

Michigan 4-H Shooting Sports State Tournament

SKEET SHOOTING EVENT RULES

****NOTE: PLEASE BE SURE TO REVIEW "GENERAL INFORMATION" PAGES FOR GENERAL TOURNAMENT RULES. CONTACT YOUR COUNTY 4-H OFFICE IF YOU DO NOT HAVE A COPY OF THIS INFORMATION.**

Number of Individual Entrants Per County: Each county is eligible to enter a maximum of 10 contestants.

Number of Team Entrants Per County: Each county may identify two teams of up to five members each. Team scores will be determined per tournament general rules

Age Division Determination: Age on January 1st the year of the tournament

Skeet Shooting Contest Divisions:

Junior Skeet: Ages 12-14

Senior Skeet: Ages 15-19

Skeet Shooting Equipment

1. Any safe non-tactical style shotgun .410 through 12 gauge may be used. Shotguns greater than 12 gauge are not permitted.
2. Release triggers are prohibited.
3. Only factory-loaded ammunition shall be used. Any shot size 9, 8 or 7.5 load that meets the following: 12 gauge loads not exceeding one and one-eighth ounces, any 20 gauge load not exceeding seven-eighth ounces, any 28 gauge loads not exceeding three-quarter ounces, or any 410 loads not exceeding one-half ounces. Ammunition will be presented in original box at check-in for inspection.

Course of Fire: Contestants will shoot **two** rounds of 25 shots, totaling **50** clays.

Skeet Shooting Range and Targets

Competition will be on a skeet range following the National Skeet Shooting Association (NSSA) guidelines. Only clay targets meeting the NSSA rules will be thrown

Rules and Scoring

1. Firearms will NOT be removed from the case any time before receiving permission from the range officer.
2. All actions must be open, and firearms empty until the shooters are at the shooting station and in immediate preparation for the shot.
3. Muzzle control: Each shooter is responsible for proper muzzle control at ALL times. Resting the muzzle on the foot or other portions of the anatomy is strictly prohibited, as is resting any part of the body on the muzzle of the firearm.
4. Rule violations: Any shooter violating a rule for the first time will receive a warning issued by the range officer. Flagrant or repeated rule violations will be grounds for disqualification.
5. The Scorekeeper is the official judge for "lost" or "broken" clays. All lost clays will be called out.
6. Field protest or appeal: If a shooter or squad member disagrees with a call on any target, she/he may appeal by raising an arm and saying, "Appeal." The range officer will immediately suspend shooting and consult the assisting range officers. After the consultation, the range officer will make the final decision. The decision of the range officer is final and questions of a lost, broken, or irregular target may not be appealed further.
7. All competitors will confirm their scores and initial their score sheets at the completion of their rounds.

To maintain a safe and fun atmosphere during any shooting sports event, those who fail to follow these rules will be disqualified. Except where noted above, the State 4-H Skeet Shooting Tournament will be conducted in accordance with current NSSA Official Skeet Rules and Regulations.

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