

4-H Shotgun Sports



GAME ETIQUETTE

General

All shooter athletes must behave in a sportsman like manner at all times. This includes no horseplay, no foul or offensive language, no aggressive behavior, and no throwing of equipment, hats or shells. This also means that shooters should be gracious sportsmen, bragging after good rounds is not necessary, be courteous to your fellow shooters. Do not make a scene or disturb other shooters when you are having a bad day. We all go through slumps and highs, be courteous of all shooters.

Ensure that all of the safety rules are followed and make sure that those around you are being safe. If you see a safety infraction politely point it out to the individual. Yelling, derogatory or demeaning language and tones will not help the issue and is not proper etiquette.

Parents and spectators are expected to behave in the same way and have the same etiquette as the athletes. During the games there is to be no sideline coaching from parents or spectators. It is expected that all communications between shooter athlete and parents/spectators to be carried out in a calm courteous fashion, undisturbing to other shooters and spectators.

Be equipment prepared. You should have extra parts, gun oil or lube, a multi-use tool, and water. By doing so, in the event that you have gun malfunctions, you will be able to quickly remedy the problem and keep your squad from waiting or having to shoot without you.

Be station prepared. When on a station you must use a pouch or a vest. Avoid any unnecessary movement, such as excessive moving of your feet on the station or turning around when it is not your shot. REMAIN on the station until all shooters in the sequence are finished. No talking.

Scoring is kept on the field. Once a round is complete, sign and date your score card. Do not leave the field. You cannot check with a parent/spectator as to the accuracy of your score.

If you have a doubt or want to question a 'miss' call, please feel free to do so, but do it immediately upon the call.

Know the rules. Know the fundamental rules of all games you are playing.

Following is a summary of game etiquette for the primary games played in 4H.

Trap

Be prepared and on the correct field with the correct squad, ready to go, before your squads turn. It is inconsiderate to be late, making your squad wait for you. You should ensure that you have all of your equipment with you when you arrive at the bank (ammunition, gun, and shooting vest).

You should immediately take the field when your squad is up. You should also be attentive between rounds. Only take enough time to get a drink of water, your next box of shells, check your equipment, take a relaxing breath, and head back out to the field. Do not leave the field. Be prompt.

Once you take the field, the lead off shooter should ensure that the squad is ready to shoot. Do not assume and say, "Everyone ready, puller ready, let's see one." Take the time to look down the line and get confirmation from your squad mates that they are ready. Look back at the puller to check and make sure that they are properly situated. Then you can call for a show bird. After the show bird, load your gun and call for your first target.

Load one shell at a time. With the exception of doubles, trap is a single shot game, only load one shell at a time. It is acceptable and encouraged, for shooters to place a shell in the chamber, ensuring that they leave the action open after their previous shot, or when they first get to a new station. This helps the rhythm of the round and the flow of the squad. It will prevent your squad mates from having to wait on you while you load your shell. When it is your turn, all you should have left to do is to close your action raise the gun to your face and call for your target.

When you close your action, make sure that you do not disrupt the shooter in front of you. If you have a semi automatic close your action after they have completed their shot, so as to not disturb their shot.

Shooters should not be talking while on the station. Talking will distract other shooters and with voice automated calls you may inadvertently throw targets, disrupting the current shooters rhythm. **When you call for the target, do it in a clear, strong voice.** This is important to insure that you get a good pull, especially if the field is not equipped with voice calls. Do not shout so loud that you can cause the field next to you to release targets.

When you have finished shooting your station, remain there until all squad members have completed the station, then you may rotate to the next station. When moving from station five to station one it is proper to rotate clockwise off the station, always keeping your firearm pointed in a safe direction. Always rotate behind the line and other shooters.

When you have completed your round, check your score with the puller, make sure it is correct before the squad leader signs the sheet and before you leave the field. If you are the squad leader it is polite to ask your squad mates if their scores are correct before you sign the sheet and proceed to the next field. All questions of a shot need to be addressed on the field after the shot.

Skeet

Be prepared and on the correct field with the correct squad, ready to go, before your squads turn. It is inconsiderate to be late, making your squad wait for you. You should ensure that you have all of your equipment with you when you arrive at the bank (ammunition, gun, and shooting vest).

You should immediately take the field when your squad is up. You should also be attentive between rounds. Only take enough time to get a drink of water, your next box of shells, check your equipment, take a relaxing breath, and head back out to the field. Do not leave the field. Be prompt.

Once you take the field, the lead off shooter should ensure that the squad is ready to shoot. Do not assume and say, "Everyone ready, puller ready, let's see one." Take the time to look down the line and get confirmation from your squad mates that they are ready. Look back at the puller to check and make sure that they are properly situated. Then you can call for a show bird. After the show bird, load your gun and call for your first target.

Do not load your gun until you are on the station ready to shoot. When you have completed shooting at a station make sure to completely remove the empty shells from your gun, and that your action is open BEFORE you leave the station. You may not unload your gun as you are leaving the station or once you leave the station. When you are not shooting make sure that your action is open, your gun is unloaded and that you are keeping the muzzle pointed in a safe direction.

You may load two shells at a time, even when shooting individuals on high and low house, yet keep your gun pointed down field at all times when loaded.

Shooters should not be talking while on the station and you should keep other whispering to minimum. Talking will distract other shooters and disruptive noise will not be tolerated. When you call for the target do so in a clear, strong voice, this is really important to insure that you get a good pull.

When you have finished shooting your station, remain behind that station there until all squad members have completed it, then you may rotate to the next station. When you move to the next station it is customary to line up in shooting order. This will help transitioning on and off the station quicker.

When you have completed your round, check your score with the puller, make sure it is correct before the squad leader signs the sheet and before you leave the field. If you are the squad leader it is polite to ask your squad mates if their scores are correct before you sign the sheet and proceed to the next field. All questions of a shot need to be addressed on the field after the shot.

Station Order. Station 8. High house is shot first at Station 8, all shooters to remain on low house side of shooter when shooting this station. Low house is shot second (and third if option is not used).

Option: Shooter may take his option at any station, but typically shot at first miss and may not be gone back and shot after the round is complete (ie 'oh I forgot to use my option..').

Stations 1&2: on the doubles high house is shot first.

Stations 6&7: on the doubles low house must be shot first otherwise scored as miss/miss.

RULE Tip: Doubles Broke with fist shot: when shooting doubles and the first shot breaks both clays, the first target is scored and a proof double is thrown to determine the outcome of the second clay. (NSSA Section III, E5e, page 38)



4-H Shotgun Sports

Sporting Clays

Be prepared and on the correct field with the correct squad, ready to go, before your squads turn. It is inconsiderate to be late, making your squad wait for you. If you start on the back side of the course make sure to give yourself plenty of time to get there and take a breath before the start of the match. You should ensure that you have all of your equipment with you when you arrive at the bank (ammunition, gun, and shooting vest).

When your squad is up, you should immediately take the station. You should also be attentive between stations. You should only take enough time to get a drink of water, more shells, check your equipment, take a relaxing breath, and head to the next station. If you take too much time between stations you will hinder the flow of the shoot causing backups and delays for squads following you and results postings. As your squad progresses from station to station make sure you are not dallying behind, as soon as all members are present at a new station you may start it.

Use the time watching clays to gauge the station. Mentally practice when not shooting.

Do not load your gun until you are in the station ready to shoot. When you have completed shooting at a station make sure to completely remove the empty shells from your gun, and that your action is open BEFORE you leave the station. You may not unload your gun as you are leaving the station or once you leave the station. When you are not shooting make sure that your action is open, your gun is unloaded and that you are keeping the muzzle pointed in a safe direction. The best way to ensure this is to put it in the gun rack.

It is permissible for athletes to coach each other when on the station, but ensure that doing this does not hinder the flow of the shoot. It is not appropriate for excessive shooter-spectator interaction. Maintain proper etiquette; do not talk, do not distract others.

When you call for the target do it in a clear, strong voice, this is really important to insure that you get a good pull.

When you have finished shooting your station, remain at that station until all squad members have completed it, then you may rotate as a squad to the next station. Before leaving the station ensure that all scorecards are scored for the correct station and are correct.

Make sure to properly rotate the scorecards to represent the correct lead off shooter for the new station and hand the scorecards to the scorekeeper in this order. It is your responsibility to rotate score sheets for shooting order. Leadoff shooters rotate at every station.

If you have a disagreement with the scorekeeper regarding score it must be addressed at the time “loss” is called. Once you leave the station it is too late to make any changes.

5-Stand – Whiz Bang

Be prepared and on the correct field with the correct squad, ready to go, before your squads turn. It is inconsiderate to be late, making your squad wait for you. If you start on the back side of the course make sure to give yourself plenty of time to get there and take a breath before the start of the match. You should ensure that you have all of your equipment with you when you arrive at the bank (ammunition, gun, and shooting vest).

When your squad is up, you should immediately take the field. You should also be attentive between rounds. Only take enough time to get a drink of water, your next box of shells, check your equipment, take a relaxing breath, and head back out to the field. If you take too much time between rounds you will hinder the flow of the shoot causing delays that could build creating a larger delay at the end of the day.

Once you take the field, the lead off shooter should ensure that the squad is ready to shoot. Do not assume and say, “Everyone ready, puller ready, let’s see one.” Take the time to look down the line and get confirmation from your squad mates that they are ready. Look back at the puller to check and make sure that they are properly situated. Then you can call for a show bird. After the show bird, load your gun and call for your first target.

Do not load your gun until you are on the station ready to shoot. When you have completed shooting at a station make sure to completely remove the empty shells from your gun, and that your action is open BEFORE you leave the station. You may not unload your gun as you are leaving the station or once

you leave the station. When you are not shooting make sure that your action is open, your gun is unloaded and that you are keeping the muzzle pointed in a safe direction.

When you close your action, make sure that you do not disrupt the shooter in front of you. If you have a semi automatic close your action either when they are shooting or after they have completed their shot, so as to not disturb their shot.

Shooters should not be talking while on the station. Talking will distract other shooters disrupting the current shooters rhythm. When you call for the target, do it in a clear, strong voice. This is important to insure that you get a good pull, especially if the field is not equipped with voice calls. Do not shout so loud that you can cause the field next to you to release targets.

When you have finished shooting your station, remain there until all squad members have completed the station, then you may rotate to the next station. When moving from station five to station one it is proper to rotate clockwise off the station, always keeping your firearm from pointing at your fellow shooters. Always rotate behind the line and other shooters.

When you have completed your round, check your score with the puller, make sure it is correct before the squad leader signs the sheet and before you leave the field. If you are the squad leader it is polite to ask your squad mates if their scores are correct before you sign the sheet and proceed to the next field.

With Credit to Arizona Scholastic Lay Target Program (SCTP); Arizona Game and Fish Dept.

Skeet Proof Double Paragraph:

5. If the shooter is deprived of a normal second shot for any of the following reasons, the result of the first shot shall be scored even if an apparent gun malfunction may have occurred on the second shot, and the second target only shall be declared no bird and a proof double shall be fired to determine the result of the second shot.
- a. The second target is thrown broken.
 - b. The second target is thrown irregular as to deviation from the prescribed line of flight and **is not shot at.**
 - c. The second target is not thrown at all.
 - d. The second target is not thrown simultaneously.
 - e. Both targets are broken with the first shot.
 - f. The wrong target is broken with the first shot. (For proof double ruling see paragraph 8 below.)
 - g. The first shot is lost and a collision occurs before the result of the second shot is determined.
 - h. The second target collides with fragments of the first target properly broken, before the result of the second target is determined.
 - i. The result of the first shot is determined, and interference occurs before the second shot is fired.