

4-H Western Heritage Cowboy Shooting Rules for 2015 national

Missouri 4-H will host the Cowboy Action Shooting event at the 2015 national 4-H Western Heritage Conference. Upon consultation with other states, the classes and age divisions for the Invitational Cowboy Shoot have been modified in an attempt to provide a multi-state compatible structure to 4-H cowboy shooting events. States have differences in beginning 4-H age, different calendar dates for determining "4-H age", different age divisions, etc. This is an attempt to provide classes and divisions that should be suitable for most states.

Three Age Divisions for competition – We will recognize the ages below according to your state age determination. The computer registration system is set to determine 4-H age as of Dec 31, 2014/Jan 1, 2015). If your state has a different date of determination, you may be classified incorrectly, and will need to contact: Gerry Snapp at snappg@missouri.edu so that the necessary adjustment can be made manually.

- Junior (9-11) - will shoot rimfire rifle only
- Intermediate (11-13 years old) – 3 guns :rimfire rifle, rimfire revolver, & shotgun
- Senior (14-18 years old) – 3 guns: rifle, revolver & shotgun (2 equipment classes)
 - Rimfire Class
 - Central-fire class

Note: 11 year olds must indicate during registration if shooting 3 guns or rimfire rifle only. Your choice **must comply with your state policy!**

The National competition will be composed of 3 events.

- Cowboy Action Shooting
- Western Heritage Knowledge -Quiz
- Period Clothing Evaluation

Every competitor is expected to participate in all three sections. Competitors will be ranked in each section and appropriate recognition given for each. The 4-H Western Heritage Champion (Top Hand) will be decided by an aggregate score of all 3 sections. Shooting - 50%; Western Heritage Knowledge – 25%; Period Clothing – 25%.

Spirit of the Game

Members are to fully participate in what the project asks. Participants should not look for ways to create an advantage out of what is or is not stated as a rule or shooting procedure. It's not about "gamesmanship" but rather sportsmanship. Good attitude, courtesy, honesty, demonstrating respect toward competitors and range officials, graciousness in winning or losing ... are all components of the Spirit of the Game.

4-H COWBOY ACTION SHOOTING

Rifle and revolver must both be either rimfire or center-fire. A shooter cannot mix rimfire and center-fire firearms during the national competition.

FIREARMS

1. The cowboy shooting event will require shooters to safely operate and fire as many as 3 different firearms; a revolver, a rifle, and a shotgun, depending on age division.
2. The firearms must be original or reproductions of those used in the time period of 1860-1900.
3. Firearms similar to the period guns may be allowed. Modern models allowed will be named specifically. If not named specifically, approval by the match director will be required before a shooter may compete.

Rifle

4. Rifles must be chambered in a traditional handgun (revolver or pistol) caliber; and should be capable of firing 10 rounds.
5. May be lever action or pump action. Bolt action and semi-automatic rifles are not allowed.
6. May be .22 rimfire or center-fire.
7. Sights must be open iron sights or tang sights. No scopes or optics of any kind is allowed.
8. Action smoothing jobs are permitted, but “short stroke” modifications (factory or custom) are not allowed.
9. Modern era firearms permitted include, but is not limited to:
 - a. Lever - Henry (both rimfire& center-fire), Winchester 9422, Marlin 39A, Browning BL-22
 - b. Any pump action .22 with exposed hammer.

Revolver

10. Any original or reproduction single action revolver or double action revolver that is capable of firing single-action; and having six (6) chambers
11. .22 rimfire or traditional center-fire caliber is permitted.
12. Open sights required.
13. Modern era single-action revolvers with 6 chambers are permitted, including the various models from Sturm & Ruger.

Shotgun

14. Shotguns should be capable of firing 2 shots
15. Any side by side double barrel shotgun without automatic ejectors is allowed. Over/under shotguns are not permissible.
16. Lever action or pump shotguns - with external hammers are permitted; but no more than 2 shells may be loaded at a single time.

Black Powder Firearms

17. Black powder “cap and ball” revolvers are not permitted in regular competitions, but may be used for instructional purposes – when supervised by a 4-H certified muzzleloading instructor

AMMUNITION :

The following ammunition will be provided by match officials. .22LR, .38 Special, .45 LC, 12 gauge, and 20 gauge. Any other ammunition required must be provided by the competitor; and must meet the following guidelines.

Rifle & Revolver

1. Caliber – Most traditional handgun calibers from .22 rimfire to .45 Colt.
2. Bullet - Lead or soft lead alloy bullets only.
3. Velocity -

Center-fire

- a. Handgun – 1000 fps or less
- b. Rifle – 1300 fps or less

Rimfire:

- a. Standard velocity (1150 fps or less)
- b. 40 grain, lead round nose bullet

Shotgun

Equivalent of 12 gauge “light target” loads or 20 gauge “target” loads

1. 2 ¾ “ only
2. Shot size: 7 ½ or smaller; 1 1/8oz. maximum (12 gauge) - 7/8 oz. (20 gauge)
3. Velocity – 1200 fps or less

Other

- Powder – Smokeless or black powder in cartridge or shot shell is permitted.
- Factory loaded ammunition only is allowed in 4-H competition. No Reloads allowed in competition.
- Most major brands of ammunition have “Cowboy” loads available that meet these requirements.

Loading Blocks – For safety reasons, the use of a loading block or leather/canvas ammo strips for rifle/revolver ammo is required. Missouri will have several blocks available for use, but not enough to cover everyone. PLEASE work with your leaders and bring loading blocks or strips. These should have the exact number of cartridges “pre-loaded” when you come to the loading table. There will be no boxes of ammo allowed on the loading table.

COURSE OF FIRE - Cowboy Action Shooting

-A minimum of 6 stages and maximum of 8 stages will be shot. Each stage will require the use of revolver, rifle and shotgun. (rifle & shotgun– INT) -We’re planning for 8.

-A maximum of 10 shots for each revolver and each rifle may be required. No reloads for rifle or revolver will be required.

-Reloads for shotgun may be necessary, depending upon the stage.

PROCEDURE

-Before competition begins, shooters must submit to a central check-in of firearms and ammunition with match officials. Firearms and ammunition will be inspected and approved. See the match bulletin for details.

-Course of fire will be explained to the group of shooters before each stage. Shooters should ask questions then. Course of fire must be followed exactly or shooter will be penalized.

-Firearms will be loaded by the shooter at the Loading Table under the supervision of the loading officer.

-All firearms (rifle, revolver, shotgun) will be pre-staged at the designated area by the shooter.

-Range officials may assist the shooter in the pre-staging of the firearms.

-Shooter and the safety officer/timer will advance to the beginning firing point.

-When shooter and range officer are both ready, shooter will “shout out” the designated phrase for that stage.

-After the phrase shout-out the timing mechanism will be activated. After a momentary delay, the timer will beep, indicating START.

-At the STARTing beep, shooter will pick up the first gun and begin the course of fire.

-He/she then advances to each firing point at his/her own pace.

-Shooter must follow and shoot the course as explained.

- At the final shot the time will be recorded.
- There is a 5 second time penalty for each “miss” and a 10 second penalty for a procedure error.
- Firearms will be taken to the unloading table and will be un-loaded under the view of a range officer.
- Times for each stage will be added together for a cumulative time.
- Fastest cumulative time through all stages is declared the winner.

CLOTHING

Each competitor must dress in period appropriate clothing. Shooters are to dress in period clothing during the match. In addition to the cowboy shooting match, there will be a Period Clothing Evaluation & competition. Period Clothing Evaluation will contribute 25% of the score for the overall Top Hand of the conference. Shooters should be in their period outfit at the final awards presentation.

Minimum requirements:

1. Some kind of “period” head covering ; cowboy hat, bowlers, sombreros, civil war type hat, bonnet, etc.
2. Long pants or long dress/skirt
3. Long-sleeved shirt or blouse
4. Leather boot or period shoe. (lace-up boots are acceptable)
5. No tee-shirts, no athletic shoes, no baseball caps, no camo.
6. Failure to meet these minimums may result in disqualification.

SAFETY

1. SAFETY IS ALWAYS THE PRIMARY CONSIDERATION. Any violations of accepted safety rules are grounds for immediate disqualification. NO WARNING REQUIRED! Each contestant, parent, or coach on the firing line will wear appropriate eye and/or ear protection for all shooting events
2. Safety Meeting: All contestants and coaches must attend the mandatory safety meeting given by the Chief Range Officer before the competition begins. If not at the safety meeting, you will not be allowed to participate.
3. Eye Protection: Shooting glasses or equivalent prescription glasses are required for all events involving air or powder driven projectiles. ISU or UIT glasses may be worn only if both eyes are adequately protected. All persons on or near the firing line are required to have eye protection, including coaches, range personnel, and shooters.
4. Ear Protection: Hearing protection is required of all persons on or near the ranges.
5. Cased Requirement: All firearms must be in a case until uncased at the check-in prior to the event. Firearms are uncased only when brought to the check-in table for inspection and approval.
6. Range procedures for moving firearms from stage to stage will be explained at the mandatory Safety Meeting.
7. Ammunition dummy rounds may be carried on the gun belt. Dummy center-fire rounds must have no primer. The holster with dummy rounds may be worn to the check-in, as the firearms will be cased. Dummy rounds will be inspected and approved at check-in.

8. Knives are permissible and may be carried as part of the period outfit. The knife must remain in the sheath at all times, unless requested by, or permission is granted by, a range official or judge.
9. Muzzle Control: Shooters must maintain control of their muzzles at all times. Firearms must be carried in the muzzle up position whenever uncased on the range unless the action is hinged and broken open. Violation of this rule may result in a warning, disqualification from a round, or disqualification from a match.
10. Audio headphones or ear pieces and cell phones are not permitted on the firing line or the field. Once an individual or team is called to compete, ear pieces or headphones must be removed and remain off during the competition. Spectators should also be sensitive and turn off ringtones when near the competition.
11. Range officials have the right to check all firearms, ammunition, accessories and other equipment prior to , or during, the competition to determine that it meets qualifications and/or that it is safe.

RULES

1. Every shooter will load, stage, and unload his/her firearm under supervision of range officials; except for those physically challenged who may request assistance. To speed the process, range officer may assist in staging. If assisted, it is still the sole responsibility of the shooter to make sure firearms are staged as they desire.
2. *Rifles will be staged horizontally or vertically as directed, with muzzles pointed in a safe direction. The magazine is loaded, action closed, hammer down, and chamber empty.
3. Rifles are re-staged after completing the firing sequence, with the action open and empty, with barrels pointed safely down range.
4. Once a rifle is cocked, either the round under the hammer must be expended or the action opened in order for the rifle to be returned to a safe condition.
5. Revolvers are staged lying on their side with muzzles pointed down range with 5 rounds in the cylinder and the hammer down on an empty chamber.
6. Revolvers are re-staged, after shooting, with hammer down on a spent case or empty chamber at the conclusion of the shooting string.
7. Once a revolver is cocked, the round under the hammer must be expended in order for it to be returned to a safe condition – except in the case of a cease fire.
8. Shotguns are staged with magazine and chamber(s) empty and are loaded on the clock – unless the stage begins with the shotgun in the shooter’s hands. Shells/hulls must be removed from the gun before grounding the firearm.
9. Live shotgun shells may be removed from the gun, if necessary, without penalty.
10. Running with a firearm, loaded or unloaded, is prohibited at all times. There is no running or walking with a loaded firearm during the shooting phase of a stage. Shooting position adjustment is permitted.
11. All shooting with a particular firearm must be completed and the firearm re-staged before the competitor move on to the next part of the stage.
12. No cocked or loaded firearm is allowed to leave the shooters hand except in the case of a malfunction.
13. De-cocking a revolver, rifle, or external hammer shotgun may NOT be done with a live round under the hammer. De-cocking may not be done to avoid a penalty if cocked at the wrong time or position. The penalty for de-cocking is Stage Disqualification. If hammer is cocked when a

cease fire is called, the lever of the rifle must be opened or the action of a shotgun must be opened or the range officer will assist in making the revolver safe.

14. Revolvers will be shot with a two-handed grip with neither hand in front of the cylinder. The shooter will grip with the strong hand and cock the revolver with their weak hand.
15. The revolver is not cocked until pointed safely down range and the shooter is engaged in shooting the stage.
16. A dropped firearm – loaded or unloaded – ends the stage for that shooter (stage disqualification). An adult range officer or helper will recover the dropped the gun, examine it, clear it, and take it to the unloading table. A second drop anytime during a match requires match disqualification.
17. Ammunition dropped in the course of loading or reloading (shotgun) OR ejected from any firearm during the course of fire is considered “dead” and may not be recovered until the shooter completes the stage. Shotgun rounds are replaced from the shooter’s person, loading block, ammo box or other area as allowed by the stage description. If the round is not fired it is counted as a missed shot.
18. All knockdown targets (shotgun, rifle, revolver) must fall over to be considered a hit. Special consideration may be allowed to shooters using .22 caliber – at the discretion of the range officer.
19. All shotgun targets that a stage requires to be knocked down, must be re-engaged until down.

Cease Fire Procedure

Whenever the command “cease fire” is given, all shooters will immediately place their firearms down in a safe position; actions open, chambers clear, and/or hammer down on an empty chamber or spent case. The Range Officer or another adult will assist when necessary.

If a revolver is cocked when the “cease fire” is called the shooter will keep their finger out of the trigger guard, keep the muzzle in a safe direction, and allow the Range Officer to assist them.

Scoring and Timing

4-H Cowboy Action Shooting is a timed event and is scored in seconds beginning at the sound of the first beep from the range officer’s hand-held timer and ending at the sound of the last shot. A five (5) second penalty is added to the shooter’s time for each missed shot during any given stage. A ten (10) second penalty is added for unintentional mistakes termed “procedurals” and minor safety violations. The recorded elapsed time, plus penalties, of each stage are added together for a final score. Final scores are used to rank competitors from the quickest time to the longest time.

Misses – a miss is defined as the failure of the shooter to strike the intended target with a bullet or pellet from the appropriate type of firearm or not knocking over a knockdown target. An example of this would be simply missing a rifle target while engaging with a rifle and failing to hit a knockdown type target with enough force to knock it down (if stage does not require shooting until it falls). Each miss results in a five (5) second penalty.

Procedural Penalty – a procedural is an unintended mistake where a competitor fails to shoot the stage the way it was designed to be shot. Examples of procedurals would include firing at a pistol target with a rifle, not following the course pattern as the range officer described (firing a sweep in an improper sequence), or failure to complete any portion of the stage. Procedurals result in a ten (10) second penalty and only one (1) can be assessed per stage.

Failure to place guns or ammunition at the designated position(s) is the fault of the competitor and scored as a procedural unless the competitor is able to correct the situation, unassisted, while in the process of completing the stage under time.

Intentional Procedural – An Intentional Procedural occurs when a competitor purposely or intentionally disregards the stage instructions in order to obtain a competitive advantage. This may occur when a competitor feels they could take a penalty and still shoot a faster time than if they followed the proper procedure. This is considered a violation of the Spirit of the Game and 30 seconds is added to a competitor's time in addition to other penalties.

Minor Safety Violation – A safety violation is considered minor when the incident does not put anyone in direct or immediate danger. Examples of minor safety violations include the failure to leave a rifle action open at the end of its use during a stage, the failure to restage a sidearm at the end of a shooting string, or a live round is left in a firearm. Minor Safety Violations result in a ten (10) second penalty per occurrence at each stage. A Range Officer may issue a warning in the place of a 10 second penalty at their discretion as long as this decision is consistent.

Major Safety Violation – A safety violation is considered major when the incident endangers any person at the event. Major Safety Violations include an accidental discharge that impacts anywhere other than downrange, breaking the 170 degree safety rule, allowing the muzzle of the firearm to sweep anyone in the audience or on the range, dropping a gun, or any other occurrence that has the potential for personal injury. The penalty for a Major Safety Violation is disqualification from the stage or match at the discretion of the 4-H range officer present at that stage. With proper training and practice, major safety violations will be rare or nonexistent in 4-H Cowboy Action Shooting. It is the responsibility of the adult range officer to shadow the 4-H member during the course of fire in order to be in the physical position to prevent any safety violations.

Appeals – If the competitor believes a ruling is in error, the 4-H member alone (not parent or leader) may politely appeal the decision to the group of trained 4-H shooting sports leaders present. The group's decision will be based solely on the rules pertaining to the safety violation and is final regardless of the size of the group.

Reshoots - Reshoots may be awarded for ammunition or firearm malfunctions if the problem is out of the control of the shooter. This rule is in place because most 4-H programs share firearms and ammunition among many shooters. Therefore, equipment can become extremely fouled or often not maintained appropriately; and cartridges are often provided to the shooter. If there is a range failure (failure of props, timer, or the range officers) beyond the competitor's control, a reshoot may also be granted. On a reshoot, the competitor starts over clean, carrying accrued safety and procedural penalties forward. A decision to allow a reshoot is decided by the range officer after the shooter completes the stage.