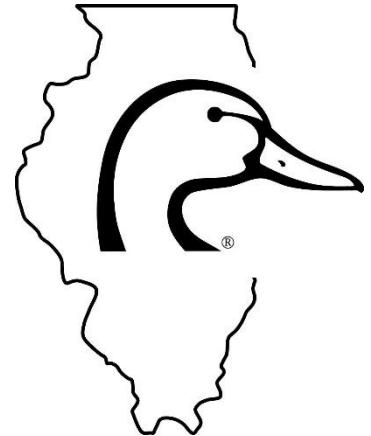


**State 4-H State Shotgun Shoot**  
***Sponsored by Illinois Ducks Unlimited***  
**September 27, 2025 Brittany**  
**Shooting Park, Bunker Hill, IL**



To register, simply log into your 4-H ZSuite account and chose this event!

**Registration fee - \$30.00 covers, lunch, t-shirt, 100 clays, building fee, etc.**

**GENERAL SHOTGUN RULES** (Shells - 12 and 20 gauges available for purchase on facility, if not bringing your own. **NO RELOADS PERMITTED**  
**Amateur Trap Association Rules will apply to trap events**

**1. Equipment** - 12, 16, 20, 28, and .410 gauges of Shotguns are accepted. 10 gauge is not allowed.

- a) Release triggers are not allowed.
- b) Eye and ear protection and a shell pouch or shooting vest are required and must be provided by the shooter.
- c) Case - Shotguns are to be cased and to remain in a case until directed to uncase by range officials.

**2. Safety**

- a) Muzzle Control: Shooters must maintain control of their muzzles at all times. Firearms must be carried in the muzzle up position whenever uncased. Hinged actions may be carried, broke open, over the shoulder and with the muzzle(s) down and in front of the body...not with muzzle pointing backward. Regardless of condition, muzzles may not be pointed toward or rested upon any part of the body of the shooter or another person. NO resting of the muzzle on shoe or toe pad. Pads to rest muzzle on are permitted – but must be a pad on the ground...not any part of the body.
- b) Action must be open & empty until at the shooting station and the shooter is ready to call for the target.
- c) Shotguns are to be taken from the armory to the assigned trap field and racked (immediately prior to shooting). No handling of shotgun is permitted until called to the field.

- d) Audio headphones or earpieces are not permitted on the firing line or the field. Once an individual or team is called to compete, earpieces or headphones must be removed and remain off during the competition.
- e) Scheduling/squads: Shooters from the same county will be put in squads of up to five members. Over five shooters from one county will result in shooters being put with other youth from a different county.
- f) Delay of Match: No shooter, coach, or spectator shall delay or interrupt the match. Shooters will take the field when called, call for targets, and fire in an expeditious manner avoiding unnecessary delay.
- g) Loading Gun: A contestant shall place a live shell in their gun only when on a post facing the traps. In Singles shooting, a contestant 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 shooter shall not walk in front of the other competitors.
- h) Moving Between Stations: Shooters 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 shooters have rotated to the next station.
- i) Targets declared "no bird" or "no target" shall not be scored.
- j) One lost target shall be scored on:
  - Balk or failure of the gun to fire due to fault of the shooter (safety left on, failure to load a shell, etc.)
  - If a shell having once misfired is used again and fails to fire the results shall be considered a fault on the part of the shooter and scored lost.
  - Failure to load the shell into proper barrel for singles. Scoring will be done on the field/range. Challenges should be immediate. Shooters should challenge a ruling on the field immediately, if they feel a referee has missed a call. Once the next shooter has fired, the right of appeal is lost. The range officer in counsel with the scorer will decide the issue. The decision on the field is final and not subject to further appeal.

### **3. Scoring**

- a) Scoring will be done on the field/range. Challenges should be immediate. Shooters should challenge a ruling on the field immediately, if they feel a referee has missed a call. Once the next shooter has fired, the right of appeal is lost. The range officer in counsel with the scorer will decide the issue. The decision on the field is final and not subject to further appeal
- b) Tie scores for the top 10 individual places, if needed, will be broken by a shoot off. Shoot-offs will be conducted at the completion of all entries. **Individuals** – two (2) shots from posts 1 through 5 from 21-yard line. If after one round and the tie still exists, will increase to the 23-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 (2) 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 27-yard line. Shoot-offs will not exceed the 27-yard line.
- c) If participant is not present for the shoot-off, he/she will receive the lowest placing of the tie.
- d) Team awards: Team placing will be determined by the total score of the highest four, 4-H Club individuals. Breaking of team ties will be determined by the score of the 4<sup>th</sup> place member, then 3<sup>rd</sup>, etc.
- e) Top 4 scores will determine team score - regardless of how individuals have been squadded. Depending on number of participants, a 4-H Club could have multiple “teams”.
  - i. **Disqualification: Participants not abiding by range rules, safety rules, and/or 4-H rules may be disqualified without warning and without recourse. 4-H range officials are responsible for the interpretation of rules and given sole responsibility/authority for the enforcement of said rules.**

### **4. Shotgun Event**

- a) A 4-H member will shoot 4 rounds of 25 of trap – 100 total.
- b) Ammunition – shooter will provide their own ammunition (also available for purchase at facility). Ammunition must meet the requirements established by the Amateur Trap Association (ATA). The club may not have enough shells for purchase due to shell shortages.
- c) No load shall contain more than 1 1/8 ounces of shot. Shot size must be 7 ½ or smaller. Loads must not have a velocity of more than: 1290 fps with a maximum shot charge of 1 1/8 oz., or 1325 fps with a maximum shot charge of 1 oz., or 1350 fps with a maximum shot charge of 7/8 oz. **(No Reloads Permitted)**