

**The 2nd Annual NC 4-H Hunting Skills Tournament** is scheduled for **February 13, 2021** at the TCYSS range at 210 Amber Hill Rd, Mocksville, NC 28028

**Check-in will be at 8:00am until 7:30am and  
Events will start at 9:00am**

Participants may compete as a team or as individuals\*. There will only be a Senior Division this year, ages 14-18 will be Seniors. Any club entering 3 or more entrants in a division will form a team\*. Teams will consist of 3 or 4 Individuals. \*Clubs with **less** than 3 individuals may enter them as Individuals only. Teams may be composed of either 3 or 4 Participants. The Team Score will be determined by the top 3 scores for each team in each challenge. (In other words...if you have a team of 4 we will drop the lowest score in each challenge) (Another example....If you have 6 Seniors, you can have one 4-Person team and 2 individuals or preferably two 3 Person Teams. We want to promote teams!)

All Participants will be "squadded" for the competition so that no two team members will be in the same squad. (We will attempt to keep participants from the same counties separated, even if on different teams). All scores will be counted as Individual Scores, and Team Scores will be tabulated based on the Team's Individual Scores.

Tournament will consist of **5 Challenges, 3 Shooting and 2 Non-shooting Skills.**

Shooting Challenges will consist of **Shotgun: 5-Stand, Rifle 25 to 90 yds and 3-D Archery 5 to 50 yds.**

Non-shooting Challenges will be **Wildlife identification, Hunting Skills Trail**

All Challenges will be scored on a 100 pt Scale. The scores may have to be converted to a 100 point scale depending upon the Challenge. (For instance Rifle consists of 15 targets, so Score will be converted based on a perfect score being 100%. ( $x/15 \times 100$ ) )

**Shotgun:** Shotgun will be held on the 5-Stand course using up to 6 different throwing stations. Each Shooter will shoot 5 rounds at each of 5 stations for a total of 25 shots. Each Stations will consist of a Single Target, a Report Pair of Targets and a True Pair of Targets. To score the target must be broken by the shot as determined by the Judges at the 5-Stand course. Each broken target will be scored as 4 pts for an Individual total of 100 pts. Participants will rotate stations to the right, except for those going from Station 5 to Station 1. (Shooters may shoot at the same target twice on the report pair and the true pair, they may only load a single shell for the single round and two rounds for the pairs)

Shooters may not load until their turn and will call "Pull" when they are ready for the target(s) to be thrown. Shooters will get one miscue for a safety or misfire. If a target breaks coming out of

the thrower on a double. The shooter will get another target from that thrower. (If the shooter does not shoot at the broken target).

Shotguns must be capable of firing two consecutive rounds and shot size may be no larger than 7½ shot.

All Judges/Director determinations on targets are final.

**Rifle:** Each participant will shoot 1 round each at 5 different "Animal" targets on 3 Strings from 25 yards to 90 yards, a total of 15 Shots. Actual distance will be unknown. Rifles must be .22 lr and meet "Sporter" Rifle Specifications for 4-H. Rifles may not have a trigger pull less than 3 pounds, Rifles may use optics up to 6X (can be taped at 6x), open sights or peep sights. Shooters will shoot the shortest distance targets from the Standing Position, the Middle Distance Targets from the Sitting or Kneeling Position (their choice) and the longest distance targets from the Prone Position.

Shooters may use their jackets or sweat shirts etc, for support and may use their rifle slings in any position so long as it remains attached to the rifle at both ends. However, shooters may not use posts or parts of the shelter for support, other than the floor. Shots within the marked vital areas will score as a "Kill". Outside of the Marked vital area will be scored as "No Kill" (even if the shot on a real animal would kill the real animal). The Scores will be converted to a 100% Scale.

Disputed scores will be reviewed by the Rifle Challenge Director or RSO. All decisions are final,

**Archery:** Archery will consist of 10 total shots at 3-D Targets set in hunting type situations. Hits will be scored as "Kill" if within the outer Vital Area Marked on the target and "No Kill" if outside the Vital Area. Hits outside the area will be scored as "No Kill" even if they would actually kill the real animal. (For instance a neck shot is still a "No Kill") Each Kill will be scored as 10 points with a maximum score of 100. Archery Equipment is limited to Sporting/Hunting Bows, either Compound, Recurve or Longbows. Arrows must be equipped with target/field tips, no broadheads will be allowed. Any Hunting style sight will be considered legal as long as it does not magnify the image. Single, Multiple or Adjustable Pin Sights are legal. Stabilizers must be less than 12 inches in length. The Archery Director will set up the course and he or his designee will score targets. All disputes will be directed to the Archery Director and all decisions will be final.

**Wildlife Identification:** The Wildlife Identification will consist of 25 items from wildlife found in North Carolina that relate to hunting or trapping. These may include mounted specimens, skins, feathers, wings, skulls, scat, tracks, forage plants or parts such as leaves, fruits, nuts etc. Participants may touch or pick up items but cannot damage or alter or change them in any manner. Each item is worth 4 pts for correct identification. Spelling must be correct. If the Wildlife ID Director can understand what was written and it is the correct answer, but misspelled the item will be awarded 2 pts. Maximum Individual score is 100 points, . All answers are scored at the discretion of the Wildlife ID Director and all decisions are Final.

**Hunter Decision Trail:** The Hunter Decision Trail will consist of 5 distinct "Scenarios" set up along a trail through Millstone 4-H Center. Each Scenario will represent a particular hunting situation and or an orienteering situation. Each station will have 5 questions to be answered as

Individuals.. Questions can be about anything related to hunting and hunting skills, including but not limited to hunting ethics, survival, safety, NC statewide game laws, orienteering, stealth, shot placement, blind or treestand placement, use of decoys, wildlife calls, wildlife management etc...

Each scenario will be worth up to 20 pts, with a total possible of 100 pts. Some questions may be awarded partial credit based on completeness of the answer. The Hunter Decision Trail Director or designee will score the questions. Any disputes should be directed to the Director and all decisions will be final.

**Movement of Squads:** Squads will begin at one of the 5 Challenges or will be queued to go to a Challenge. Challenges will be done in order so that if you start with Challenge 1, you will proceed to 2 or the Que for 2. If you start with Challenge 3, you will proceed to Challenge 4 or the que for Challenge 4. Challenge 5 to Challenge 1 and so forth. Squads will only be allowed to change the order if instructed to do so by a Tournament Official.

**Awards:** Awards will go to the top Junior and top Senior Teams. First through 3rd Places and the Top 3 Overall HOA for both Junior and Seniors. There will be no separate awards for participants entered as individuals. (An Individual can be a top HOA but no separate awards).