

# Florida 4-H State Shotgun Match

When: March 22<sup>nd</sup> 2025

Where: Jacksonville Clay Target Sports Range  
12125 New Berlin Rd, Jacksonville, FL 32226

Registration: December 1, 2024 – March 7th, 2025 through 4-H Online

Cost: \$100.00

Format: The State Shotgun Match is a 150-target event open to any eligible Senior or Intermediate Florida 4-H member. Participants will shoot two rounds of 25 clays for skeet and two rounds of 25 clays for trap, and 1 round of 50 Clay Sporting Clay. Participants will be randomly selected for squads that will not be based on county groups or participant preference, but will focus on maximizing range use. NOTE: eye/ear protection are mandatory.

Check-in: 8:45 – 9:30am All participants must be preregistered - no registration will be accepted onsite. One adult leader from each county should check in county groups. A brief orientation will be held at 9:30 am and is required for all participants.

Schedule: 8:45 – 9:30am Check-in  
9:15 – 9:30am Coach's meeting  
9:30– 9:45am General Orientation  
9:45 – till finished Competition

Awards: Individual Ribbons for each Game will be given for 1st-5th for each age group  
The top 3 Individual combined score will get a receive a trophy for each age group  
Team Medallions will be given for overall performance for each age group

Notes: The National Team may be determined after the event.

Food – There will be a food vendor on site. There will be no break for lunch; participants should eat when their shooting schedule permits.



**4-H Youth Development**

# SHOTGUN EVENTS

- Release triggers are NOT permitted.
- Ties will be broken by shoot-off for top 5 individuals and top 3 teams only. Team shoot-offs are done with all team members. If a team consists of 4 individuals, only the top 3 scores will count toward the tiebreaker.
- In shotgun, all targets will be pulled by hand
- All shotguns must be opened immediately upon being uncased with the muzzle(s) pointed in a safe direction until they are placed in the racks on the range. Shotguns must be carried from station to station with the action open and the muzzle(s) pointed in a safe direction.
- Squadding: Trap, Sporting Clays and Skeet will be mixed squadding.
- Once final scores are announced and posted, competitors have 15 minutes to challenge their score.
- Coaches and parents are not allowed to touch the firearm or any part of the firearm, including chokes, while the competitor is shooting in competition unless there is a gun malfunction and has permission from a Range Officer to handle the firearm.
- Competitors should be knowledgeable and proficient in the safe use of the equipment, and knowledgeable of the general rules of the events and/or games. Match and/or range officials may dismiss or disqualify any competitor if he/she believes the competitor does not demonstrate the basic proficiency and knowledge required.

## **New Multi-Event Scoring Per National 4-H Shooting Sports Committee**

The National 4-H Shooting Sports Committee has developed a new, easier way to score multievent matches such as the State Match. In continuance of our commitment to model the Florida Shooting Sports Program after the National Shooting Sports Committee match operations, we are adopting the new scoring procedure. This new procedure is easier to understand and implement. Overall individual awards are determined by adding where an individual ranked in the events. The lowest combined score would be the overall State match winner in each division.

*For example,*

- Competitor A is ranked 1st on first event, 4th on the second, and 5th on third so they would have a total of 10 points (1+4+5).
- Competitor B is ranked 2nd on the first, 1st on second, and 8th on third so they would have a total of 11 points (2+1+8).
- Competitor A would be ranked 1st overall, and Competitor B would be ranked 2nd overall. The ranking of each event will be based on rank without the use of tiebreakers.

If there was a 4-way tie for 3rd, all four competitors would receive 3 points for that event. The overall team awards will be determined similarly by adding the rank of the top 3 team members for each event.

## **Tiebreakers**

- The first tiebreaker is the total combined raw score for all 3 days events.
- The 2nd, 3rd, and 4th tiebreakers (if needed) will be determined by a daily score as determined by drawing out of a hat at opening ceremony.
- If a 3 is drawn out of the hat first, day 3 scores will be the 2nd tiebreaker.
- If a 1 is drawn out of the hat next, day 1 scores will be the 3rd tiebreaker.
- This would leave day 2 scores as the 4th tiebreaker.
- If a tie cannot be broken, a flip of the coin will determine the placing

## SPORTING CLAYS

<b>EVENT</b>	50 target course.
<b>TARGETS</b>	Any sporting clays target may be used in this event.
<b>COURSE OF FIRE</b>	Any combination of single or double (report and/or true pairs) targets as determined by shoot management may be thrown at each station on the course.
<b>TIME LIMIT</b>	Competitors will fire in an expeditious manner, avoiding unnecessary delay.
<b>SHOOT-OFFS</b>	Shoot-offs will consist of any number of targets of any combination of singles, report pairs, or true pairs as determined by shoot management and according to NSCA rules.
<b>EQUIPMENT</b>	Any shotgun 12 gauge or smaller, capable of firing two shots without reloading, and firing target ammunition for that gauge with a maximum load of 1 1/8 ounce of size 7 1/2, 8, 8 1/2, or 9 shot may be used in this event. Factory loads are required.
<b>LOADING GUN</b>	Competitors may not load guns unless they are in the station. Must be unloaded prior to leaving the station.
<b>NGB RULES</b>	<a href="#">National Sporting Clays Association (2023 Edition)</a>

## SKEET

<b>EVENT</b>	Standard NSSA (American) skeet
<b>COURSE OF FIRE</b>	2 rounds (50 targets)
<b>TIME LIMIT</b>	Competitors will fire in an expeditious manner, avoiding unnecessary delay. Competitors should report to their respective fields and be ready to shoot at the scheduled time.
<b>TIE-BREAKERS &amp; SCORING</b>	Doubles from stations 3, 4, and 5, miss and out by station. Team shoot-offs will follow the same procedure, each team member shooting at the same station. Any team or competitor failing to respond to a call for shoot-offs three times will forfeit the tie.
<b>EQUIPMENT</b>	Any shotgun 12 gauge or smaller, capable of firing two shots without reloading may be used in skeet. Factory loads are required. Maximum load of 1 1/8 ounce of size 7 1/2, 8, 8 1/2, or 9 shot may be used in this event.
<b>LOADING GUN</b>	Competitors may not load gun unless on station and must unload firearm prior to leaving the station.
<b>NGB RULES</b>	<a href="#">National Skeet Shooting Association (2024 Edition)</a>

## TRAP

<b>EVENT</b>	Standard ATA (American) trap (16-yards)
<b>COURSE OF FIRE</b>	2 rounds (50 targets) at 16-yards.
<b>DELAY OF MATCH</b>	No competitor, coach, or spectator shall delay or interrupt the match. Competitors will take the field when called, call for targets, and fire in an expeditious manner avoiding unnecessary delay.
<b>TIME LIMIT</b>	Competitors will fire in an expeditious manner, avoiding unnecessary delay. Competitors should report to their respective field and be ready to shoot at the scheduled time.

<b>SHOOT-OFFS</b>	<b>Individuals:</b> two shots from posts 1 through 5 from the 21-yard line (refer to ATA rule book pages 14 and 15) Example: if there are 2 competitors, competitor 1 will start on post 2 and competitor 2 will start on post 4. If there are 3 competitors, competitor 1 will start on post 2, competitor 2 will start on post 3, and competitor 3 will start on post 4. If there are 4 competitors, competitor 1 will start on post 2, competitor 2 will start on post 3, competitor 3 will start on post 4, and competitor 4 will start on post 5. If 5 competitors, use all posts 1 through 5, and if more than 5 competitors, will divide the squads as equally as possible. If after one round and the tie still exists, will increase to the 23-yard line. If ties still exist, increase to the 25-yard line. If ties still exist, will increase to the 27-yard line. Shoot-offs will not exceed the 27-yard line.
	<b>Team shoot-offs:</b> two shots from posts 1 through 5 from the 21-yard line. After one round if a tie still exists, yardage will be increased to the 23-yard line. If tie still exists, yardage will be increased to the 25-yard line. If tie still exists, yardage will be increased to the 27-yard line. Shoot-offs will not exceed the 27-yard line.
<b>EQUIPMENT</b>	Any shotgun 12 gauge or smaller firing target ammunition for that gauge with a maximum load of 1 1/8 ounce of size 7 1/2, 8, 8 1/2, or 9 shot may be used in this event. Factory loads are required. All guns used by competitors must be equipped, fitted, and utilized so as to not eject empty shells in a manner that substantially disturbs or interferes with other competitors.
<b>MAXIMUM VELOCITIES</b>	Any load with a velocity greater than 1290 FPS (feet per second) with maximum shot charge of 1 1/8 ounces, or 1325 FPS with a maximum shot charge of 1 ounce, or 1350 FPS with a maximum shot charge of 7/8 ounces or less, as measured in any competitor shotshell. These velocities are maximum and no competitor shotshell shall exceed these limits for the designated shot charge. In addition, no load containing more than 1 1/8 ounces or any shot larger than Number 7 1/2 can be used.
<b>LOADING GUN</b>	A competitor shall place a live shell in their gun only when on a post facing the traps. In Singles shooting, a competitor may place only one (1) live shell in their gun at a time and must remove it or the empty shell(s) before moving from one post to another. In changing from one (1) post to another, the competitor shall not walk in front of the other competitors.
<b>MOVING BETWEEN STATIONS</b>	Competitors shall move to their next station upon completion of the final shot on each station and the referee's command. No shotgun will be loaded and/or closed until all competitors have rotated to the next station.
<b>NGB RULES</b>	<a href="#">Amateur Trap Association (September 2023 Edition)</a>