers will fire in an expeditious manner, avoiding unnecessary delay; 4-H'ers should be prepared to take the field 45 minutes to 1 hour before their scheduled firing time.
- Any shotgun 12 gauge or smaller firing a shot charge meeting the requirements of Wisconsin 4-H Shooting Sports. Firearms with release triggers are NOT permitted.
- 4-H'ers will supply their own shotgun and shot shells.
- Shot size must be 7 ½ or smaller and not exceed 1 oz. Shells will be factory loads. NO RELOADS WILL BE ALLOWED. 4-H'ers is responsible for bringing enough shells for all rounds, practice shots, proof-doubles, and tie breakers if necessary.
- For additional rules, refer to the NSSA rule Book. A copy may be downloaded at www.mynssa.com 4-H rules take precedence over other rules.
- Ties for individuals and teams will be done as miss and out shooting doubles from stations 3, 4, and 5.