

2009 Handbook

ARKANSAS YOUTH



Shooting Sports

ARKANSAS GAME AND FISH COMMISSION

PROGRAM





Keeping the Natural State natural.

Arkansas Game and Fish Commission
2 Natural Resources Drive
Little Rock, Arkansas 72205
(501) 223-6300 or (800) 364-GAME
FAX (501) 223-6448
www.agfc.com

Arkansas Youth Shooting Sports Program Handbook

AGFC Education Division

Contents

General Requirements

Rule 1.1 – Statement of Purpose	7
Rule 1.2 – Season	7
Rule 1.3 – Sanctioned Shooting Activities.	7
Rule 1.4 – Participant Conduct	7
Rule 1.5 – Divisions	8
Rule 1.6 – State Coordinator	8
Rule 1.7 – Applicability of Rules	8
Rule 1.8 – Exceptions.	8

Teams

Rule 2.1 – Team Composition	9
Rule 2.2 – Competing on Multiple Teams.	9
Rule 2.3 – Coaches	9
Rule 2.4 – Minimum Requirements.	9
Rule 2.5 – Squads	10
Rule 2.6 – Regular Practices	10
Rule 2.7 – Registration.	11
Rule 2.8 – Eye and Ear Protection	11
Rule 2.9 – Toe Pads Prohibited	11

continued

Competition

Rule 3.1 – Shoots and Regional Meets	12
Rule 3.2 – Event Coordinators	12
Rule 3.3 – Judges and Scorers	12
Rule 3.4 – Other Memberships	13
Rule 3.5 – Eligibility.	13
Rule 3.6 – Sub-Events	13
Rule 3.7 – Competition Field	13
Rule 3.8 – Trap Field Midpoint	13
Rule 3.9 – Firing Positions	13
Rule 3.10 – Course of Fire	14
Rule 3.11 – Firing Line	14
Rule 3.12 – Firing.	14
Rule 3.13 – Shot Tracking	15
Rule 3.14 – Coaching.	15
Rule 3.15 – Shotguns	15
Rule 3.16 – Shotshells	15
Rule 3.17 – Range Safety	16
Rule 3.18 – Trap Machines	16
Rule 3.19 – Targets.	17
Rule 3.20 – Target Flight	17
Rule 3.21 – Inclement Weather	17

Scoring

Rule 4.1 – General Scoring	18
Rule 4.2 – Scoring Marks.	18
Rule 4.3 – Calling Scores and Pulls.	18
Rule 4.4 – Excess Targets.	18
Rule 4.5 – Dead Targets.	18
Rule 4.6 – Illegal Targets	19
Rule 4.7 – Lost Targets	19
Rule 4.8 – Failure to Fire	19
Rule 4.9 – No Target	19

Rule 4.10 – Ties	20
Rule 4.11 – Protests	21
Rule 4.12 – Disqualification	21

Appendix A

Competition Protocol	23
--------------------------------	----

Appendix B

Trap Field Layout	25
-----------------------------	----



General Requirements

Rule 1.1 – Statement of Purpose

The Arkansas Game and Fish Commission recognizes that today's youth will be tomorrow's sportsmen. Shooting sports, like many outdoor activities, are great sources of fun and relaxation when practiced safely and responsibly. The Arkansas Youth Shooting Sports Program is focused on providing a fun, safe environment for participating in shooting sports and reconnecting kids with the joy of being outdoors. The AYSSP will raise awareness of conservation related sports, promote safety and responsibility, and raise self-esteem.

Rule 1.2 – Season

The AYSSP season begins February 1 and ends on July 31 each year.

Rule 1.3 – Sanctioned Shooting Activities

Unless otherwise specified, trap shooting is the officially sanctioned shooting sport of the AYSSP. Sanctioned competitions in the AYSSP will be based exclusively on trap shooting.

Rule 1.4 – Participant Conduct

- (A) All participants, coaches, parents, and spectators are expected to conduct themselves in an exemplary manner at all times by displaying courtesy, consideration, and good sportsmanship to all team members, coaches, competitors, and shoot officials.
- (B) Breaches of the spirit as well as the letter of the rules constitute grounds for suspension or expulsion from the AYSSP.
- (C) “Cherry picking” individuals to form an “all-star” team is strictly prohibited. Putting together a team which does not meet the regular practice criteria stated herein is a violation of the rules and is expressly prohibited. Violators of this rule will be disqualified.
- (D) Participants who, in the opinion of the scorer, judge or event

General Requirements

coordinator, engage in unsafe behavior or violate any safety rule may be disqualified from further participation.

Rule 1.5 – Divisions

- (A) The AYSSP has two divisions, junior and senior.
- (B) The Junior Division is comprised of participants currently enrolled in grades 6-8.
- (C) The Senior Division is comprised of participants currently enrolled in grades 9-12.
- (D) Participants from different divisions may not compete on the same team in an official AYSSP competition.
- (E) Home-schooled students compete in the division in which they would compete if they were currently enrolled in school. Home-schooled students 15 years of age or older must compete in the Senior Division.

Rule 1.6 – State Coordinator

- (A) The AYSSP State Coordinator operates the AYSSP on a day-to-day basis and serves at the pleasure of the Director of the Arkansas Game and Fish Commission.
- (B) The State Coordinator is the final arbiter of all decisions relating to the interpretation of these rules. Decisions of the State Coordinator are final, binding, and nonappealable. Registering with the AYSSP as an individual or coach constitutes acknowledgement and acceptance of these rules.

Rule 1.7 – Applicability of Rules

All AYSSP activities shall be conducted in accordance with these rules.

Rule 1.8 – Exceptions

The State Coordinator may, in extraordinary circumstances, grant a waiver or allow a special exception to the rules. Such waivers or exceptions shall be made only when doing so is in the best interest of the AYSSP.

Teams

Rule 2.1 – Team Composition

All participants must be members of an AYSSP team. Teams may be, but need not be, comprised solely of participants from a school. Students attending schools with official teams are encouraged to shoot for the school team. Teams comprised of 4-H, Boy Scouts, Girl Scouts, other organizations, or interested individuals are welcome to participate in the AYSSP as well.

Rule 2.2 – Competing on Multiple Teams

Competing on multiple teams is prohibited. A participant may only compete on a single team each season. Once an individual is registered with a team, the decision is final and irrevocable unless the team dissolves prior to the expiration of the season.

Rule 2.3 – Coaches

- (A) Each team must have a coach aged 21 years or older.
- (B) Each coach's primary responsibility is to ensure the safety of all participants by emphasizing the safe handling and use of firearms.
- (C) Coaches who engage in unsafe practices, or who do not meet the conduct requirements of these rules, may be suspended or expelled.
- (D) Coaches must be certified through a shooting sports safety training program approved by the State Coordinator. The coach must attend the program during the 12 months preceding the state tournament, or be in good standing with a current update sheet on file in the Little Rock Headquarters.
- (E) Coaches should maintain a ratio of one adult for each five participants during practices or competitions.

Rule 2.4 – Minimum Requirements

- (A) Teams must have at least five members.

continued

Teams

- (B) There is no upper limit on the number of members that can be registered per team.
- (C) Teams that began with five or more members but have less than five members after registering may not compete in state or regional competitions or be eligible for grant assistance.

Rule 2.5 – Squads

- (A) Teams will compete by squads, each of which shall be comprised of five participants.
- (B) Teams may have as many squads as they can fill.
- (C) Participants may shoot on only one squad per competition.

Rule 2.6 – Regular Practices

- (A) Coaches must schedule a minimum of five team practices.



- (B) Each practice must be held on a separate day; at least one per month is suggested.
- (C) Each participant must shoot a minimum of 25 targets at each practice.
- (D) Participants must participate in at least five team practices in order to be eligible to participate in the state championship.
- (E) Regional and state competitions cannot be counted as practices.

Rule 2.7 – Registration

- (A) All teams must register with the State Coordinator.
- (B) Only coaches may register teams, and all teams and participants must register with the State Coordinator by the deadlines established by the State Coordinator each season.
- (C) Registration, parental consent forms, and any other required forms must be filed with the State Coordinator each season. No team or individual will be considered registered until the State Coordinator receives all completed, applicable forms.
- (D) Parental consent forms are required from parents or guardians even if the individual participant is 18 or older.
- (E) Each individual, by registering as a team member or coach, agrees to abide by the rules of the AYSSP and acknowledges that the decisions of AYSSP officials are final.

Rule 2.8 – Eye and Ear Protection

All AYSSP participants and coaches must wear appropriate eye and ear protection during all practices and competitions while standing within the competition field.

Rule 2.9 – Toe Pads Prohibited

The use of toe pads or the resting of firearm barrels on any part of the foot is strictly prohibited.

Competition

Rule 3.1 – Shoots and Regional Meets

- (A) A shoot is a competition between two or more teams.
- (B) A regional meet is a shoot in which the squads from a defined geographic region qualify for the state championship.
- (C) The State Coordinator shall determine the boundaries of all regions.
- (D) Unless otherwise allowed by the State Coordinator, notification of shoots shall be made to the State Coordinator no less than 3 days prior to the date of the shoot.

Rule 3.2 – Event Coordinators

Event coordinators are those persons designated by the State Coordinator to be in charge of a shoot, regional competition, or state competition.

Rule 3.3 – Judges and Scorers

- (A) Each shoot and meet must have at least one judge and one scorer for each competition field.
- (B) All judges and scorers must be familiar with the AYSSP rules, adequately trained to call targets, and, with regard to scorers, to correctly record scores.
- (C) The scorer's responsibility is to record the score of each shot, tabulate the cumulative score for each participant and squad, and rule on shot result appeals from the judge.
- (D) The judge's responsibility is to activate the trap machine when a participant calls for a target and rule on each shot and apply the AYSSP rules during the competition.
- (E) All judges and scorers must be provided an unobstructed view of the participants and competition field.

Rule 3.4 – Other Memberships

No participant shall be required to be a member of any club or facility in order to participate in an AYSSP competition.

Rule 3.5 – Eligibility

- (A) All properly registered team members are eligible to compete in AYSSP events.
- (B) Only registered AYSSP participants may participate in AYSSP competitions and practices. Violations of this rule will result in the expulsion of a team from the AYSSP.

Rule 3.6 – Sub-Events

A sub-event consists of 25 targets shot on any one field at one time, with one full rotation of five shots at all five posts by each participant.

Rule 3.7 – Competition Field

- (A) The competition field begins at a line 20 yards behind post 3.
- (B) During an event, only judges, scorers, and participants are allowed within the competition field. Unauthorized entry by participants, coaches, or spectators into the competition field may be grounds for disqualification.

Rule 3.8 – Trap Field Midpoint

The trap field midpoint is a point 16 yards directly in front of post 3.

Rule 3.9 – Firing Positions

- (A) There shall be five firing positions, or posts, numbered 1 to 5, left to right, spaced three yards apart with each post sixteen yards behind the trap field midpoint.
- (B) Firing begins with the participant at post 1, known as the first shooter. The other participants will fire in post order after the first shooter. After all five participants have fired five times from each post, the judge will command the participants to move to the next post. The first shooter will then proceed to post 2, the second shooter to post 3, and so on with the fifth shooter proceeding to post 1. The process will be repeated until all participants have fired five shots from each post.

Competition

- (C) During each round, the first shooter will always fire first regardless of the numerical order of his post. For example, when the first shooter moves to post 2 after the first round is complete, he will shoot first from post 2 to begin the next round. No other shooter than the first shooter should begin a round.

Rule 3.10 – Course of Fire

- (A) The course of fire for a Senior Division competition shall include two 25-target sub-events for a total of 50 targets consisting of ten rounds from each of the five posts.
- (B) The course of fire for a Junior Division competition shall include one 25-target sub-event for a total of 25 targets consisting of five rounds from each of the five posts.
- (C) Unless otherwise directed by the State Coordinator, all divisions will fire 25 targets in bracket-style play.

Rule 3.11 – Firing Line

- (A) When firing, the participant's feet must be behind the firing line. The participant must stand with at least one foot on an imaginary line drawn through the trap field midpoint and continuing through the center of the post, or have one foot on each side of the line.
- (B) Exceptions may be granted by the judge due to inequalities in the shooting platform.
- (C) Wheelchair participants shall position their chairs so that the centers of mass of their bodies are over the place where they would stand as required if no chairs were used.

Rule 3.12 – Firing

- (A) All participants will fire in an expeditious manner, avoiding unnecessary delay.
- (B) All participants should be ready to enter the competition field at least 45 minutes before their scheduled firing time.
- (C) It is the responsibility of the judge to see that the participants change posts at the proper time.
- (D) No member of a squad shall move toward the next post or leave the field until the squad member who is last has fired his or her final shot

of the current post's specified number of targets.

- (E) Only the first five legal shots from a post will be scored.

Rule 3.13 – Shot Tracking

Shot tracking, defined as the tracing with the shotgun's barrel the flight of a target called by another participant, is prohibited.

Rule 3.14 – Coaching

Coaching by either coaches or spectators is not permitted while participants are on the field and may serve as the basis for disqualification. Coaching is only permitted before and after rounds are completed and may not cause any delay in the competition. Calling shots or advising on distance or shot placement during a sub-event is prohibited.

Rule 3.15 – Shotguns

- (A) Only shotguns with bore sizes of 12 or 20 gauges in a safe and serviceable condition are allowed.
- (B) Shotguns with release triggers are prohibited.
- (C) With the exception of a malfunction, participants may only use one shotgun throughout an event.
- (D) Choke tubes or shotgun barrels may not be changed during any sub-event.
- (E) Lenses, optics, or other shooting scopes are prohibited.

Rule 3.16 – Shotshells

- (A) Each participant is responsible for furnishing an adequate number of his or her own shotshells for events other than regional or state competitions.
- (B) Shotshells must meet the following specifications:
- (1) A maximum shot charge of $1\frac{1}{8}$ ounce cannot exceed a velocity of 1,290 feet per second (ft/s);
 - (2) A maximum shot charge of 1 ounce cannot exceed a velocity of 1,325 ft/s; and,
 - (3) A maximum shot charge of $\frac{7}{8}$ ounce cannot exceed a velocity of 1,350 ft/s.

Competition

- (C) Loads with a shot charge greater than $1\frac{1}{8}$ ounces or containing shot larger than No. 7½ are prohibited.
- (D) Shotshells must be factory loads; reloads are strictly prohibited.
- (E) Loads containing nickel or copper coated shot, tracer loads, or black powder are prohibited.

Rule 3.17 – Range Safety

- (A) During regional and state competitions, the AYSSP will furnish shotshells to all participants. All participants will be required to use the furnished shotshells.
- (B) Shotshells will be given to participants by a range official as they enter the competition field for a sub-event. Under no circumstances will participants keep live ammunition on their person beyond the competition field.
- (C) Except while on the firing line, all participants must keep firearms unloaded with actions open.
- (D) Unless otherwise permitted by the State Coordinator, no participant will load a shotshell into his or her firearm until the previous shooter has taken his or her shot. At no time will anyone load a shotshell into a firearm at any location other than the firing line. Loading a firearm at a location other than the firing line will result in disqualification.
- (E) All participants, coaches, and spectators will follow the instructions of the judges, scorers, or event coordinator.
- (F) Trap machines shall be adjusted that, within the normal distribution of angles as thrown by the trap machine, the angle shall not be less than 17 degrees measured to the right of center, and not less than 17 degrees to the left of center, with a total angle between outside target limits of not less than 34 degrees.



Rule 3.18 – Trap Machines

Trap machines which throw targets at unknown angles shall be used. The State Coordinator, in his discretion, may specify particular models of trap machines to be used in AYSSP events.

Rule 3.19 – Targets

- (A) Targets should not measure more than $4\frac{5}{16}$ " in diameter, $1\frac{1}{8}$ " in height, and weigh between 95 and 105 grams.
- (B) Unless otherwise deemed necessary by the State Coordinator or the event coordinator, targets used during competitions shall be biodegradable targets with an orange dome.

Rule 3.20 – Target Flight

- (A) Targets shall be thrown not less than 49 yards or more than 51 yards.
- (B) Targets shall be between 8 feet and 10 feet high when 10 yards from the trap field midpoint.
- (C) Target flight may be affected by weather conditions. Evaluation of target flight during a sub-event is in the sole discretion of the judge and is not subject to review or protest.

Rule 3.21 – Inclement Weather

- (A) Events will be canceled due to inclement weather if, in the opinion of range officials, the inclement weather poses a safety risk.
- (B) If regional or state competitions are canceled or postponed due to inclement weather, the inclement weather policy developed by the State Coordinator shall apply.

Scoring

Rule 4.1 – General Scoring

- (A) The official score is kept by the scorer on an official score sheet.
- (B) The judge's decision on whether a target is dead or lost is subject only to the review of the scorer.
- (C) The score sheet shall show the scores earned in each event or sub-event.
- (D) The scores sheet of the competition shall be official and shall solely govern all scores, standings, awards, and records of the competition.

Rule 4.2 – Scoring Marks

- (A) If the scorer rules a target dead or lost, the scorer shall promptly mark “X” for dead and “O” for lost.
- (B) Any target scored other than clearly with X or O, or which appears to be scored with both an X and O, shall be lost unless the word “DEAD” is clearly printed beside it.

Rule 4.3 – Calling Scores and Pulls

- (A) After each shot, the judge will announce the score of the shot.
- (B) After the shot score is announced, the shooter at the next post may call for a target.
- (C) The official score will be kept on the score sheet and open to examination by the participant. Participants may examine their scores before the score sheets are sent to the leader board.

Rule 4.4 – Excess Targets

Should more targets be fired in a sub-event than the event calls for, the excess targets of the sub-event will not be scored.

Rule 4.5 – Dead Targets

A dead target is one that is fired upon and has a visible piece broken from it.

Rule 4.6 – Illegal Targets

An illegal target is a target that, in the sole opinion of the judge, is not within the prescribed angle or height limits, broken, or off-color.

Rule 4.7 – Lost Targets

A target shall be considered lost when:

- (A) A participant fires and fails to break the target by either missing the target completely or causing only dust to fall from it without breaking any perceptible piece of the target;
- (B) A whole target appears promptly after a participant's recognizable command and the participant voluntarily does not fire;
- (C) A participant fires from in front of the firing line; or,
- (D) An illegal target is fired at and missed.
- (E) If a participant withdraws or is otherwise disqualified before or during a sub-event, the scorer shall rule all subsequent targets as lost and they shall be scored and reported accordingly.

Rule 4.8 – Failure to Fire

- (A) Participants will be allowed two failures to fire for any reason other than that stated in Rule 4.7(B) during each sub-event.
- (B) When the first or second allowable failure to fire in any sub-event occurs, the participant shall be allowed to call for and fire at another target and the result of the shot will be scored accordingly.
- (C) Whenever an allowable failure to fire occurs, the scorer shall mark "F1" or "F2" on the score sheet in the space where that target is scored along with the score for that target. After two allowable failures to fire, any subsequent failures to fire at called, legal targets in the same sub-event shall be scored as lost.

Rule 4.9 – No Target

The judge shall rule "no target" and allow another target when:

- (A) An allowable failure to fire occurs;
- (B) An illegal target is thrown, unless fired upon;
- (C) A whole target appears on the call of the participant along with target debris;

Scoring

- (D) A participant shoots out of turn;
- (E) Two participants fire at the same target;
- (F) The trap machine is activated without any call of pull, or when it is activated at any material interval of time before or after the call of the participant, provided that the participant does not fire. If the participant fires, the result must be scored;
- (G) The judge shall immediately call “no target” as quickly as possible after he or she determines that any of the foregoing conditions apply.



Rule 4.10 – Ties

- (A) In the event of a tie between or among squads for 1st, 2nd, or 3rd place or for an opportunity to advance in a competition, the total number of all targets scored during the competition will be used to determine the place of finish.
- (B) If the squads have the same total score during the competition, a shootoff round will proceed as follows:
 - (1) One member of each squad shoots five targets from post 1.
 - (2) The squad with the most targets scored dead is the winner.
 - (3) If a tie still exists, different representatives from each squad will shoot from post 1 until a winner is determined.
 - (4) No squad member may shoot again in the shootoff round until all other squad members have shot at least once.
 - (5) If a tie remains after all participants have fired five shots from a post, all participants shall move to the next post. The shootoff procedure will be repeated until a winner is determined.

Rule 4.11 – Protests

- (A) Protests concerning shot scoring shall be made immediately following the contested shot to the scorer. The scorer will render a decision on the score at that time. The scorer's decision is final. The scorer may consult with the judge in making his decision.
- (B) Protests concerning tabulation errors of the total score must be made immediately after the close of the sub-event to which such scores relate.
- (C) Appeals may be made to the event coordinator concerning tabulation errors, but not shot scoring. The event coordinator's decision is final.
- (D) Protests may only be made by a participant who competed in the event or the aggrieved participant's coach.

Rule 4.12 – Disqualification

- (A) Any participant, including coaches, may be disqualified at any time by the scorer, judge, or event coordinator whenever the following prohibited conduct is brought to his or her attention:
 - (1) If, in the opinion of the scorer, judge, or event coordinator, the individual disrupts the event;
 - (2) Participants fail to timely report for competition;
 - (3) A participant discharges a firearm at any place other than the regular firing line;
 - (4) If, in the opinion of the scorer, judge, or event coordinator, the individual behaves in other than a sportsmanlike manner such as physical abuse, verbal abuse, or threats of any type directed to any person;
 - (5) If, in the opinion of the scorer, judge, or event coordinator, the individual interferes with the management of the event;
 - (6) If a participant or coach continues to argue a protest after a final decision is made;
 - (7) If, in the opinion of the scorer, judge, or event coordinator, the individual is under the influence of alcohol or drugs; or,
 - (8) Any other conduct which, in the opinion of the scorer, judge, or event coordinator, casts the AYSSP in disrepute.

continued

Scoring

- (B) Disqualified individuals must immediately leave the competition field.
- (C) All disqualifications shall be reported to the State Coordinator. The State Coordinator may expel or suspend an individual or team from the AYSSP on the basis of the disqualification or other conduct which, in his opinion, casts the AYSSP in disrepute.

Appendix A

Competition Protocol

The following protocol will be used by range officials to conduct a sub-event:

- (1) Range officials will ensure that range equipment is operating in a safe condition and that the trap machine is loaded with sufficient conforming targets to complete the sub-event, if possible.
- (2) The judge will say, “Squad One (insert applicable squad name) please enter the competition field. Set all shotguns to the safety position, open all actions, and place your shotguns in the holding rack.” The squad members will enter the competition field.
- (3) The judge will introduce himself and the scorer and briefly describe their responsibilities. The judge will then go over range procedures and safety rules, specifically relating that participants may only



Competition Protocol

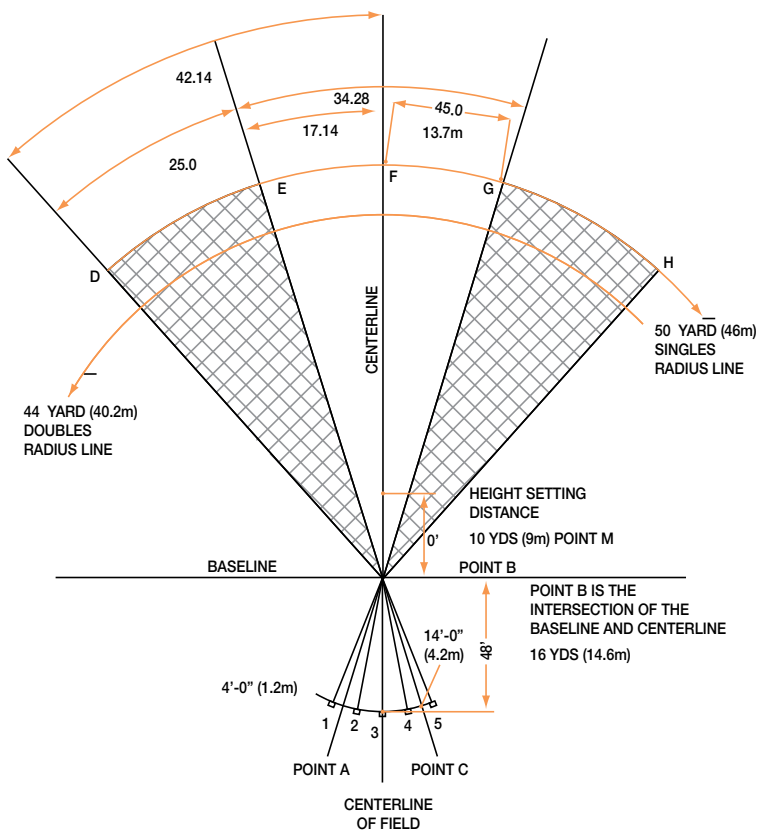
chamber a shotshell after the previous shooter has taken his or her shot. The judge will remind the coaches that no coaching is permitted during the sub-event.

- (4) The coaches will introduce the squad members to the scorer along with the desired shooting posts.
- (5) The judge will ask if there are any questions. Seeing none or answering those that are asked, the judge will ask coaches to leave the competition field.
- (6) The judge will tell squad members to pick up their shotguns from the holding rack and move to their respective positions on the firing line with actions open.
- (7) Once all participants have assumed the correct posts on the firing line, the judge will ask that all shotguns be set to the firing position.
- (8) The judge will begin the sub-event by saying, "Shooter One, begin when ready."
- (9) The competition will begin.
- (10) After each participant has fired five shots from his or her respective post, the judge will instruct the squad to change positions.
- (11) A loud sounding device, such as an air horn or whistle, will be administered if the competition needs to stop for safety, scoring, or any other problem which demands the attention of the range officials. The sub-event will be restarted at the point at which it was interrupted.
- (12) At the end of the sub-event, the judge will ask the participants to return their shotguns to the safety position, open all actions, and exit the competition field.
- (13) The scorer will tabulate the scores, which may then be disclosed to participants and coaches. Scores will be forwarded at the close of the competition to the appropriate official.

Appendix B

Trap Field Layout

“Point B” in the above diagram is the trap field midpoint.



Notes

A series of horizontal dotted lines for taking notes.



Keeping the Natural State natural.

Arkansas Game and Fish Commission
2 Natural Resources Drive
Little Rock, Arkansas 72205
(501) 223-6300 or (800) 364-GAME
FAX (501) 223-6448
www.agfc.com