



**SOUTH DAKOTA STATE
UNIVERSITY EXTENSION**

2025 Fall State 4-H Shoot

Contestant Packet



SEPT. 5-7

Registration deadline: Sept. 1

Mitchell Trap Club • Mitchell, South Dakota

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The Mitchell Trap Club will host the Fall State 4-H Shoot, Sept. 5 - 7 in Mitchell, South Dakota. Youth qualify by participating in a qualification match in their home county, and then registering for the shoot by Sept. 1. Shotgun and Muzzleloading disciplines will participate.

Qualification scores required to participate are:

Shotgun - Trap - Beginner 10/25, Junior 25/50 and Senior 45/75. There is no minimum score requirements for Skeet and Sporting Clays.

Muzzleloading—Junior and Senior a score of 50 on the 50-yard Bullseye target.

Muzzleloading Pistol - There is no minimum score requirement.

Directions to trap club:

The trap club is located just north of the Davison County Fairgrounds, on Havens/254th Ave.



Fees:

All age divisions have the \$20 per event fee (\$20 Trap, \$20 Sporting Clays, \$20 Skeet, \$20 Muzzleloading Bullseye, \$20 Muzzleloading Novelties, and \$20 Muzzleloading Pistol). Fees described below are range fees. The \$20 fee is consistent with spring state shoot fees. These fees are paid as part of your fall shoot bill. Fees charged by the gun club, will include scorers during the tournament and include a charge of \$8.00 per 25 clays. The fees charged by the gun club will be on your fall shoot bill, there is no payment required at the event for event associated charges. Practice rounds can be purchased from the gun club separately; these are not provided as part of the event fees. The gun club will provide score keepers, so the parents and coaches can watch their youth instead of doing those jobs.

Beginners may participate in Trap (50 targets), Skeet (50 targets), and Sporting Clays (25 targets). The registration fee for trap is \$26 (\$16 Trap Fee + \$10 Event Fee) and for sporting clays \$28.00 (\$8.00 Trap fee + 20 Event fee). Skeet cost will be \$36 (\$16 Trap Fee + \$20 Event Fee). **Team rosters must be submitted by email to john.keimig@sdstate.edu by 3 p.m. CDT, Thursday, Sept. 4, 2025.** Team fees will be \$10/per discipline (Trap, Clay, Skeet).

Juniors may participate in Trap (100 targets), Skeet (50 targets), and sporting clays (25 targets). Trap registration is \$52 (\$32 Trap Fees \$20 Event Fee) and sporting clays \$28.00 (\$8.00 Trap Fee + \$20 Event Fee). Skeet cost will be \$36 (\$16 Trap Fee + \$20 Event Fee). **Team rosters must be submitted by email to john.keimig@sdstate.edu by 3 p.m. CDT, Thursday, Sept. 4, 2025.** Team fees will be \$10/per discipline (Trap, Clay, Skeet).

Seniors may compete in trap, sporting clays and skeet. Trap registration (100 targets) is \$52 (\$32 Trap Fee + \$20 Event Fee), sporting clays (50 targets) is \$36 (\$16 Trap Fee + \$20 Event Fee), and skeet (50 targets) is \$36 (\$16 Trap Fee + \$20 Event Fee). **Team rosters must be submitted by email to john.keimig@sdstate.edu by 3 p.m. CDT, Thursday, Sept. 4, 2025.** Team fees will be \$5/per discipline (Trap, Skeet, Clay).

Seniors wishing to be considered for the national team must shoot all three (Trap, Sporting Clays and Skeet). Cost for a senior to try and qualify for National Team \$126 (\$52 Trap, \$36 Sporting Clay, \$36 Skeet).

The competition will be open at 8 a.m. Saturday, September 6, 2025. Shooters must check in by 3 p.m. for all shotgun events on Sept. 6th if they are scheduled to shoot on Saturday. The competition will open at 8 a.m. on Sunday. Clay and skeet shooters must check in by 10 a.m., and trap must be signed up by noon to participate.

Muzzleloader

Muzzleloading is open to junior and senior participants only. Registration is \$20 each. The first line of Muzzleloading will begin Friday Sept. 5th at 3:00 pm. Team rosters must be submitted before any member of a squad fires! **Team rosters must be submitted by email to john.keimig@sdstate.edu by 3 p.m. CDT, Thursday, Sept. 4, 2025.** Team fees will be \$10. Target distance will be shot at 50 yards.

Muzzleloading registration will look different this year as participants will potentially have 3 events to register for. Those events are Muzzleloading Bullseye, Muzzleloading Novelties, and Muzzleloading Pistol (you can do Novelties twice – once in rifle, once with pistol). Each event will have a \$20 fee associated with it. The reason behind this change is to give competitors a chance to clean their equipment between Bullseye and Novelties. This also allows the Muzzleloading events to come closer to covering the cost associated with the event.

Muzzleloading Rifle course of fire for the novelty event will be 10 shots at the animal novelty target (Critic TG0901) followed by 10 shots at the bottles novelty target (Bottle TG2127). The bullseye event will be 20 shots at the bullseye target (Target # 2406).

Muzzleloading Pistol course of fire will be 20 shots per bull target (Target #s TG2415). 20 shots Novelty targets, 10 on Bottles, and 10 on fun target (Target # TG2419 Bottles TG2427).

Note: Pistol sights will be following the Kentucky pistol rules except rear adjustable sights are allowed. Checkered Grips are OK. For both Rifle and pistol, you must drop a rod down the barrel a min of 2 times.

1. Coaches clear misfires with a range officer to observe
How it will happen is the shooter alerts the range officers that there is an issue. Then they will Re Cap with range officer observing and if it fails again then the Range officer will call over the coach and then the coach will work on the Misfire in a designated area with a range officer observing the repairs.
2. Juniors can have a coach with Verbal coaching but NO one other then the participant or other shooters may touch the equipment after the command Load and commence fire is said.
3. Seniors No Coaching they can have other participants spotting for them, the coaches may talk to the spotter but not to the participant. No one touches the equipment other then the participant and other participants after the load and commence fire is said.

4. If the participant does not have a spotter, they can have spotting scopes at the loading area.
5. Juniors and seniors will be separated on the line.
6. Scoring will be at edge of ball

During Target check time No Cell phones allowed in the tent there will be calculators available. Juniors will be first with Coaches allowed and then the seniors will come in without coaches.

How to register for Fall Shoot:

Shotgun Registration

Register through the fairentry website <http://sdstateshoot.fairentry.com>, registration will open on Aug. 1, 2025. All ages will need to register for all events you plan to shoot through the website. You will still be squadded on a first come first serve basis at that time. If you wish to shoot as a team/county all shooters will need to be present and available at the time you are scheduled to shoot. When you arrive on site please come to the clubhouse to “check-in.”

The following times should be allowed for each event: Junior and Senior Trap (100) 70 minutes, Beginner trap (50) 35 minutes, Skeet (50) 75 Minutes, Sporting Clays (50 Senior, 25 Junior and Beginner) 70 Minutes. It will not be possible to shoot all three events in three hours.

Muzzleloading Registration

Register through the fairentry website <http://sdstateshoot.fairentry.com>, registration will open on Aug. 1, 2025. For planning purposes, you should plan that each muzzleloading round at state will take approximately two hours (2 Hours for Bullseye, 2 hours for Novelty). It is not recommended to sign up for shotgun events immediately following. Allow an extra hour in case there is technical difficulties which delays the entire line.

All teams (Shotgun events and Muzzleloading) must be emailed to john.keimig@sdstate.edu by 3 p.m.

Thursday, Sept. 4, 2025. Teams must have a minimum of three participants. If a fourth member is listed that will be treated as an alternate participant, with the lowest score of the four being dropped, during ribbon and placing tabulations. You will need to email your team roster to john.keimig@sdstate.edu, by Thursday, Sept. 4 at 3 p.m.

FairEntry

Your login information for this program will be the same as your 4honline login information. **YOU MUST BE ENROLLED IN 4-H TO BE ABLE TO REGISTER IN THIS PROGRAM.**

Note: If a child is not enrolled by 2:00 pm (CST) on July 31, 2025, it may take a couple day process for them to enroll after. This is because once they submit their enrollment, that enrollment will have to be approved at the county level and we will have to reimport enrolled members into the Fairentry program after the enrollment is accepted. You must be an enrolled 4-H member, being enrolled as a participant is not acceptable, full enrollment is required

Note: if a youth is not enrolled in 4-H by August 1, 2025, at 12:01am, they will be considered as having missed the enrollment deadline. They will need to fill out a missed deadline form (Appendix 1) and submit it to john.keimig@sdstate.edu to be able to compete, there will be a minimum fee of \$35 associated with that missed deadline form. In addition, if match scores have been submitted for that youth while they were not enrolled (Match 4 or 5) there will be an additional need for a form for each of those scores submitted and an additional fee of \$35 per form.

If you are registering for multiple disciplines, please be aware of the travel time between ranges. In addition, lines will not wait for participants. Also, there is no guarantee that you will be able to make up a shooting time if your relay starts without you! The old program used to have some built in checks and balances, to prevent this, that this program does not. **You will be billed for all disciplines registered for regardless of if you get to shoot them or not!**

The three most likely issues that a family will face with Fairentry will be:

1. You are not enrolled
2. You have forgotten your password (only the counties can reset these)
3. You have forgotten to click the final submit button and your order didn't process. You will receive an email (at the email address you have in 4honline) once your registration is complete.

Schedule:

Muzzleloading events will start at 3:00 p.m. on September 5, 2025. All shotgun events will begin at 8 a.m. on Saturday, Sept. 6. Shooters scheduled to shoot on Saturday or wishing to be on the standby list for skeet, must be checked in by 3pm on Saturday. The competition will start at 8 a.m. on Sunday, September 7. Clay and skeet shooters must check in by 10 a.m., and trap must be registered by noon to participate.

It is recommended that you arrive and check in early for your events. If skeet is running ahead, we will try to fill in as many shooters as possible. Seniors are required to shoot skeet, if they are trying for the national team, so they will have priority, but if more shooters can participate, we will try to get as many through as possible.

If you wish to practice, the trap club will be open Friday to buy practice rounds. Practice rounds will be available throughout the event.

A group will have Lunch (noon meal) available on site for purchase on Saturday, September 6. There will be no other concession services available when the lunch group is not there. Plan accordingly for early and late drinks and snacks.

Safety

Muzzleloading requires eye and ear protection be used throughout the competition. Jeans with holes are not acceptable. All holes need to be sealed. Sparks are common and skin protection is required.

Trap, Sporting Clay and Skeet require eye and ear protection to be used throughout the competition. Ear buds which play music are not acceptable forms of ear protection, as they do not allow for range commands to be heard.

4-H shooting sport dress code will be followed. If you do not meet dress requirements you will be excused from the line to go change. The length of time to change will be at the discretion of the Range Officers.

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 an 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!

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.

Consequences:

- Participants—Failure to meet the dress code will result in a) verbal warning and opportunity to fix violation quickly without interrupting the normal speed of the event, or then b) participant removal from the class they are competing in for which they will receive a score of zero in that event. The participant can correct the issue between classes and continue to compete in remaining registered classes. If unable or unwilling to do so, the youth will be considered withdrawn from the event.
- Coaches—Failure to meet the dress code is considered a violation of the volunteer code of conduct. Coaches will receive one warning and the opportunity to quickly adhere to the dress code. If unable or unwilling to do so, the coach will be removed from the event and additional sanctions may be levied.

Skeet

(taken from Skeet Basics – nsc.nssa-nsca.org/skeet-basics/)

The Skeet Field

Today's skeet field varies little from its 1920 beginnings. It has eight shooting stations and two trap houses. Seven of the stations are arranged in a half moon between the two trap houses, and one station is directly between them. The high house, on the left side of the field, throws its targets from a trap 10 feet above the ground. The target rises to a height of 15 feet by the time it travels to the center of the field. The low house target, on the right side, leaves the trap house just 3-1/2 feet from the ground. It also rises to a height of 15 feet by the time it reaches the center of the field.

A Round of Skeet

A round of skeet consists of 25 targets, with 17 shot as singles and 8 as doubles. The first miss is repeated immediately and is called an option. If no targets are missed during the round, the last or 25th target is shot at the last station, low house 8. The shooting sequence is as follows:

- Stations 1 and 2: High house single; Low house single; High house/Low house pair
- Stations 3, 4, and 5: High house single; Low house single
- Stations 6 and 7: High house single; Low house single; Low house/High house pair
- Station 8: High house single; Low house single

Skeet is shot in squads of up to five shooters. They move from station to station around the half moon, ending up in the center, at the end of the round.

Scoring Procedure:

Shooters will need to initial their score sheet after each round. Once the participant has initialed the score sheet and it is turned in, those scores are final. It will not be possible to adjust scores once sheets have been turned in! It is the shooter's responsibility to ensure that their score is reported accurately.

Ribbons

Ribbons according to the following:

Tie breaker for top five places in each age division in Trap:

1. Shoot off, of all available tied participants (with those not present placing after). Shoot Off will occur at the conclusion of events on Sunday (approximately 1 p.m.)

If/When, tied competitors are not available

2. Ties broken by longest streak.
3. If streaks are the same, ties broken by longest streak after a miss.

Trap

Ribbon	Beg	Team	JR	Team	SR	Team
Purple	≥31	≥93	≥80	≥240	≥90	≥270
Blue	25-30	75-92	60-79	180-239	81-89	243-269
Red	17-24	51-74	48-59	144-179	60-80	180-242
White	≤16	≤50	≤47	≤143	≤59	≤179

Sporting Clays

Ribbon	Beg	Team	JR	Team	SR	Team
Purple	≥14	≥42	≥20	≥60	≥40	≥120
Blue	10-13	30-41	15-19	43-59	30-39	90-119
Red	7-9	21-29	12-14	34-42	20-29	60-89
White	≤6	≤20	≤11	≤33	≤19	≤59

Skeet

Ribbon	Beg/JR	Team	SR	Team
Purple	≥35	≥105	≥40	≥120
Blue	30-34	88-104	35-39	105-119
Red	25-29	73-87	30-34	90-104
White	≤24	≤72	≤29	≤89

Muzzleloading

Ribbon	Bottles JR	Bottles SR	Critters JR	Critters SR	Bullseye JR	Bullseye SR	Team Toal JR	Team Toal SR
Purple	≥45	≥55	≥35	≥45	≥70	≥80	≥450	≥540
Blue	40-44	50-54	30-34	40-44	60-69	70-79	390-449	480-539
Red	35-39	45-49	25-29	35-39	50-59	50-69	330-389	390-479
White	≤34	≤44	≤24	≤34	≤49	≤49	≤329	≤389

Muzzleloading Pistol Ribbons (TBD) after event.

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**SOUTH DAKOTA STATE
UNIVERSITY EXTENSION**

South Dakota 4-H Missed Deadline Agreement



Form H-F-21-01
Last revised February 1, 2023

Introduction: Under the 4-H mission of positive youth development, we balance personal responsibility with educational opportunity. We acknowledge that some personal responsibility errors (e.g., forgetting deadlines, incorrect typing) are mistakes, but we also need the individual/family responsible to acknowledge that these errors create additional, unnecessary work for 4-H staff and sometimes contribute to lower enrollment events being cancelled.

Purpose: The Missed Deadline Agreement Form documents that a 4-H member acknowledges and understands the missed State 4-H deadline or project requirement. Further, it provides the 4-H member the opportunity to choose one of the following options:

Option A. *Pay a late fee and still participate in the State event as normal.

OR

Option B. **Participate only at the County level in the event/topic related to the missed deadline.

*Late acceptance flexibility is fully the decision of the State 4-H Office and there are no appeals. Any communication with 4-H professionals to plea, persuade, bribe, etc. will be grounds for membership suspension. The current range in late fees is \$35-\$150, depending on event. No late entries will be considered if within seven calendar days of the event.

**Some missed event deadlines (e.g., State Fair and State Dog Show registration, Summer Camp) do not allow for an option B as there is no remaining County level participation equivalent in most locations.

Examples of the State event deadlines/requirements most frequently missed (annual deadline estimate shown in parentheses):

- Summer Camp registration (early May)
- 4-H Membership enrollment deadline (late May)
- Animal Identification in 4HOnline (late May)
- ***Horse Livestock Literacy Event completed (late May)
- ***Youth Livestock Literacy Event completed (late June)
- State Horse Show registration (late June)
- State Dog Show or State Fair registration (early August)
- Livestock Judging and Skill-a-thon registration (early September)

***Note: if a youth did not participate in Youth Livestock Literacy event or the Horse Literacy Event by the specified date above, they can participate in the County or State event only if they have completed the requirement before the event begins.

----- To be completed by County 4-H Professional -----

Today's date: _____ County: _____ Option selected (type A or B): _____

Deadline/requirement missed: _____

Helpful notes: _____

Authorized Signatures: By signing this document, I am acknowledging that I have missed a State 4-H Deadline/Requirement, thereby choosing to pay the late fee or forfeiting my ability to participate at State Events controlled by said State Deadline/Requirement.

4-H Member (print) _____ (sign) _____

Parent/guardian (print) _____ (sign) _____

County 4-H Professional (print) _____ (sign) _____

Once completed, a copy of this document must be emailed immediately by the County 4-H professional to sdsu.4h@sdstate.edu. If the member has selected Option A, late fee payment instructions will follow once the case has been considered. If approved, the member will not participate until the fee has been received. The late fee must be received prior to the event. If denied, the member will revert to Option B or non-participation, whichever is appropriate.

This form replaces the Local (County) Event Participation Agreement used prior to 2021.

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