



**SOUTH DAKOTA STATE
UNIVERSITY EXTENSION**

South Dakota 4-H Air Pistol Rules

Updated: November 2024



The rulebook has been organized to provide specific guidance relating to this State's 4-H Air Pistol Shooting Competitions. While no dispute is intended with the National Rifle Association of America's (NRA) rulebooks, a set of published guidelines was desired which would utilize the necessary INTENT of the NRA Rules without the added rules and verbiage unnecessary to 4-H Shooting Sports.

This rulebook has made every attempt to standardize the rules for air pistol. Until the shooter becomes familiar with this rulebook, the contents page and the index section should be relied on.

These RULES establish a uniform set of rules for 4-H sanctioned air pistol shooting activities and competitions. Where alternatives are shown, the least restrictive conditions apply—unless the competition's program or Official Bulletin establishes otherwise.

If match Sponsors require additional rules for special conditions, the additions must be fully specified in the match program or Official Bulletin for the competition concerned.

The order and numbering system used in South Dakota 4-H competitions are assigned the same numbers in the South Dakota 4-H rulebooks for those competitions. Gaps in the sequence of numbers will result when rules are changed over the years.

Anyone who has recommendations for rule changes should forward those recommendations to the 4-H/YD Field Specialist or to the 4-H Pistol Committee.

0. Safety Rules

Target shooting is a very safe sport. However, it is safe only when proper precautions are taken and appropriate rules are followed.

Safety is the foremost concern in all shooting sports. The safety of competitors, competition officials and spectators requires constant, disciplined attention to safe gun handling. Every competitor is responsible for following all established safety rules and safe pistol-handling procedures. A competitor who handles a pistol in an unsafe manner or who violates safety rules may be disqualified.

0.1 Handling Pistols

All pistols must be handled with maximum care at all times. When handling a pistol, care must be taken to keep the muzzle pointed in a safe direction and the pistol action open. All pistols must be cleared and either cased or benched, and no one may touch or handle a pistol while there is someone downrange.

When uncased pistols are being moved from one place to another on the range, or when they are required to be cleared and benched, a Clear Barrel Indicator (CBI) must be inserted in the bore so that at least one inch of the line is visible at both the breech and muzzle ends.

A CBI can be made from a piece of string trimmer line (preferably orange, but any color will suffice) of 0.09 inches in diameter. This size is flexible enough to be inserted through the breech of most air guns; yet it is stiff enough to push a pellet out of the bore.

This Rule does apply to spring-piston air pistols. Competent technical authorities have determined that low velocity air guns (muzzle velocity less than approximately 600 feet per second) are not damaged by discharging them without a pellet. All known target air pistols fall within this category. Examples are the FWB 65 and 80 and the Diana 5 and 6.

0.2 "Load"

Pistols may be loaded only on the firing line. The pistol barrel must be pointed up or downrange during the cocking and loading procedure. Pistols may be loaded only after the command LOAD or START is given.

0.3 "Start"

Competitors may begin to fire at their targets only after the Range Officer gives the command COMMENCE FIRING or START. Any shot fired before the command COMMENCE FIRING or START in a competition will be penalized two (2) points on the first competition target (see Rule 7.13.1). The command COMMENCE FIRING or START must only be used to signal the start of shooting time; never to begin a preparation period or other activity where live-fire shooting is not permitted.

0.4 "Stop"

When the command CEASE FIRE or STOP or STOP-UNLOAD is given, all shooting must stop immediately,

pistols must be made safe in accordance with Rule 2.1, and pistols must be placed on the firing point with the muzzles pointed down range. Any shot fired after the command CEASE FIRE or STOP or STOP-UNLOAD in a competition must be scored as a miss (see Rule 7.13.2).

0.5.1 Loaded Air Pistol

If a competitor has a loaded pistol after the command CEASE FIRE or STOP is given, the competitor must retain his or her grip on the gun and inform the Range Officer immediately by raising his or her other hand and declaring "Loaded Pistol." The Range Officer will then direct the competitor to clear the pistol by firing it into a pellet discharge container or towards an area of the backstop where there are no targets (see also Rule 7.13.4). The CBI can also be used to push the pellet from the barrel. Note: Many ranges utilize a metal can or similar container filled with paper or other soft material that has masking or duct tape over the open end and a handle that allows the Range Officer to hold the Pellet Discharge Container (PDC) in front of the muzzle of a loaded pistol.

0.5.2 Pistol Etiquette

Cocking and loading a pistol is highly discouraged when someone on the same table is in full aim.

0.6 Removing Pistol from Firing Line

Every pistol must be made safe by opening the cocking lever, bolt, or loading port and inserting the CBI before removing it from the firing line. Any pistol that remains loaded must be unloaded before it can be removed from the firing line (see Rule 2.5). No pistol may be removed from the firing line during or after a competition until it is cleared by a Range Officer.

0.7 Range Safety Emergency

Any person who observes an unsafe situation anywhere on the range must notify a Range Officer immediately. If a Range Officer is not immediately available, any person may command CEASE FIRE or STOP in a safety emergency where there is not sufficient time to call a range officer.

0.8 Personal Safety

0.8.1 Eye and Hearing Protection

All competitors, team officials and competition officials who will be on or near the firing line are required to wear eye protection while on the range.

0.8.2 Personal Hygiene

All competitors and other personnel who handle lead pellets are urged to not handle food during shooting and to thoroughly wash their hands immediately after completing shooting.

1. Competition

1.0 State 4-H Competition

Competition which must be authorized by the 4-H/YD Field Specialist PRIOR to any shooting in the tournament. The Match Program, Official Bulletin, range facilities, and officials must comply with the standards established by South Dakota 4-H. Any 4-H non-championship competitions MAY be allowed (if granted by South Dakota 4-H) to serve as an event to qualify for the State Championship.

1.1 Sanctioned Tournament

A sanctioned tournament is a series of matches covered by a match program. Such matches may be all individual matches, all team matches, or a combination of both. They may be fired matches or a combination of fired and aggregate matches. A tournament may be conducted on one day, or on successive days, or may provide for intervening days between portions of the tournament (such as tournaments scheduled for conduct over more than one weekend.)

1.2 Authorization

Before being publicized in match programs, Official Bulletins or otherwise, the sponsoring organization of each type of competition mentioned in Rule 1.6 shall have agreed to comply with the current South Dakota 4-H rules and regulations for such competition. Conducting a competition (signified as 4-H) within the State of South Dakota shall imply such agreement.

1.3 Rules

The local sponsor of each type of competition must agree to conduct the authorized competition according to the South Dakota 4-H rules, except as these Rules have been modified by South Dakota 4-H for that competition. Refusal to such agreement will preclude the tournament from being listed or publicized as a 4-H competition.

1.4 General Regulations

The local sponsor of each type of state-qualifying competition must agree to comply with the General Regulations published by South Dakota 4-H for the competition concerned. The General Regulations are in the Appendix at the back of this book.

1.41 Dress Code

Participants and coaches are expected to dress appropriately for the events in which they participate. Team uniforms or shirts are encouraged, but not required. Both young people and adults should wear attire appropriate for the weather while remaining modest. It is important to recognize and respect individual's choices which can at times bring unwanted attention either to an

individual or to the group as a whole. All participants, coaches, parents, and family members must remember that they may be photographed or interviewed for use by local, regional, or national media. Let's do all we can to make sure that is a positive image for 4-H!

1.4.2 Footwear Policy

Participants in any shooting event or activity, while on the shooting line, are required to wear shoes that completely cover their feet, including soles. Examples of footwear that are not acceptable include, but are not limited to: sandals, clogs, flip-flops, slippers, house shoes, and bare feet.

1.5 Refusal/Withdrawal of South Dakota 4-H Authorization

South Dakota 4-H may refuse to authorize or may withdraw its authorization for any competition which cannot, or does not, comply with the requirements for that competition. Any such affected competition will not/may not be listed or publicized as a 4-H event.

1.6 Types of Tournaments

The tournament types listed below are those which are recognized by South Dakota 4-H in its competitive shooting program. UNLESS SPECIFIED, MATCHES ARE INTENDED FOR 4-H COMPETITORS.

- a) International, National, Regional, and Sectional Championships – Tournaments arranged by South Dakota 4-H, in conjunction with an outside agency or organization, for competition intended with non-South Dakota 4-H shooters.
- b) State Championships – Annual tournaments conducted by South Dakota 4-H. A local group or organization may be authorized by South Dakota 4-H to sponsor and conduct the State Championship.
- c) Sponsor Matches – Competitions conducted by a local sponsor, according to South Dakota 4-H rules. Sponsor Matches may be either “invitational” or “open” competitions. Non 4-H competitors may be allowed, by program.
- d) Postal Target Matches – Competitions conducted by a sponsoring organization. Sponsors mail targets to registered competitors. Competitors shoot their targets, according to South Dakota 4-H rules, and mail the unscored targets to the sponsor for scoring/compiling. Results are posted by the sponsor. Postal Target Matches may be either “invitational” or “open” competitions, with non-4-H competitors allowed if so stated in the competition program.
- e) Postal Score Matches – Competitions conducted by a sponsoring organization. Competitors shoot and score their own targets, according to

South Dakota 4-H rules, and mail the scores to the sponsor for compiling. Results are posted by the sponsor. Postal Score Matches may be either “invitational” or “open” competitions, with non 4-H competitors allowed if so stated in the competition program.

- f) Special tournaments – Sanctioned and sponsored by South Dakota 4-H (or may be sponsored by a local organization) for a special purpose, special group, and/or having special equipment, courses of fire, or conditions, etc. Non- 4-H competitors may be allowed, by program.

1.7 Types of Matches

- a) Match – A complete event as indicated in the competition program for the awarding of certain specific prizes. A match may consist of one or several stages. It may, in the case of aggregate matches, indicate the scores fired in several matches.
- b) Match Stage – A distinct part of an individual or team match.
- c) Open Matches – Tournament publicized by welcoming any and all competitors, except that if so stated in the competition program or Official Bulletin an Open Match may be limited to one or more of the following: (1) United States citizens; (2) 4-H members; (3) members and parents; (4) age groups; etc.
- d) Invitational Matches – Match conducted for invited competitors only. Invitational Matches may be championships, sponsor matches, or postal matches. Invitations may be addressed to competitors by name, organization, age, gender, parent/4-H'er, etc.
- e) Individual match – match consisting of one or more stages in which shooters are ranked according to score.
- f) Team Match – Match in which the scores of two or more shooters are added together to produce the team score. The team's members must be registered prior to the beginning of match shooting.
- g) Aggregate Match – Match which has no shooting, but rather adds the scores achieved from two or more “shot” match stages, individual matches, team matches, or any combination, provided the competition program and Official Bulletin clearly state the matches which will comprise the aggregate. Entries in aggregate matches must be made before the competitor begins shooting in ANY of the matches making up the aggregate match.

2. Eligibility of Competitors

Eligibility of competitors - The conditions of a match shall prescribe the eligibility of competitors, team or individuals, in accordance with Rules 1.6 and 1.7 and/or any definitions contained in Section 2. Any limitations to eligibility to compete must be stated in the competition's program or Official Bulletin.

INDIVIDUALS

2.1 Members of 4-H

A member of a registered 4-H Group, or a properly registered independent 4-H member in the state of South Dakota. Member must show proof of having successfully completed the Basic Safety/Training Course for the particular pistol specialty.

2.1.1 Non-resident Members of 4-H

A member of a registered 4-H Club, or a properly registered independent 4-H member in a state other than South Dakota. Member must show proof of having successfully completed the Basic Safety/Training course for the particular rifle specialty.

2.2 Family Members and Relatives

A legal member of a 4-H member's family, including foster members, or other family relatives.

2.3 Non 4-H members

Any person fitting the criteria of the competition's specifications for an Invitational or Open match. Must agree to obey and abide by the South Dakota 4-H rules.

2.4 Air Pistol Competitor

A boy or girl may compete in one of the three age divisions

Beginner BEG Age 8-10 years,
Junior JR age 11-13 years,
Senior SR age 14-18 years.

Age divisions are determined by the competitor's age as of January 1 of that calendar year.

TEAMS

2.10 Team Representation

No individual may be a firing member or alternate firing member on more than one team in any one match.

Note: Entries will not be accepted from "pickup" teams (teams whose members are selected without regard to club or organizational affiliation) unless the competition's program or Official Bulletin specifically permits such teams.

2.11 Club Teams

All team members must be fully-paid members in good standing of the 4-H Club or organization which the team represents. All team members must comply with Rule 2.4. All teams will consist of four members. The "individual scores" shot by all four team members count towards the team score. The team will compete in one of the eligible age divisions (see Rule 2.4). All team members must be in the same age division. Unless specified in the competition's program or Official Bulletin, there will be no limit to the number of teams which may enter.

3. Equipment and Ammunition

This section defines authorized equipment. Where alternative types of equipment are shown, the least restrictive conditions apply unless the competition program or Official Bulletin sets forth limitations.

3.1 Applicable to Air Pistol Events

- This section defines authorized equipment. Two Models of Air Pistols or any facsimile thereof (break open pistols) are NOT allowed for safety reasons: Air Venturi V10 Target and Stoeger XP4.
- Only open sites are allowed. Other sites such as telescopic, laser beam, or any aiming device programmed to activate the firing mechanism is prohibited. No protective covering is permitted on the front or rear open sites.
- Corrective lenses and/or filters may not be attached to the pistol but may be worn by the competitor.
- The grip or any part of the pistol may not be extended or constructed in anyway which would give support beyond the hand. The wrist must remain absolutely free and visible when the pistol is held in the normal firing position.
- All projectiles must be made of lead or similar soft material.

3.7 Specific Regulations Applicable to all 10 Meter Air Pistol Events.

- Any factory available air pistol with open sights is allowed.

- b) The weight of the pistol must not exceed 3.3 pounds (1500 grams)
- c) The trigger pull must be at least 17.6 oz (500 grams) measured with the barrel vertical.
- d) The pistol must be loaded with only (1) pellet at a time.
- e) Ammunition: any 4.5 mm (.177 cal) pellets may be used (see Rule 3.1 f).

3.8 Spotting Scopes/Binoculars/Monocular

The use of a separate scope with necessary stand to visually locate holes on a target is permitted.

3.9 Shooting Kits

A shooting kit is allowed for the purpose of carrying the gun and accessories; however, the kit may not be placed in or on the firing position (line) that may provide a shooter any advantage while firing the shot.

3.11 Clothing

The use of any special shooting devices means or garments including special shooting shoes are prohibited. Garments which support or immobilize the shooter's body, arm, wrist, legs or ankles are not allowed.

- a) Gloves are not allowed
- b) Shoes must be worn
 - 1. Only shoes which do not reach the ankle bone may be worn
 - 2. Cowboy boots are not allowed. Shooters are not allowed to shoot in stocking feet!

3.16 General

All devices or equipment which may facilitate shooting and which are not mentioned in these rules and which are contrary to the spirit of these rules and regulations, are forbidden. Tournament officials have the right to examine a shooter's equipment and apparel.

3.19 Eye Protection

All competitors and other personnel in the immediate vicinity of the range complex are required to wear eye protection devices.

4. Targets

4.1 Official Targets

Only official National Rifle Association (NRA) targets will be used, unless directly specified in the competition's program or Official Bulletin. Targets may not be altered or modified by the manufacturer or user, except with specific written permission of the tournament officials. Note: The use of other targets may be scheduled for other pistol matches by the sponsors, providing the conditions are clearly stated in the competition or Officials Bulletin.

4.2 Air Pistol Targets

10 Meter (33 foot) Targets-Official NRA Targets B-40

(single bullseye) or B40/4 (four bullseye). Silhouette targets - 1/10 scale metal targets. (See NRA Rule book, section 4.1 for target dimensions and description.)

5. Positions

The positions used in the match shall be specific in the competition's program or Official bulletin under the conditions of the match, and must be in accordance with the definitions of positions prescribed in this section.

5.1 The Ground

All references to "the ground" in the following position rules are to be construed as applying to the surface of the firing point, floor, and such shooting platforms. This reference shall include the surface of the floor or ground ahead of the firing line (rule 6.1) although those positions of the shooter's body or pistol which do not contact the ground may extend ahead of the firing line.

5.2 Artificial Support

The supporting surface except the ground not specifically authorized for use in the rules for the age and position prescribed. Use of artificial support is prohibited except as individually authorized for a physically disabled shooter.

5.12 Firing Position

The wrist of the shooter must be visibly free of support. Bracelets, wrist watches, wrist bands, or similar items which might provide support are prohibited on the hand and arm(s) which hold the firearm. (See Rule 3.11)

- a) Beginners will shoot from the sitting position. Support will be allowed under the forearms, but no support materials may touch the gun, hand or wrist of the shooter. Support materials may not interfere with the shooters on either side. If no support materials are used, the hand may rest on the table but the pistol may not touch the table directly (at least a finger must be between the table and the pistol butt. Air under the supporting hand is not required. No part of the hand may touch the barrel and no part of the gun may touch the table. Beginner age participants may have their feet cross the firing line while in the seated position.
- b) Juniors shoot from the standing position, the shooter may use one or two hands holding the gun with arms extended. The shooter must stand free and the body must not touch table in front of the shooter that could give undo support.
- c) Seniors must shoot from the standing position. The shooter must use one hand holding the gun with arm extended. The shooter must stand free and the body must not touch table in front of the shooter that could give added support. Seniors

must stand, and use one hand to hold the pistol during rapid fire. During silhouettes, seniors may use a two-handed hold. (see 5.12b)

6. Range Standards

6.1 Firing Line

The range for pistol competitions shall have a line of targets and a firing line. The firing line shall be parallel to the line of targets and immediately in front of the firing point or points. Shooting distances shall be measured from the face of the competition target when hung in its proper position to the firing line. The firing line is defined as the edge of the table closest to the shooter. Table is considered a safety zone.

- a) The distance for the 10-meter air pistol shall be measured from the target surface to the leading edge (front) of the competitor's table. All shooters shall shoot from behind the table. The table shall be a standard 30-inch-wide table +/- 6 inches.

6.2 Firing Point

That part of the range provided for the shooter will be behind the competitors shooting table. Each shooter should have a minimum width of four feet. Each firing point number corresponds with its target frame and point on the table in front of the shooter.

6.2.1 Equipment for the Shooting Stations

Each firing point shall have the following equipment provided:

- a) A table or bench to place the equipment on.
- b) A chair for the competitor.

6.2.2 Equipment allowed at the Shooting Stations

- a) A spotting scope, monocular, binoculars.
- b) A device to hold the pellets.
- c) A chair for the coach placed in such a location that the competitors are not disturbed.
- d) A small scoreboard or paper for the shooter or coach to keep track of the shooters' scores.

6.4 Shooting Distance

The shooting distance is measured from the firing line to the face of the target when hung in its proper position in front of the backstop.

- a) Air Pistol Distance – 10 meters (32 feet 9 ½ inches)
- b) Air pistol silhouette – Standard air pistol silhouette distances are 10 yards or meters, 12.5 yards or meters, 15 yards or meters and 18 yards or meters.

6.5 Illumination

Artificial lighting of indoor targets is permitted.

The entire area should be evenly illuminated. The back

ground material behind the targets should be of a non-glaring material.

6.6 Target Numbers

Target frames will be numbered to correspond with their assigned firing point numbers. These numbers should be printed in dark numerals on contrasting bright background (or vice versa). The numbers should be sufficiently large as to be easily identified with normal vision. The tables in front of the shooter shall also be marked with corresponding numbers matching the target numbers.

6.7 Target heights

Target heights for standing shooters will be 55 inches, and 36 inches for seated shooters.

6.8 Target Equipment

Target equipment shall be operated to grant all competitors the same opportunities – with none receiving advantages.

- a) The changing of the targets shall be carried out by the coach (under the supervision of the range officer) or by range officer. Only coaches will be allowed behind the firing line at any time.

6.9 Firing Line Personnel

Each tournament shall have a Range officer and enough assistants to operate the range and see that all safety measures are observed.

7. Courses of Fire

The following courses of fire are most common. See Section 4 for authorized targets, and Section 8 for Time allowances. Other courses of fire, other targets, and other time limits may be scheduled by tournament sponsors provided these changes are clearly stated in the competition's program and Official Bulletin.

7.1 Air Pistol - 10 Meters

- a) Shooting Program
 - Bullseye – 20 shots for Seniors, Juniors and Beginners.
 - Timed Fire – 10 shots for Seniors, Juniors and Beginners.

The firing sequence for Timed Fire will be:

- Load your pistols.
- Is the line Ready on the Right?
- Is the line Ready on the Left?
- The line is ready.
- Commence Firing.
(3 seconds later)
- Cease Firing.
This is repeated for each shot.

Repeat the sequence until 5 shots have been fired on the target, then change targets. A total of two targets will be used for the competition (total ten shots).

- b) Sighting shots (unlimited in number) will be fired during the normal course of the match time allowed. No sighters during the Timed Fire.
- c) Target – B-40 or the B-40/4 for both events.
- d) The placing of the targets shall be done by the coach (under the supervision of the range officer) or by range officer. Only coaches will be allowed behind the firing line at any time.
- e) The total allowable shooting time for the Bullseye event, including preparation time is 30 minutes (5 minutes preparation time and 25 minutes allowed for sighting and shooting the four targets. Timed Fire will commence immediately after the Bullseye event.

7.2 Air Pistol - Silhouette

- a) Shooting Program – 20 shots for Seniors, Juniors, and Beginners.
- b) Targets in each bank of five will be fired upon in order from left to right with one shot being fired at each target. Targets hit out of sequence will be scored as misses. After a 30 second ready period, shooters will have two and one-half (2½) minutes to fire on each bank of five (5) targets.

8. Time Limits

Changes to these time allowances listed in these rules must be clearly stated in the competition's program or Official Bulletin.

8.1 Computing Time

Time is not checked on each shot. The improper manual operation of a timer is not to be considered as a malfunction.

- a) It is considered an "allowable malfunction" when:
 - 1. A bullet is stuck in the barrel.
 - 2. The trigger mechanism has failed to operate.
 - 3. The pistol fires automatically because of a failure that is not under the control of the competitor. If the pistol fires automatically, the competitor must not continue to use the pistol.
- b) It is considered a "non-allowable malfunction" when:
 - 1. The safety catch has not been released.
 - 2. The competitor has failed to load the air pistol.
 - 3. The pistol is loaded with the wrong size pellets.
 - 4. The malfunction is due to any cause that could reasonably be controlled by the

competitor.

8.2 Passage of Time

Shots which are not fired after the end of the official time shall be registered as misses.

- a) It is the responsibility of the shooter to finish shooting within the allowed time.
- b) Additional time will not be given except as otherwise provided in these Rules.
- c) The timing of shooting events shall begin with the command "COMMENCE FIRE", and shall end with "CEASE FIRE".

9. Competition Regulations and Range Operations

9.1 Changing Air Pistols

No competitor will change air pistols during the course of fire of any match unless the gun has become disabled, and has been so designated by the Chief Range Officer. For the purpose of this Rule, the shooting of a match or stage is considered to have started when the competitor has fired his/her first recorded shot. A claim of having a disabled gun must be made immediately. All shots fired up to the time that the claim is made will stand as part of the official score. A disabled gun, after being designated, may be exchanged according to Rule 9.6.

9.2 Sighting Shots

Sighting and fouling shots are permitted unless prohibited by the competition's program or Official bulletin. They will be only fired upon the command of "Commence Firing."

- a) Separate Target for Sighting – Unlimited sighting shots may be fired during the allotted time on a separate sighting single bullseye target (which is a total of 25 minutes for sighting and shooting the four bullseye target for the match). The single bullseye target shall be placed to the side of the four bullseye target (but far enough from the edge of the target frame so as not to cause a chance of ricochet).

9.2.1 Misplaced Sighting Shots

When a separate sighting bullseye is supplied beside the four bullseye target and a sighting shot hits outside of the sighting target and into the four bullseye target, it shall be counted as a record shot because the total time used to shoot the match included sighting time.

9.3 Defective Pellet

A defective .117 caliber pellet is one:

- a) which has not left the barrel (no claim for a defective cartridge shall be allowed if the pellet has left the barrel).
- b) which has such evident structural as to cause a

misfire or cause the pistol to fail to function.

9.4 Malfunction

Failure of the pistol to function properly due to mechanical defects or defective pellets. Functional failures due to improper manual operation are not to be considered as a malfunction.

- a) It is considered an “allowable malfunction” when:
 - 1. A bullet is stuck in the barrel.
 - 2. The trigger mechanism has failed to operate.
 - 3. The pistol fires automatically because of a failure that is not under the control of the competitor. If the pistol fires automatically, the competitor must not continue to use the pistol.
- b) It is considered a “non-allowable malfunction” when:
 - 1. The safety catch has not been released.
 - 2. The competitor has failed to load the air pistol.
 - 3. The pistol is loaded with the wrong size pellets.
 - 4. The malfunction is due to any cause that could reasonably been controlled by the competitor.

9.5 Disabled Air Pistol

Any air pistol which cannot be safely aimed or fired, or has suffered damage to the sights rendering it impossible to aim properly, or cannot be fired because of mechanical failure may be declared disabled by the Range Officer. Sights improperly adjusted do not constitute a disabled gun; there must be visible damage to the sights. A gun declared disabled by the Range officer shall not be used again for firing until the defect has been corrected and the gun has been ruled safe by the Chief Range Officer. When a gun has been disabled, the shooter will be given a reasonable period of time to repair the gun or continue firing with a substitute. When the shooter resumes firing, the amount of time which remained to be fired at the time the gun was declared disabled will be allowed. The shooter will be given the opportunity for unlimited sighting shots within the allotted time remaining in accordance with Rule 9.2.

9.8 Weighing of Triggers

Triggers may be weighed at the discretion of the Match Sponsor. Failure of the trigger to meet the trigger pull requirements shall disqualify the competitor in matches previously fired. While the trigger is being weighed, the pistol shall be held with the barrel perpendicular to the horizontal surface on which the weight is supported. To pass the test, a weight of 17.6 oz. Shall be lifted by the pistol trigger (while in the pumped position and while

all safety devices are in the firing position) from the horizontal surface on which it is resting, until the weight hangs free without releasing the trigger.

Competitors will be permitted to adjust triggers which have failed to pass the weight test, provided they do not occasion any delay. Failure of the trigger to pass the weight test is the competitor's responsibility.

9.9 Coaching in Matches

Coaching is authorized in all individual matches. If the tournament's program or Official Bulletin prohibits coaching during individual matches, the shooter may speak with a coach or leader after unloading the pistol, leaving it in a safe condition on the firing line, leaving the firing line to confer with that person and being careful not to disturb any other competitor.

9.10 Coaching in Team Matches

Coaching in team matches is authorized.

9.11 Interrupted Firing

If for any reason, such as safety, or technical problems, the shooting is interrupted through no fault of the competitor and if the elapsed time is over 5 minutes, or if the competitor is forced to move to a different firing point – unlimited additional sighting shots will be allowed in the amount of time remaining at the time of the interruption.

9.12 Disturbance of Competition

A competitor disturbed while firing a shot, must unload the gun and make it safe, then report the circumstances to the Range Officer without disturbing other competitors.

- a) If the claim is judged to be justified, the shot will be annulled and the competitor will be allowed to re-fire the shot.
- b) If the claim is not judged to be justified, the shot will stand as it was fired.

9.13 Matches Not Complete

When a match is not complete in accordance with the tournament schedule, the match may be either rescheduled or canceled. Any stage which has been completed by all shooters will not be re-fired. Only scores of a match stage which has been completed by all shooters will be included in the aggregate match.

9.14 Refiring

- a) No competitor will fire more than one score for the same match or award, except as provided in the match program or Official Bulletin, or in accordance with Rules 9.3, 9.7 or 9.12.
- b) No competitor may be allowed more than one refire because of a defective pistol or malfunction.

9.15 Interference

With the exception of competitors actually shooting and such range personnel necessary, the firing points and lines will be kept clear at all times. Competitors will not be permitted to interfere with the handling of the targets by the range personnel.

9.16 Competitor's Position

Shooters must take position at their numbered firing point in a manner which does not interfere with the shooters on either side. A shooter's equipment will not be permitted to interfere with other shooters or to provide unnecessary advantage to the shooter.

9.17 Cross-Fire

No competitor will fire on the wrong target or on another competitor's target.

9.18 Excessive Hits

No competitor will fire more than the required number of shots, including his on the assigned target.

9.19 Bribery

No person will offer a bribe of any kind to any Range, Statistical, or Match personnel – nor be an accessory thereto.

9.20 Willful Destruction of Range Equipment

No competitor or coach shall cause any range equipment to become damaged through a deliberate act. Any competitor guilty of the same, or all competitors under a coach guilty of the same, will be expelled from the Range, without notice or warning. Expelled competitors will be disqualified from the competition with no return of match fees. (See Rule 9.23.)

9.21 Refusal to Obey

No person will refuse to obey instructions of the tournament personnel or commands of the Range Officer, if instructions and commands are given in the proper conduct of that official's position (See Rule 9.23.)

9.22 Evasion of Rules

No shooter or coach will evade, or attempt to evade, no be an accessory to the evasion of a match as prescribed in the match program, Official Bulletin, or these Rules. Refusal of a shooter or coach to give testimony regarding facts known concerning violations or attempted violations of the Rules will constitute being an accessory to the violation or attempted violation. Any such shooter or coach will be disqualified from the tournament with no return of entry fees.

9.23 Disqualifications

The tournament official (Match Director, Statistical Officer, Protest Committee, or Range Officer) may disqualify any

competitor and/or order expulsion of that competitor from the range for violation of these Rules, or for other conduct considered discreditable or unsafe by the official. The disqualification/expulsion will not result in the return of entry fees.

9.24 Disorderly Conduct

Disorderly conduct or intoxication is strictly prohibited on the range, and anyone guilty of same will be expelled from the range. Expelled competitors will be disqualified from the tournament with no return of entry fees.

9.25 Aliases

No competitor may shoot under an assumed name nor substitute for another shooter in a match; no competitor may register, enter, or shoot in the name of another person or competitor.

10. Range Control and Commands

10.1 Discipline

The safety of competitors, range personnel, and spectators requires continuous attention by all to the careful handling of pistols and caution in moving around the range. Self-discipline is necessary on the part of all. Where such self-discipline is lacking, it is the duty of the range personnel to enforce discipline - and the duty of shooters, competitors, and coaches to assist in such enforcement.

10.1.1 Actions Open/Pumping Lever Open/Safety On

Unless the pistol is cased, the action must remain open, the pumping lever open and the safety on. No pistol will be handled in a manner to violate any rule of safety. No competitor will aim toward the targets until the proper command is given.

- a. The air pistol pumping lever moved from the closed position to the open position.

10.1.2 Pistols Unloaded

Pistols will not be loaded until the competitor has taken position at the firing point, the pistol pointed down range toward the targets and the command "LOAD" is given.

10.1.3 Loaded Pistols

No ammunition (pellets) will be inserted into the pistol chamber except when at the firing point and under the command "LOAD." The loaded pistol shall be pointed in the direction of the targets at all times.

10.1.4 Dry-Firing

Air pistols may be pumped and dry fired during the five minute dry firing period. No live ammunition (pellets) will be loaded (Rule 10.1.3).

10.1.5 Cease Firing

All shooters will immediately stop shooting upon the

command of "Cease Firing." Action will remain open, pumping lever open and safety on (See also Rule 14.5). If the shooter has a pellet loaded to fire, the action must be opened, the pumping lever open, and the safety on.

"Cease" is part of the preparatory part of the command and "Firing" is the action part of the command. No shot may be allowed after the word "Firing" is spoken.

10.1.6 Commence Firing

All shooters may begin shooting upon the command of "Commence Firing." This includes shooting of sighting shots, and shots for record. The timing of the relay or match begins with this command (See also Rule 14.5).

"Commence" is the preparatory part of the command and

"Firing" is the action part of the command. No shot may be fired before the word "Firing" is spoken.

10.1.7 Not Ready

It is the duty of the competitors to notify the Range Officer if they are not ready to shoot at the time the Range Officer asks "Is The Line Ready?" Upon notification, the Range Officer may delay the relay's shooting slightly - or allow shooting to proceed and give the concerned competitor an opportunity to shoot a score at the earliest possible succeeding relay or time extension in the planned relay. Failure of the competitor to notify the Range Officer of a NOT READY condition forfeits a right to shoot.

10.2 Loud Language

Loud or abusive language will not be permitted. (See Rules 9.12, 9.21, 9.23, and 9.24). Shooters, coaches, range personnel, and others will limit their conversations directly behind the firing line to official business only. (See Rules 9.9 and 9.15.)

10.3 Delaying a Match

No shooter may delay the start of the match through tardiness in reporting or undue delay in preparing to shoot.

10.3.1 Preparation Period

In all cases, competitors will be allowed 5 minutes to take their places at the firing points and prepare to fire after the firing point has been cleared by the preceding competitor. Dry firing shall be permitted during this time period.

Range officials may allow a reasonable period of time for equipment set up before the beginning of the five minute Preparation Period.

10.3.2 Interrupted Fire – (See Rule 9.11)

10.4 Policing the Range

It is the duty of the shooters to police (clean up) the firing points after completion of each stage and match.

10.5 Scoring Targets

Coaches, and other adults will act as scorers when requested to do so by the Match Director or Range Officer, except that no coach or other adults will score targets from their own club or county.

10.6 Repeating Commands

A Range Officer will repeat the Chief Range Officer's commands only when those commands cannot be clearly heard by competitors under his/her supervision.

10.7 Firing Line Commands

When ready to start the shooting of a match, the Chief Range Officer speaks the command "SHOOTERS AND COACHES OF RELAY # ____, MATCH # ____ (or name of the match) ON THE FIRING LINE." Each competitor in that relay immediately moves to the assigned firing point, prepares equipment and gets into position for that match. The pistol is NOT handled, as there may be personnel down-range.

The Chief Range Officer states "YOUR FIVE MINUTE PREPARATION PERIOD BEGINS NOW." The shooter may now handle the air pistol and dry fire the pistol. At the end of the preparation period, the Chief Range Officer states "YOUR PREPARATION PERIOD HAS ENDED."

After ascertaining that the range is clear, the Chief Range Officer proceeds with the range firing commands - and asks "IS THE LINE READY?" Any shooter not ready to begin shooting will raise one arm and call "NOT READY ON TARGET # ____." The Chief Range Officer will immediately state "THE LINE IS NOT READY" and then investigate the difficulty and assist in correcting it (See Rule 10.1.7).

When the difficulty is corrected, the Chief Range Officer asks "IS THE LINE READY?" With no "Not Ready" responses, the announcement "THE LINE IS READY" is given.

The Chief Range Officer next gives the command to "LOAD." This is the first time that ammunition (pellets) may be placed into the pistol chamber. A shooter who experiences a problem or difficulty associated with loading, or any other cause, should immediately notify the Chief Range Officer by arm movement and voice.

After a slight delay to allow shooters to load their air pistols, the Chief Range Officer announces "READY ON THE FIRING LINE." If the size of the firing line requires it

for safety, the Chief Range Officer will state the following: "READY ON THE LEFT, READY ON THE RIGHT, ALL READY ON THE FIRING LINE."

The Chief Range Officer then commands "COMMENCE FIRING." At the instant of saying "Firing" the time is written down - or a stop watch is started. At the expiration of the allowed time, the Chief Range Officer commands "CEASE FIRING." The shooters remove their fingers from their triggers, all pistol actions are opened, pump levers open, and laid down - pointed in the direction of the targets.

Before anyone is allowed down range, the Chief Range Officer should ask "IS THE LINE CLEAR?" This reminds shooters to have their pistols "cleared" (unloaded with actions open and pumping lever open). Pistols should be laid down with the pumping lever up, the safety button visible and the open action down. Also it means that NO ONE is to be touching or handling any pistol while persons are down range. Upon confirmation of all pistols being "clear," the Chief Range Officer will say "THE LINE IS CLEAR." Additional instructions are proper at this time; COACHES GO FORWARD AND REMOVE TARGETS." After the range is clear, then the Chief Range Officer will say "DRY FIRE YOUR PISTOL, OPEN THE ACTION AND PUT YOUR PISTOLS AWAY."

Handling/removal of pistols will not be allowed when any personnel are forward of the Firing Line (Range Officers, Coaches, etc.). Necessarily delay either of down-range personnel, OR the gun handling until either is complete.

Succeeding relays are handled in the same manner.

Range Officers, shooters, coaches, or others will immediately command "Cease Firing" if any incident occurs which indicates possible injury to a person or damage to property if shooting were to continue. In all other cases, commands will originate with the Chief Range Officer.

Should a target fall down or become unserviceable, notification should be given as soon as possible to the Chief Range Officer who will issue such commands as seems advisable to him/her.

Other commands used less frequently are:

"POLICE FIRING POINT" - means to pick garbage, debris, empty pellet boxes, etc. and tidy up the firing points and firing line.

"AS YOU WERE" - means to disregard the command just given.

"CARRY ON" - means proceed with whatever was being done before some interruption occurred.

11. Tournament Officials

11.1 Tournament Sponsor

The Sponsor is a person or organization which is conducting the competition. The Sponsor is responsible for establishing the eligibility criteria and rules for competition, and arranging for necessary tournament officials.

11.2 Tournament Director

The Tournament Director is directly responsible to the Sponsor and to South Dakota 4-H for the safe and efficient conduct of the entire tournament. The Director may change the match program and firing conditions as shown by the Official Bulletin provided a replacement bulletin is posted for the information of all competitors. The Tournament Director is responsible for the operation of the range and statistical office, the discipline, and conduct of all tournament officials, coaches, competitors, and spectators. Instructions from the Tournament Director for operation of the competition will be complied with by all persons on the range. The Tournament Director may disqualify a competitor under the provisions of Rule 9.23.

11.3 Assistant Tournament Director

The Tournament Director is empowered to appoint persons to fill all match officials positions. The Assistant Tournament Director is responsible to the Tournament Director for the efficient conduct of the entire tournament and acts as the Tournament Director in all matters listed in Rule 11.12. An Assistant Tournament Director is appointed at the discretion of the Tournament Director.

11.4 Jury

A 5-member jury (3-member jury for other than the State Championship tournament) known as a Protest Committee will be appointed by the Tournament Director.

11.5 Chief Range Officer

The Chief Range Officer (responsible to the Tournament Director) will have full charge of the range and conduct the matches on the schedule approved by the Tournament Director. He/she is responsible for range safety and enforcement of all rules.

11.6 Range Officers

Each Range Officer is an assistant to the Chief Range Officer. Competitors may be assigned to this duty. A Range Officer is responsible for the safety and discipline of range personnel, competitors, coaches, and spectators in the section of the range to which he/she has been assigned.

The Range Officer must be familiar with the competition's program, bulletins, and these Rules, and is responsible for enforcing compliance of competitor's equipment and positions authorized for the match being shot.

The Range Officer is to comply to the best of his/her ability with all the instructions of the Tournament Director and the Chief Range Officer, and will render all possible cooperation and assistance to other match officials. The Range Officer must be constantly alert, impartial in handling of competitors, and courteous though firm. Range Officers shall be appointed, as necessary, by the Chief Range Officer.

11.7 Duties of the Statistical Officer

- a) Register competitors, and check their eligibility.
- b) Accept tournament entries.
- c) Prepare, post and maintain a current list of competitors by name (and other data, as deemed necessary).
- d) Assign competitors to individual and team relays, as appropriate, and prepare range assignment cards for the Chief Range Officer's use - where such cards are used.
- e) When backing targets are used, compare the record target with the backing target to determine the firing point from which cross-fires were shot in error, and indicate such information on the record card for administration of penalties.
- f) Check addition on score cards, and correct totals, as necessary.
- g) Tabulate scores in order of merit.
- h) Determine award winners, and distribute awards.
- i) Report to tournament Director or Jury for any appropriate disciplinary action, any irregularities in firing or scoring which may be indicated by assignment cards or score cards.
- j) Make required reports to South Dakota 4-H.

11.7.2 Record Keeping

The statistical Officer will retain in good order all completed official score cards for 30 days, and all fired targets (except those scored in frames) until the expiration of the time allowed for challenges and protests.

11.7.3 Preliminary Bulletins

Preliminary Bulletins on all matches will be posted on the Official Bulletin Board and remain a reasonable length of time to allow competitors to notify the Statistical Officer of apparent errors. The challenge closing time will be stated on each bulletin. However, where a bulletin board is used and all shooters scores are copied thereon, such will be accepted in lieu of the above provided a notice appears as to the close of challenge time.

11.7.4 Official Bulletins

Official Bulletins will be posted on the Official Bulletin Board. However, in the procedure outlined in Rule 11.7.3 for bulletin boards, such scores shall be accepted in lieu and become final at the end of the challenge time period and shall act as an Official Bulletin.

11.7.5 Correcting Bulletin Errors

The Statistical Officer will correct errors which come to his/her attention prior to the publication of the Official Bulletin.

11.7.6 Changing Official Bulletins

No Official Bulletin may be materially changed except on authority of the Tournament Director or Jury granted before the time has expired for challenging the last of the Preliminary Bulletins required to cover all scheduled events. Administrative changes from the Tournament Director are limited to the correction of:

- a) Typographical Errors.
- b) Aggregate bulletin on which total score does not agree with scores shown on the Official Bulletin for those matches constituting the aggregate.
- c) Where an error has been made by not following the program schedule of awards.
- d) Errors in age classification of shooters.
- e) Disqualification of shooters as provided by Rule 9.23.

11.7.7 Individual Assignments

Where advance entries are received, assignments for all matches may be made in advance. Where post entries are received, they may be assigned as fill-ins.

11.7.8 Team Assignments

All team matches will be assigned with two or more adjacent targets designated to each team, and where possible, all teams will shoot concurrently.

11.7.9 Scoring Officer

The Statistical Officer may appoint one or more Scoring Officers to perform the scoring of targets (off the frames) according to the rules of Section 14. Scoring Officers are responsible to the Statistical Officer.

11.10 Duty to Competitors

It shall be the duty of all operating officials and personnel to conduct themselves properly, in carrying out their various duties by being fair and impartial to all competitors. No Official shall molest a competitor nor allow such practice by another official, other competitor, or other person. Should a shooter's equipment or demeanor warrant disqualification for an individual match or tournament, it should be done in such a manner as to cause the least inconvenience to all concerned. In so

doing, the official should state to the competitor the rule, or section of rules, under which the disqualification is being made.

12. Team Officers and Duties

12 Team Captain

In team matches, each team must have a designated Team Captain and is responsible for maintaining discipline within the team. The Team Captain will cooperate with tournament officials in the interest of safety, efficiency, and good sportsmanship. A Team Captain is responsible for all members of the team. In team matches, the Team Captain is responsible to:

- a) Be familiar with the program.
- b) Make proper entries.
- c) Have team members report at proper firing points at the right time and with approved equipment and attire, ready to fire.
- d) Check scores and make challenges and protests.
- e) Check preliminary and Official Bulletins and announcements.

12.4 Substitution of Alternates

If alternates are allowed and have been named on the entry form, the Team Captain may substitute an alternate for a firing member at any time before the firing member concerned has fired the first shot of the match (sighting and record), notifying the Scorer and a Range Officer accordingly.

13. Physically Disabled Shooters

13.1 Physically Disabled Shooter

A shooter who because of physical disability cannot shoot from one or more of the prescribed shooting positions outlined in these Rules, or who must use special equipment when shooting, is privileged to petition South Dakota 4-H for permission to assume a special position or to use modified equipment, or both. This petition will be in the form of a written request from the person concerned to the 4-H/YD Field Specialist outlined in detail the reasons why the special positions must be assumed or the special equipment must be used. The petition will be accompanied by photographs of the shooter in the position(s) to be approved and, if special equipment is required, the photographs will show this equipment and its placement during shooting. The petition must be accompanied by a medical doctor's statement detailing the disability's impact on a prescribed position, and the reasons why the requested position would be satisfactory. (Approved positions must be fair to both the disabled shooter and non-disabled competitors—NOT providing an advantage to the disabled shooter.)

- a) Each such petition will be reviewed. Additional information, statements, and/or photos may

be required for a determination to be made. A written Special Authorization Certificate (with an authorization number) will be prepared and issued to a shooter who's petition has been approved. The Certificate shall be issued for only the current calendar year, and will include copies of the petition photographs. The shooter may petition, annually, for a renewal of the Certificate.

- b) Shooters who have received Special Authorization Certificates will be required to carry them when competing in competitions governed by these Rules, and to present the Certificates when registering as well as when requested by tournament officials. The authorization number of the Certificate will be annotated on the shooter's registration.
- c) In the event of a protest involving the position or the equipment used by a shooter, the Tournament Director or Jury will compare the questioned position/equipment with the Certificate's photographs. If the Director or Jury decides that the position or equipment does not conform to authorization, the protest will stand and the shooter will be directed to change to the position and equipment which has been approved or to an otherwise legal position or equipment.
- d) Each such protest will be brought to the attention of the 4-H/YD Field Specialist to monitor whether a shooter is exceeding the privilege of an authorized position or equipment, as provided by authorization number. If such activity is found to occur, the 4-H/YD Field Specialist may rescind the Certificate, by authorization number, and provide notice of such a rescission to any interested party (sponsor, etc.) upon request.
- e) Each new Special Authorization Certificate (whether new, renewal, or new rescission) will be recorded and dealt with according to its authorization number. Any current authorization number (nonrescinded) will be considered on its own merits, regardless of whether a previous authorization number for that shooter had been rescinded.
- f) State 4-H shooting records will NOT be allowed with special positions or equipment as provided under a Special Authorization Certificate.
- g) Two types of authorizations can be issued:
 - 1) Temporary authorizations are to be issued

to persons with short-term or temporary disabilities, and may be issued for a term ending before the end of the calendar year, if desired. Temporary authorizations may be renewed after the end of the calendar year, if necessary.

- 2) Permanent authorizations are to be issued to persons with disabilities.

13.2 Temporary Disability: Substitute Position

Any person who has a temporary physical disability, as substantiated by obvious observable condition or current written medical opinion, which prevents him/her from using a specified position as defined in these Rules, must notify the Scoring Officer and the Range Officer. The Chief Range Officer may then allow the shooter to assume the next more difficult shooting position attainable in lieu of the unusable position. In this rule, Sitting/Kneeling/Standing position may be used for Prone position; Kneeling/Standing position for the Sitting position; and Standing position may be used for the Kneeling position. Any substitute position must conform to the Rule in Section 5 which defines it. The substitute position will be monitored by the Range Officer.

14. Scoring and Marking

14.0 Score

The total value of all the required shots fired by a competitor in any one match.

14.1 When to Score

Usually targets are scored after 20 shots, for record. Special conditions may require other than this usual procedure.

14.2 Where to Score

Targets may be scored in the Scoring Office, the Statistical Office, or on the range in view of the competitors and spectators.

14.2.1 Targets as Score Cards

Targets constitute the Score Cards when scored in the Scoring Office or Statistical Office, and therefore should be retained in good order until the time allowed for filing challenges and protests has expired.

14.3 How to Score

A shot hole, the leading edge of which comes in contact with the outside of the bullseye or scoring rings of a target, is given the value of the higher value scoring ring contacted. If a competitor's shot fails to hit any target (shots outside the scoring rings), that shot will be scored as a miss (zero). A scoring gauge will be used to determine the value of close shots. The higher ring value

will be allowed in those cases where the gauge's flange touches the scoring ring. (Exception: When the "outward scoring gauge" is used, the higher ring value is awarded when the flange fails to touch the outside edge of the second scoring ring out.) For pictorial examples, check NRA specialty rule books, Section 14.

No scoring gauge will be used unless the diameter of the scoring flange is within these limits:

- a) Air Pistol – .177-.179 inches (4.5-4.55mm).

14.3.1 Use of Plug-Type Scoring Gauge

During South Dakota State 4-H Championship tournaments, all record shots in question will be scored with the aid of a plug-type scoring gauge, and constantly witnessed by two (2) scoring personnel.

Note: Targets will be scored while in a horizontal position. The plug gauge should be inserted carefully so that no pressure is exerted to any side, as this may affect the final plug position in the shot hole and therefore, the value of the hit. If two scorers cannot agree on the value of a shot, another scorer or match official will decide before the plug is removed from the hole.

14.3.2 Scoring Inner Tens

Inner tens (10's) must be scored, when necessary to break ties (see Section 15).

14.3.3 Scoring Center Shots

Center shots must be scored, when necessary to break ties (see Section 15).

- a) For Air Pistol the center shot is scored when any shot hole touches the 10-ring but does not touch the inside edge of the 9-ring, as determined by use of the .177 inch scoring gauge. A center shot will be considered of higher value than a "10" for tie-breaking purposes.

14.4 Misses

Hits outside the scoring rings of the competitor's target are scored as misses. A score of zero (0) will be awarded for each such shot.

14.5 Early or Late Shots

If any shots are fired before the command "COMMENCE FIRING" or after the command "CEASE FIRING", the shots of highest value on the target equal in number to those shot in error, will be scored as misses. The Range officer must provide details of these occurrences (either on the affected target or written on a note referencing the target) prior to the target being delivered to the scoring office.

14.7 Hits on Wrong Target

Hits fired on the wrong target (another competitor's target or an incorrect target of the shooter) are scored as misses for the shooter. The score for the other competitor will not reflect any score for hits not his/her own. If no judgment call can be made regarding which shots were fired by another competitor, the Chief Range Officer will be allowed to examine the target in question as well as the targets of the adjacent shooters, and decide which shots will be recorded on the target in questions.

14.7.1 Hits on the Wrong Bullseye (multi-bull target)

When there are more than the required number of hits on one bullseye and a fewer number than required on another bullseye on the same target, the shooter will be awarded the actual value of their score, minus a penalty of one point for each hit on the wrong bullseye. Penalty points will be deducted from the hit or hits of highest value on the bullseye bearing more than the required number of hits, and this combination of highest value hit(s) minus penalty deduction will be allocated to the bullseye which received less than the required number of shots. [Example: With 2 shots required per bullseye, one bull receives a 10, an 8, and a 7 - while the next bull receives only a 9. The excess-shot bull get a score of 15 (the lower, 8+7), while the under-shot bull gets a score of 18 (the 9+10-1).] This is necessary for the recording of shots for tie-breaking purposes.

14.8 Excessive Hits

If more than the required number of hits appear on the target, any shot which can be identified as having been fired by a shooter other than the shooter assigned to that target will not be scored.

- a) If through his/her own mistake, a shooter fires more than the required number of shots, the recorded score will be the required number of hits of lowest value less one penalty point per extra shot fired. Corresponding to the number of excessive shots, the higher valued shots will be nullified.
- b) If through his/her own fault, a shooter fires fewer than the required number of shots, the score will be the values attained with those shots which were fired, and a miss (0) will be scored for each shot unfired.
- c) If a competitor fires more than the required number of shots for a target and one or more hits are on a target other than his/her own, all shots fired on the targets of others will be brought back to the corresponding bullseye(s) on his/her own target and each will be scored as a miss (0).

- d) If a competitor receives a confirmed cross-fired shot and it is impossible to determine which shot is his/hers, the value of the highest score undetermined shot will be credited.
- e) If a competitor wishes to disclaim a shot hole on his/her target, the Range Officer must be notified immediately. If the Range Officer cannot confirm beyond any reasonable doubt that the competitor did not fire the disputed shot(s), the shot(s) will be credited to the competitor and will be so recorded. The following shall be considered sufficient to justify the annulment of a shot:
 - 1) If the Chief Range Officer confirms by observation of the competitor and the target that the competitor did not fire the shot.
 - 2) If a "missed shot" is reported by another competitor or Scorer at approximately the same time, and from within the neighboring two or three shooting points.

14.9 Ricochets

A hole made by a ricochet bullet or rebounding BB does not count as a hit and will not be scored. The shooter's score will not be penalized for such "redirected" shots.

14.10 Visible Hits and Close Groups

All hits which are clearly visible on the target will be scored. In the case where the grouping of three or more shots is such that it is possible for a required shot (or shots) to have gone through the enlarged hole without leaving any mark, and there is no evidence that a shot (or shots) have gone elsewhere other than through the assigned target (a crossfire, for example), the shooter will be given the benefit of the doubt and credited with scored hits for the required number of shots in that bulls eye. If such action could place a non-visible hit or hits in either of two scoring rings, such hits shall be scored in the high value ring. Backing targets, when used, should be reviewed by the scoring personnel to assist in determining the number of shots creating the group in the affected bulls eye.

14.11 Scoring Altered Targets

Targets intentionally altered or marked to benefit one competitor over other competitors, will not be scored.

14.12 Scoring Incorrect Targets

Shots fired on incorrect targets will not be scored.

15. Decision of Ties (Tie-Breaking)

15.1 Match

The term “match” as used in this section refers to all individual, team, and aggregate matches.

15.2 Numbering of Bulls eyes

For the purpose of ranking tie scores, the bulls eye numbers printed on NRA official targets will be considered the order of scoring precedence. These numbers will be considered to run in consecutive sequence throughout the entire course of fire (as specified in these Rules or as superseded in the competition’s program or Official Bulletin).

15.3 Breaking Tie Scores

Competitors having the same numerical score over the entire match (or stages of a match where awards are granted for these stages) in which the tie needs to be broken will be ranked in order:

Use the following alphabetical order for order of precedence, as applicable.

- a) By the highest score of the last 10 shots fired, working forward by 10 shot strings until the tie is broken.
- b) By the highest number of 10, 9, 8 etc.
- c) By the highest number of inner tens.
- d) All ties for places below the last award may be listed with equal rank in alphabetical order using the competitor’s family name. An appropriate number of spaces will be left vacant after each such listing, before the next ranking is numbered.
- e) If still a tie, then by coin toss.

15.4 Team Matches

Ties in team matches will be ranked in the order shown below:

- a) Ties in team matches where the team score includes a score achieved on a written test, will be ranked by fired scores only.
- b) Use the highest team member’s individual scores and rank according to Rule 15.3, above.
- c) Use the second highest team member’s individual scores and rank according to Rule 15.3, above.
- d) Use the third highest team member’s individual scores and rank according to Rule 15.3, above.
- e) Use the fourth highest team member’s individual scores and rank according to Rule 15.3, above
- f) If still a tie, then by coin toss.

16. Challenges and Protests

16.1 Challenges

When a shooter or coach feels that a match in which he/she is competing has been improperly evaluated or scored, that shooter or coach may challenge the score. A Challenge must be made within the published official challenge time. It shall be the challenging competitor’s or coach’s privilege to inspect the target following a recheck.

- a) A challenge fee of \$3.00 per challenge will be charged to all persons making challenges. The challenge fee will be collected before the recheck of the challenged score. If the challenge is sustained (correct), the fee will be returned. If the challenge is lost, the challenge fee is included in the general revenue of the tournament.
- b) It shall be the responsibility of the tournament sponsor to state in the program, Official Bulletin, or by special bulletin board notice the time limits within which a challenge may be made.
- c) When targets are scored in the Statistical or Scoring Offices, or on display racks, the rechecks will be made by the Statistical Officer or Chief Scoring Officer or Tournament Director, in that order.
- d) Decisions on the value of achieved scoring rings of shot holes, made by means of scoring gauges in accordance with Rules 14.3 and 14.3.1, are final and cannot be appealed. (Re-plugging is not as accurate as original plugging.) However, mistakenly recording a score of “7” instead of a “9”, for example, can be challenged.
- e) Aggregate matches when challenged only correct the numerical addition of all component fired matches.

16.2 Protest

A competitor or coach may formally protest:

- a) Any injustice which has been done to him/her, other than a challengeable score or target which should be addressed under Rule 16.1 above.
- b) The condition under which another competitor has been permitted to shoot.
- c) The equipment which another competitor has been permitted to use.

16.3 Authority of Protest Committee

Appointed Protest Committees or Juries shall render decisions only in those areas which are not covered by these Rules or established precedent of South Dakota 4-H. Committees or Juries may request the advice and counsel of any official tournament personnel. The

decision of the Committee or Jury will be final for the tournament, and the details of the protest (including the decision) will be forwarded to the South Dakota 4-H State Shooting Sports Coordinator.

16.4 How to Protest

A protest must be initiated immediately upon the occurrence of the protested incident. Failure to comply with the following procedure will automatically void the protest.

- a) State the complaint orally to the Chief Range officer or Chief Statistical Officer. If not satisfied with this decision, then
- b) State the complaint orally to the Tournament Director (or Protest Committee or Jury, if available). If not satisfied with this decision, then
- c) File a formal, written protest with the Tournament Director within 12 hours of the occurrence of the protested incident. [Be sure to document the oral complaints registered in (a) and (b), above.]

16.5 Challenges in Team Matches

Team members who feel they have reason to challenge should state the facts to their Team Coach who will determine whether to make the official challenge. The challenge must be made by the Team Coach, using the procedures specified in Rule 16.1, above.

16.6 Protests in Team Matches

Team members who feel they have reason to protest should state the facts to their Team Coach who will determine whether to make the official protest. The protest must be made by the Team Coach, using the procedures specified in Rule 16.4, above.

17. Competitors and Coaches Duties and Responsibilities

Note: The following competitor's and coach's duties are in addition to those specified elsewhere throughout these Rules.

17.1 Discipline

It is the duty of each shooter and coach to sincerely cooperate with tournament officials in the effort to conduct a safe, efficient tournament. Shooters and coaches are expected to promptly call the attention of proper officials to any infraction of the rules of safety or good sportsmanship or any of the 4-H rules or these Rules. Failure of a shooter or coach to cooperate in such matters or to give testimony when called upon to do so in any case arising out of such infractions may result in said shooter or coach being considered as an accessory to the offense.

17.2 Knowledge of Program

It is the competitor's and coach's responsibility to be familiar with the competition's program. Officials cannot be held responsible for the failure of shooters and coaches to obtain and become familiar with the competition's program.

17.3 Eligibility

It is the shooter's responsibility to enter only those events for which he/she is eligible (by training and age), and to enter the proper age class.

17.4 Individual Entries

In individual matches, it is the responsibility of the competitor to make his/her own entries on the forms, and in the manner prescribed for that tournament. Errors due to illegibility or improper filling out of the forms are solely the responsibility of the shooter. The Statistical Officer is not required to accept corrections after the entry closing time.

17.5 Firing Point Assignments

It is the duty of the competitor to secure his/her firing point assignment for each match in ample time to permit reporting at the proper time and place to shoot each match. Officials will not page competitors in order to have them on the firing line.

17.6 Reporting at Firing Point

Competitors must report at their assigned firing points immediately when the relay is called by the Chief Range Officer. The competitor's gun and equipment for that match must be present and in safe operating condition. Time will not be allowed for repairs or searching for equipment after the relay has been called to the firing line. (See Rule 10.1.7)

17.7 Timing

The timing of the shooting of a stage or match (within the official time limit) is the competitor's and coach's responsibility. Range Officers will not announce the time during the shooting, but if requested, will give the competitor information as to time remaining. (See Rule 8.8)

17.8 Loading

No competitor or coach will load a gun except on the firing point, and only after the proper commands are given by the Chief Range Officer.

17.9 Commence Firing

No competitor will shoot his/her gun except on the firing point, and only after the Commence Firing command has been given by the Chief Range Officer.

17.10 Cease Firing

Competitors must obey this command immediately whether they have finished shooting or not. Obey the Cease Firing command regardless of whether it is given by the Chief Range Officer or someone else. Even though pressure has been applied to the pumping lever, pressure must be released so that the shot will not be fired. Unload the air pistol, if applicable. If the air pistol is loaded or pumped (and is not “unloadable”), notify the Range Officer immediately. Put the safety on and lay the gun on the ground, pointed towards the targets. Move away from the air pistol, so you are not handling it. Await further instructions.

17.11 Checking Scores

It is the duty of shooters and coaches to promptly check their scores in the Preliminary Bulletin and call attention to errors within the time specified at that tournament. Failure to check scores within the challenge time limit forfeits the right to challenge.

17.12 Clearing the Firing Point

It is the duty of the shooter and coach to leave the firing point promptly at the conclusion of the assigned relay. The firing point must be left in clean condition for the next competitor. When leaving the firing point, the gun will be unloaded and carried in a safe manner.

17.13 Checking the Bulletin Board

It is the duty of all shooters and coaches to check the Bulletin Board between matches. The Statistical Officer must be notified immediately of any apparent errors. The Official Bulletin must be checked and the Statistical Officer notified of any discrepancies between it and the Preliminary Bulletin. Tournament Director's Bulletins on the Bulletin Board have the same effect as conditions printed in the program. It is the duty of shooters and coaches to familiarize themselves with all such Bulletins.

17.14 Responsibility

It shall be the competitor's and coach's responsibility to:

- a) Check that all equipment meets all rules and match specifications in any match in which that equipment is to be used.
- b) Use only shooting positions which conform to the rules.
- c) Be completely familiar with the rules under which the match is shot.
- d) Understand that after due warning of any infraction of existing rules any repetition thereof shall be the subject of disqualification for that match or tournament. (See Rule 9.23)
- e) Hang the correct target (and backing target, if used) proper for the distance and position being

used, when hanging his/her own target.

- f) Assure that his/her target is not intentionally altered or marked with any special marks which benefit him/her in any way. Scores shot on such targets will be disqualified.

18. 4-H Competition Programs

Note: The program for tournaments must describe the condition of the match, the positions, gun, caliber, ammunition, target, range distance, and should cover all of the following points:

TOURNAMENT NAME: Do not designate “State Championship”, “District Championship”, or “Regional Championship” unless authorized by South Dakota 4-H.

TOURNAMENT DATE(S): Calendar dates of the tournament.

SPONSORING ORGANIZATION/INDIVIDUAL: Name of the person or group conducting the tournament.

FOR INFORMATION CONCERNING TOURNAMENT

WRITE TO: Give name, address, telephone, E-mail, etc. of the contact person for potential competitors.

DIRECTIONS TO RANGE: List full and complete distances and directions from a common, well-known starting point to each location important to the match (if not co-located).

RULES: The statement “South Dakota 4-H Rules shall govern” will allow a standard tournament with complete understanding of rule requirements. However, NRA Rules may be used, or state 4-H rules with certain changes specified. For changed rules, be sure to include the changes here.

COMPETITION OPEN TO: Indicate eligibility requirements. Is this to be a 4-H match, an invitational match, a 4-H/parent match, etc.

REGISTRATION FEE: List fee amount to be assessed each competitor, and what it entitles each competitor to receive (patch, pin, copy of Official Bulletin, etc.).

ENTRIES: List name and address of person to whom entries should be mailed.

ENTRY FEE: Specify amount assessed per match (team and individual).

POST ENTRIES: Show that Post Entries will or will not be accepted, the closing time, and fees.

ENTRY LIMIT: If number of competitors is restricted, specify the number which will be accepted.

SHOOTING STARTS: State the hour at which the first match will begin each day.

AWARDS: List schedule of awards for individual and team matches.

MATCH SCHEDULE AND CONDITIONS: Give complete details regarding course of fire, gun, sights, caliber, equipment, etc. Such details may be abbreviated by use of Rule number designations, if these Rules are being used.

GENERAL INFORMATION: List information regarding parking, eating, and lodging facilities, volunteer personnel assessments for tournament workers, related meeting schedules, etc.

Appendix

General Regulations for State 4-H Authorized Tournaments.

Tournament sponsors must follow these Regulations as directed by Rule 1.4. They provide standard procedures for the authorization of State 4-H Tournaments, and tournaments which provide opportunities to qualify for South Dakota 4-H Championship.

1. Authorization of State 4-H Tournament – To obtain authorization of tournaments, the following steps must be taken by the sponsoring organization in advance of the tournament date.
 - a) Send South Dakota 4-H State Shooting Sports Coordinator your written letter of application with draft copies of your completed programs. Allow time for processing.
 - b) In order for the tournament to be listed on the web page, this application should be received no later than 60 days prior to the tournament date.
2. Granting of Authorized Status – As soon as the tournament is granted Authorized status, a letter of Authorization will be returned to the sponsor, along with a copy of the application letter and a “corrected copy” (if necessary) of the program. These items, all together, provide the authorization for the sponsor to conduct the tournament. All changes and information in the approved draft program must appear in the final printed program. No further changes may be made to the programs without prior written approval from the South Dakota 4-H State Shooting Sports Coordinator.
3. Tournament Cancellation – If an Authorized tournament is canceled, the South Dakota 4-H State Shooting Sports Coordinator must be notified immediately.
4. Category of Competitors – The age categories for 4-H competitors must be used. Specify if only certain categories will be allowed, or if other categories are established for non-4-H competitors.
5. Awards – All awards are furnished by the sponsor. The minimum award schedule must include only the Tournament Winner, that person/team shooting the highest score regardless of category.
6. Entry Fees
 - a) South Dakota 4-H Registration Fee: A fee may be charged to each 4-H competitor by South Dakota 4-H for Authorized tournament.
 - b) Sponsor Entry Fees: The amount of those fees is determined by the tournament sponsor, and must be stated in the program separate of the State fee.
7. Tournament Officials as Competitors – All officials of a South Dakota 4-H authorized tournament, except the Tournament Sponsor and Tournament Director, may compete in that tournament. This is allowed if those officials are otherwise eligible under the published program.
8. 4-H Membership – Active, paid 4-H membership is not required for participation in South Dakota 4-H authorized tournaments. However, sponsors may elect to restrict those persons entering the tournament to 4-H members only, if they wish. This must be specified in the published program.
9. Reports to South Dakota State 4-H – The Tournament Director is responsible for submitting the following reports to the South Dakota 4-H State Shooting Sports Coordinator within 15 days of the cessation of tournament shooting.
 - a) A copy of the tournament registration sheet, showing competitors by name, address, 4-H affiliation (if any), and category.
 - b) A Registration Fee reporting form, showing all 4-H competitors by name and affiliation.
 - c) A remittance of \$5.00 for each 4-H competitor listed in (b), above.
 - d) A copy of any special Match Director’s Bulletins
 - e) A copy of the final tournament scores bulletin.
 - f) The closing time and fees.

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