

CMP SPORTER RIFLE MATCH

***Must have approval from leader to enter this class.
(Intermediates and seniors only)**

Target: A-51, CMP Rim Fire sporter target.

Distance: 25 yards and 50 Yards.

Course of Fire: 60 shots for record:

50 yards:

- **Prone position:** 10 shots slow fire and 10 shots rapid fire
- **Sitting or Kneeling:** 10 shots slow fire and 10 shots rapid fire.

25 yards

- **Standing position:** 10 shots slow fire and 10 shots rapid fire.

Time Limit: Slow fire: 10 shots in 5 minutes; Rapid fire 5-shot strings in 25 seconds (semi-automatic) or 30 seconds (manual repeater).

Equipment: Rifle must have a standard Sporter type stock constructed of wood or synthetic material. Overall weight of rifle, including sights and sling, may not exceed 7.5 lbs. Any type of action, semi-automatic or manually operated with a trigger pull of at least 3 lbs.

Sights: Open sights may be used by receiver sights or a scope not exceeding 6x magnifications is permitted. Variable scopes may be used but must be taped and immobilized for 6x or lower.

460 700 192 CMP Sporter Rifle, Intermediate

460 700 193 CMP Sporter Rifle, Senior

SMALLBORE SILHOUETTE RIFLE (.22 RIFLE ONLY)

Target: Metallic Silhouettes.

Course of Fire: Senior & Intermediates - 5 chickens at 40 meters, 5 pigs at 60 meters, 5 turkeys at 80 meters and 5 rams at 100 meters. Juniors - 5 turkeys at 40 meters, 5 rams at 60 meters.

Time Limit: 15 second ready time and 2 1/2 minutes firing time per bank of 5 targets.

Equipment: Any safe small bore rifle chambered for the .22 long rifle, long or short cartridge, and weighing no more than 10 lbs 2oz pounds including sights. Any sights, Telescopic or Metallic may be used. No thumbhole stocks will be allowed. Any safe trigger.

Shooting Position: Standing position.

Scoring: Targets must be knocked down in order to be scored as hits. Targets not knocked down or hit out of order will be scored as misses.

460 700 310 Small Bore Silhouette, Junior Novice

460 700 311 Small Bore Silhouette, Junior

460 700 320 Small Bore Silhouette, Intermediate Novice

460 700 322 Small Bore Silhouette, Intermediate

460 700 330 Small Bore Silhouette, Senior Novice

460 700 333 Small Bore Silhouette, Senior

4-H SHOTGUN

Superintendent: Melissa Pimentel

SHOTGUN MARKSMANSHIP

Each competitor will shoot 100 targets (**50 targets for Juniors**) at 16 yards (there may be a cost for targets). Factory target loads only. Individual Range rules apply.

460 700 100 Shotgun Singles, Junior Novice

460 700 101 Shotgun Singles, Junior

460 700 120 Shotgun Singles, Intermediate Novice

460 700 102 Shotgun Singles, Intermediate

460 700 130 Shotgun Singles, Senior Novice

460 700 103 Shotgun Singles, Senior

SHOTGUN MARKSMANSHIP – DOUBLES

Each competitor will shoot 100 targets (**50 targets for Juniors**) at 16 yards (there may be a cost for targets). Factory target loads only. Individual Range rules apply.

460 700 104 Shotgun Doubles, Junior Novice

460 700 107 Shotgun Doubles, Junior

460 700 105 Shotgun Doubles, Intermediate Novice

460 700 108 Shotgun Doubles, Intermediate

460 700 106 Shotgun Doubles, Senior Novice

460 700 109 Shotgun Doubles, Senior

LIVESTOCK

DEPARTMENT

4-H LIVESTOCK EXHIBITOR DRESS CODE

While showing, boys and girls should wear long pants and a short or long sleeve button-up shirt, tucked in (small animal exhibitors must wear long sleeve shirts). Sturdy shoes should be worn; no sandals, open-toed shoes or flip-flops. Avoid wearing shirts with advertisements, large corporate logos and excessively loud colors; these could be detracting from the animal. While not competing remember that you are still representing 4-H at the fair and should be dressed appropriately: shorts should cover the bottom; strapless shirts are discouraged; bare midriffs/waist lines front and back are inappropriate; under garments should not be visible (boys and girls); clothing with profanities and racist/sexist remarks will not be tolerated. See 4-H project books for other dress requirements for specific species.

ANIMAL WELFARE AND TREATMENT POLICY

Quality Assurance and Animal Welfare

- **Drug Abuse.** No illegal drug, off label use of drugs (uses other than specifically allowed on the drug label), or other use of artificial means to alter the physical composition, appearance, or disposition of a project animal is permitted. Violators may face repercussions.
- **Physical Abuse.** No physical abuse of project animals is permitted in any public or private setting. Physical abuse includes, but is not limited to, surgical or other physical alteration of animal appearance or practices resulting in bruising or injury from the showman. It also includes practices resulting in inordinate levels of shrink, fill, or animal stress other than routine management in accordance with acceptable industry animal husbandry practices, such as including appropriate amounts and methods of exercise and training. Violators may face repercussions.

HERDSMANSHIP

4-H Herdsmanship is designed for 4-H members to learn skills in making a presentable exhibit for the public as well as learn skills in teamwork, courtesy, cooperation, neatness and proper care of animals. All members will be responsible for caring for, along with other club members, their clubs area in each barn. This is a mandatory contest that all clubs will be scored in daily (regardless of number of pens).