



SOUTH DAKOTA STATE
UNIVERSITY EXTENSION



2026 Fall State 4-H Shoot

Contestant Packet

SEPTEMBER 11-13

Registration deadline: September 2

Mitchell Trap Club • Mitchell, South Dakota

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2026 Fall State 4-H Shoot *Contestant Packet*

The Mitchell Trap Club will host the Fall State 4-H Shoot, Sept. 11-13 in Mitchell, South Dakota. Youth qualify by participating in a qualification match in their home county, and then registering for the shoot by Sept. 2. 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 sdsu.4h@sdstate.edu by 12:00 p.m. CDT, September 10, 2026.** 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 sdsu.4h@sdstate.edu by 12:00 p.m. CDT, September 10, 2026.** 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 sdsu.4h@sdstate.edu by 12:00 p.m. CDT, September 10, 2026.** 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 12, 2026. Shooters must check in by 3 p.m. for all shotgun events on Sept. 12th 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. 11th at 3:00 pm. Team rosters must be submitted before any member of a squad fires! **Team rosters must be submitted by email to sdsu.4h@sdstate.edu by 12:00 p.m. CDT, September 10, 2026.** Team fees will be \$10. Target distance will be shot at 50 yards.

Muzzleloading participants have the opportunity to register for 3 events. 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. This gives 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 <https://fairentry.com/Fair/SignIn/23315>, registration will open on August 5, 2026.. 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 <https://fairentry.com/Fair/SignIn/23315>, registration will open on August 5, 2026.. 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 sdsu.4h@sdstate.edu by 12:00 p.m.

CDT, September 10, 2026. 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 sdsu.4h@sdstate.edu by September 10 by 12:00pm CT

FairEntry

FairEntry help sheet is available in Appendix A in the back of this document. There is also a help sheet of available time slots in Appendix B for planning purposes. Your login information for this program will be the same as your 4-H Online 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 3:00 p.m. CT on August 1, 2026, they will be ineligible to compete in the 2026 fall shoot. No missed deadline agreements will be issued. You must be an enrolled 4-H member, being enrolled as a participant is not acceptable, full enrollment is required!

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

- You are not enrolled
- You have forgotten your password (only the counties can reset these)
- 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 4-H Online) once your registration is complete.

Teams

Team rosters must be submitted to sdsu.4h@sdstate.edu by Thursday, September 10, 2026, at Noon (CDT).

Teams must be a minimum of three participants, and a maximum of four participants (only top 3 scores count) and the team must be made up of kids of the same age (BEG, JR, SR) shooting the same thing (Trap, Skeet, Muzzleloader, etc.). South Dakota 4-H Shooting Sports Rules and Resources

For additional Shooting Sports, rule, resources and contestant information, visit: <https://extension.sdstate.edu/state-shooting-sports-rules-and-resources>

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!**

Schedule:

Muzzleloading events will start at 3:00 p.m. on September 10, 2026. All shotgun events will begin at 8 a.m. on Saturday, Sept. 11. 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 12. 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.

Food Vendor

A group will have Lunch (noon meal) available on site for purchase on Saturday, September 12. 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.

National Team selection requirements: Shotgun

Qualify and shoot Trap at the state shoot event. Team selection occurs the fall before the calendar year competition. (Ex. 2022 team selected in September 2021). Youth must still be 4-H age (18 or under) at the time of national competition. Shoot Sporting Clays at state shoot. Shoot Skeet at state shoot.

National Team selection requirements: Muzzleloading

Qualify in Muzzleloading Bullseye and shoot the entire Muzzleloading event during the fall shoot. Team selection occurs the fall before the calendar year competition. (Ex. 2022 team selected in September 2021). Youth must still be 4-H age (18 or under) at the time of national competition Youth selected to be on the National Teams will be notified two weeks after the event (or sooner), by email. At that time details about the trip (costs, travel details, etc.) will be sent.

Appendix A: FairEntry - How to Register for State Shooting Sports

If you have questions regarding registration, please contact your county 4-H office and they will reach out to the State 4-H Office for guidance as needed.

Finding the event and logging in:

- Go to the assigned URL to register for county and state events: <https://fairentary.com/Fair/SignIn/23315>
 - If the URL does not work, you can go to Fairentary.com and select “Find my fair” on the top right hand of the screen. Search for State Shoot and then select the 2026 SD 4-H State Shoot.
- Select that you would like to participate as an exhibitor.
- Enter your login email address and password from 4-H Online
 - County offices can reset passwords for families that may have forgotten
- Click “Login”
- Click on “Begin Registration”

Registering a youth participant:

- Click on individual
- Select the family member you would like to register by selecting the radio button
- Click “Continue”
- Answer any questions asked on #4 and click continue
- Review Exhibitor Information for accuracy
- Click “Continue to entries”
- Click on Add an Entry
- Select the “Department” aka discipline you would like to register and click select
- Select division you want to enter (e.g. Pistol has a division option of air or 22)
 - Note: BB Gun can be found under the rifle “department”
- Select class you want to enter (e.g. Silhouettes or .22 pistol) and click continue.
- Select your club and click continue.
- Additional Question for each entry: Time Frame.
 - This is where you will be given the opportunity to select the time frame you would like to compete in this discipline. Click continue once your time has been selected
 - **Please note all times are central time!**
- Once you have completed an entry, you can select add another entry and repeat steps 7 – 12 or register another exhibitor
- Once you have registered for all disciplines and exhibitors, click on continue to payment.
- Review the entries and click on continue.
- On the payment method, click on continue.
- On the confirm tab, click submit.
 - If you do not click on submit, your entries will not be submitted, and the youth does not have confirmed entries.
 - If a time change is needed for the youth, please contact your County Extension Office to update the time frame selected.



2026 Hunting Team Application Contestant Packet

The National 4-H Shooting Sports Championships will be held on June 20 - 25, 2027. South Dakota will send a Hunting Team made up of 4 youth to next summer's event. This application will show your interest in selection to the team. If selected for the team there will be an expectation to attend/participate in practice sessions if/when scheduled. The national trip is self-funded, except for registration, trading pins and state shirt which are provided by the State Committee.

This is a skill and knowledge-based contest including animal identification (wings, fur, and skulls), orienteering and map reading, and hunting knowledge (based on the NRA Hunting guide), as well as shooting ability. The 2025 hunting contest included 3D (Archery), Hunting Clays (Shotgun) like a walk-through sporting clays course, and Paper Animal Targets (Rifle). A basic comfort level with all three disciplines would be helpful but is not required.

Part of the selection formula is the completion of a test. **The test will be administered at 1:00 p.m. September 12, 2026, at the club house of the Mitchell Shotgun Range, during Fall Shoot.** All applicants must take the hunting skills test at that time. There will be no exceptions!

Please include a reference letter from one of your shooting sports coaches with this application. Applications are **due September 1, 2026, via email to regina.bakley@sdsu.edu and sdsu.4h@sdsu.edu**. Incoming Seniors (current JR's aging up to SR) may apply. Current Seniors will have preference on team selection.

Name:

Contact email:

County:

Years in Shooting Sports:

Age as of 1/1/2027:

What disciplines are you currently involved in?

Discipline	Number of Years Involved	Rank your Strongest Disciplines 1-5 (1 being the strongest, 5 being the weakest)
Archery (Compound, Recurve)		
Shotgun		
Muzzleloading		
Rifle (22, Air)		
Pistol (22, Air)		

Previous National Team Experience (Team/Year):

Why would you be interested in being on the “Hunting Team”?

Member Signature

Parent Signature

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