

FLORIDA 4-H SHOTGUN

RULES AND REGULATIONS

DIVISIONS

Individual

- 1.) Intermediate Skeet
- 2.) Intermediate Trap
- 3.) Senior Skeet
- 4.) Senior Trap

Team

- 1.) Intermediate
- 2.) Senior

*Intermediate = 11, 12 and 13 years old as of January 1, 2010

*Senior = 14 years old and older as of January 1, 2010

- A.) Participants must be a member of a 4-H Club or a 4-H Shooting Sports Program where during the club year they have received shotgun instruction from a certified Florida Shotgun Instructor.
- B.) Contestants can enter only one individual and one team division.
- C.) A team can be comprised of 3 or 4 shooters. However, the top 3 individuals' score in the events will be added together for a team score. The team members must be identified in advance on the registration form.

EQUIPMENT

- 1.) Contestants will use their own shotgun and ammunition. Shooters will need a minimum of 100 shells. I recommend you purchase 6 boxes or 150 rounds.
- 2.) All shotguns will be inspected for safety, condition, etc. by field officials prior to the match and at any time during the match when inspection is merited.
- 3.) If your shotgun is found to be unsafe and corrections are not made before the match, then the contestant will be required to use a state shotgun.
- 4.) Each shooter must provide an adequate number of shells to complete each event.
- 5.) **Contestants must attend mandatory safety orientation meeting prior to match.**

EVENTS

There will be two events. Contestants will participate in both of the events in their appropriate division. The events will be as follows:

1. SKEET = 50 TARGETS (2 ROUNDS)

2. TRAP = 50 TARGETS (2 ROUNDS)

STATE SHOTGUN EVENTS RULES

No release triggers permitted. Ties will be broken by shoot-off for top 10 individuals and top 5 teams only.

SKEET

Event: Standard NSSA (American) skeet.
Course of Fire: 2 rounds (50 targets) consisting of singles and doubles from stations 1, 2, 6, and 7 and singles from stations 3, 4, 5, and 8.
Shoot-offs: doubles from stations 3, 4, and 5, miss and out by station.
Time Limit: shooters will fire in an expeditious manner, avoiding unnecessary delays, shooters should be prepared to take the field 45 minutes to 1 hour before their scheduled firing time.
Equipment: any shotgun 12 gauge or smaller firing a shot charge meeting the requirements of the NGB
Tie-breaker Tie break will be done to establish the top ten individuals and the top five teams. **Shooters will shoot doubles at stations 3, 4, and 5. "Miss and out" by station until all ties are broken.**

Procedure:

Station 3 – high house first
Station 4 – high house first
Station 5 – low house first
Station 4 – low house first
Repeat as needed

Team shoot-off follows the same procedure, each team firing as a squad at one station. Team placing determined by the cumulative score of the top 3 individuals of a team at each station. All teams shoot one station before advancing, if required.

NGB Rules:

National Skeet Shooting Association
<http://www.mynssa.com/image/downloads/2006-NSSA-Rules.pdf>

TRAP

Event: Standard ATA (American) trap (16 yards)
Course of Fire: 2 rounds (50 targets) consisting of five targets from each of five shooting stations at 16 yards.

Shoot-offs: five targets from stations 1 and 5 from the 21 yard line. Management may increase the distance to 27 yards if required to break ties.

Time Limit: shooters will fire in an expeditious manner, avoiding unnecessary delays and should be prepared to take the field up to 1 hour prior to listed start time.

Equipment: any shotgun 12 gauge or smaller firing a shot charge meeting the requirements of the NGB.

Tie-breaking: Tie break will be done to establish the top ten individuals and the top five teams:

Individuals: The following method shall be used for rotation of shooters: Starting post to be used shall be as follows:

1. Shoot-offs shall be considered and interpreted the same as registered events and all applicable ATA Rules shall apply unless mutually agreed upon by all contestants. The management of a tournament may rule that ties shall be carried over to the first (or more if needed) sub-event on the next like event.

2. All ties whenever possible shall be shot off and in such a manner, as shoot management shall designate. Unless otherwise specified by the management, ties on single target events shall be shot off in 25 target events.

3. The following method shall be used for rotation of shooters: Starting posts to be used shall be as follows:

1 shooter - post number 2.

If 2 shooters - post numbers 2 and 4.

If 3 shooters - post numbers 2, 3, and 4.

If 4 shooters - post numbers 2, 3, 4, and 5.

If 5 shooters - post numbers 1, 2, 3, 4, and 5.

If more than 5 shooters are involved in the tie, they shall be divided as equally as possible into two or more squads as directed by the management.

If subsequent shoot-offs the post shall be rotated in a clockwise manner, with the shooter from post 1 advancing to post 2 and the shooter from post 5 rotating to post 1 or to the post dictated by the number of shooters remaining, but always in clockwise rotation.

The 1 shooter situation may not need to be included because it is for a handicap shoot-off more than anything else. It is used incase one shooter shoots at a much longer handicap than the other and I don't think this would apply to this shoot.

Ties will be broken by greatest total of targets broken after the completion of all stations.

Team ties will be broken by a round of 25, 5 at each station. If a full team of 4, all 4 may shoot and the low score will be dropped.

If after 1 round, all placing are not determined, the yardage may be increased.

NGB Rules: Amateur Trap Association
http://www1.shootata.com/rule_book.pdf