



Tennessee 4-H Shooting Sports
Big 9 & Upper 8 Sub-Regions
Smoky Mountain 4-H Trap Series
February – April 2024

SPECIFIC SHOTGUN COMPETITION RULES AND GUIDELINES
Please also read the General Rules

1. **Age Classes:** There will be five age classes: (Grade as of January 1, 2024)
 - i. Junior (4-5 grade)
 - ii. Junior High Entry (6-8 grade, 1st year athlete)
 - iii. Junior High Advanced (6-8 grade)
 - iv. Senior High Junior Varsity (9-12 grade, 1st year athlete)
 - v. Senior High Varsity (9-12 grade)
2. **Entry Minimum:** There must be a minimum of 5 athletes per county.
3. **Entry Limit:** There is no limit to the number of entries per county.
4. **Entry Fee:** There is a fee per entry based on the fees of the respective facility competing at.
5. **Entry Registration:** Registration is due in SUPER by county agent by Friday noon of each competition week. The reserve score must be submitted before the first event of the series.
6. **Range Personnel** - Each team must provide:
 - i. their own state 4-H certified instructor, who is required to be the “range safety officer” for their team while shooting
 - ii. a “puller” (if required), who can be a volunteer
 - iii. a range scorer (will not score their own team)These individuals are not allowed to coach while their team is shooting. The scorers will be designated and assigned by the Discipline Superintendent.
7. **Event:** Standard ATA (American) trap (16 yards)
8. **Course of Fire:** Athletes will shoot 100 Trap targets only.
9. **Squadding:** Teams will designate squads of 5 members. Squads can be athletes of one age classification or a combination of classifications to fill the squad. Any team that does not have 5 members in a particular classification can move members up a classification to fill the squad. A member cannot be

moved down a classification. Members must shoot in squads of five except:

- i. When there are less than 5 members available for the last squad of the team.
- ii. When there are withdrawals from a squad after the competition has begun and squads scheduled.
- iii. When in the opinion of the Discipline Superintendent, the harmony of the shoot may be enhanced by squadding less than 5 members.

10. **Scoring:** Scores will be accumulated over the entire series. Coaches will submit a weekly “reserve” score that is determined by a practice from that week that simulates a competition. This reserve score will be used if a competition is canceled for inclement weather or other unforeseen circumstance.

Reserve scores will also be used for tie-breakers.

Reserve scores must be submitted before the first event.

11. **Awards:** Team and individual awards will be announced by the SMTS shortly after the completion of the last event. During the season all scores will be kept by each team.

It is the responsibility of the Head Coach to provide reserve and event scores in a timely manner (48hrs). Those scores will be totaled throughout the season to formulate the champion series team and individuals.

The FIVE highest High Over All (HOA) scores for the entire season from each team will be used to determine the Overall Championship Winning Team. Awards to the First, Second and Third place finishers of each category will also be given based on HOA results.

12. **Qualifying for the State 4-H Jamboree:** This series does not impact participation in the State 4-H Jamboree or State 4-H Invitational.

13. **Tie-breaking:** In the event of a tie, a shoot off will be conducted at the last event of the series during the Youth Shoot at the Hog Heaven Youth Invitational Shoot. Should time not permit a shoot off, the Reserve Score sheets will be used to break the tie both for teams and individuals. We will use the reverse run method to determine the winners.

14. **Time Limit:** Shooters will fire in an expeditious manner, avoiding unnecessary delay and should be prepared to take the field up to 1 hour prior to listed start time.

15. **Equipment:** Any shotgun 12 gauge or smaller firing a shot charge meeting the requirements of the NGB. No reloads permitted, only factory ammunition. Teams must furnish their own ammunition. Proper eye and ear protection are required. Electronic hearing protection is acceptable; however, capability of streaming music or voice must be disabled. (Bluetooth or corded types). Note: Please make sure that you know how to load 2 shells in your shotgun if you are going to participate in Skeet. Also, you may load 2 shells to shoot your single targets in Skeet.

16. **NGB Rules:** Amateur Trap Association & National Skeet Shooting Association

09/12/23