

Florida 4-H State Shotgun Match

When: Sat., March 28, 2026

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

Registration: September 1, 2025 – March 16th, 2026 through 4-H Online

Cost: \$110.00

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 Clays. Participants will be randomly selected for squads. Squads will focus on maximizing range use – not on county groups or participant preference.
NOTE: eye/ear protection is 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 individuals combined score will 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: A food vendor will be on site. There will be no break for lunch; participants should eat when their shooting schedule permits.

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.

Overall Score

- For overall score, points from each game (Trap, Skeet, and Sporting Clay) will be added up, for a maximum of 150 points.
- In the event of a tie, Ties will be broken with a shoot-off of trap. If the tie still exists after 1 round, it will then be broken by a Skeet shoot-off.
- **Trap Shoot off:** 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, participants will be divided into squads as equally as possible.
- **Skeet Shoot off:** Doubles from stations 3, 4, and 5, miss and out by station.

SPORTING CLAYS

EVENT	50 target course.
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TARGETS	Any sporting clays target may be used in this event.
COURSE OF FIRE	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.
TIME LIMIT	Competitors will respond in a prompt manner, avoiding unnecessary delays.
SHOOT-OFFS	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.
EQUIPMENT	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.
LOADING GUN	Competitors may not load guns unless they are in the station. Must be unloaded prior to leaving the station.
NGB RULES	National Sporting Clays Association (2025 Edition)

SKEET

EVENT	Standard NSSA (American) skeet
COURSE OF FIRE	2 rounds (50 targets)
TIME LIMIT	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.
TIE-BREAKERS & SCORING	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.
EQUIPMENT	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.
LOADING GUN	Competitors may not load gun unless on station and must unload firearm prior to leaving the station.
NGB RULES	National Skeet Shooting Association (2025 Edition)

TRAP

EVENT	Standard ATA (American) trap (16-yards)
COURSE OF FIRE	2 rounds (50 targets) at 16-yards.
DELAY OF MATCH	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.
TIME LIMIT	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.



SHOOT-OFFS	Individuals: 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. Team shoot-offs: 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.
EQUIPMENT	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.
MAXIMUM VELOCITIES	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.
LOADING GUN	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.
MOVING BETWEEN STATIONS	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.
NGB	Amateur Trap Association (September 2025 Edition)