

NORTH CAROLINA
Youth
HUNTER EDUCATION
SKILLS TOURNAMENT
OFFICIAL RULES

2013



NC Wildlife Resources Commission
Division of Enforcement
Raleigh, NC

NORTH CAROLINA HUNTER EDUCATION TOURNAMENT RULES

A student/team competition in shotgun, archery, small bore rifle, and hunter skills.

PLEASE NOTE: Any items in these rules in **Red Type** are additions or changes from the previous year.

PURPOSE AND OBJECTIVES

1. To promote the Hunter Education Program in the public and private schools.
2. To promote public awareness of the Hunter Education Program in North Carolina.
3. To encourage the Hunter Education graduate to go beyond the basics by developing their knowledge and skills in all areas of hunting experience, which will result in a safer and more responsible sportsman.
4. To offer the young people of our state a positive experience in all disciplines of the shooting sport.
5. To experience and learn a variety of legal hunting methods, its efficiency, operation and effectiveness. This can enable the student to evaluate the safest, most comfortable and effective equipment that can be used to hunt and/or target shoot.
6. To promote the safe sport of hunting and shooting.

ELIGIBILITY

1. Schools must teach or offer the Basic or Advanced Hunter Education Course in the school to be eligible to send a team to the tournament. Home Schools may participate provided they do so as a Home School Association. 4-H Team may participate in a school attendance zone where a public school team does not exist. All members of a 4-H Team must reside within the same school attendance zone. Alternatively a 4-H team may be made up from members that attend the same school.
2. Teams must consist of five (5) members for each event. Teams must compete in all events. The same five (5) members may compete in all events or a school may have a maximum of twenty (20) participants. Teams are encouraged to shoot and/or participate as a team in the District Tournament and are required to shoot as a team at the State Tournament. Teams that can only field four (4) members will be given consideration to compete but must be approved prior to competing. Notification must be made to the State Coordinator or his designates for approval.
3. Teams may bring as many alternates as deemed necessary. If a contestant for any legitimate reason cannot complete any phase of the competition, his or her coach may appoint an alternate (WITH THE APPROVAL OF THE TOURNAMENT COMMITTEE) to replace him or her. Any completed activity by the excused competitor will be counted. Any activity started must be completed by that contestant.

Alternates may not compete as a result of disqualification with the exception of an individual disqualified due to the pre-event safety inspection.

4. Participants must be a member of a school team or 4-H team, a full-time student in that school (if on a school team), a hunter education graduate prior to the District Tournament, and have not received a high school diploma. There will be two (2) divisions.
 - a. SENIOR category: Full-time student who has not yet graduated from high school.
 - b. JUNIOR category: An elementary school that contains up to and including the 8th grade or a middle school student as defined by the standard course of study for the school district in which the school is in. May not have reached the age of 16 by the day of the State Tournament held on the 4th Saturday in April each year. If the 4th Saturday falls on Easter weekend, the Tournament will be held the following weekend.
5. A team must compete and qualify within their own District Tournament held before April 1 to be eligible to compete in the State Tournament. The team MAY NOT compete in more than one District Tournament. (Any exception to school wanting to compete outside their District MUST BE APPROVED BY THE HUNTER EDUCATION ADVISORY COMMITTEE).
 - a. A maximum total of 54 teams (including both junior and senior teams) will be invited to the State Tournament.
 1. Senior Category: Each district conducting a tournament will be allowed to bring their top three (3) Senior schools (one team per school) that score a minimum of 3,375 points in their District Tournament. Each district may send the district champion and runner-up, regardless of points.
 2. Junior Category: Each district conducting a tournament will be allowed to bring their junior champion and runner-up, regardless of points, and up to three (3) junior schools (one team per school) per district that score at least a minimum of 3,000 points in their District Tournament.
 3. After this number has been determined, invitations will be issued to the next highest scoring teams (who have scored a minimum of 3,000 points in numerical order). The number of numeric draw teams would be divided between the senior and junior division teams based on a percentage derived by dividing the number of junior teams into the number of senior teams. Any extra draw slots would be given to the junior category.
 - b. A junior may compete on a senior team. However, a junior could not compete on both junior and senior teams. If a junior competes on a senior team he or she is only eligible for senior individual awards and cannot receive any junior individual awards or assist on the scoring for the junior team awards.
 - c. If a student from a middle school or elementary school is too old to compete on that schools junior team, they are eligible to compete on the high school team for that school attendance zone.
 - d. District Individual Champions for Rifle, Shotgun, Archery, Hunter Skills and Overall Winner whose team do not receive a state tournament bid may be invited to compete in their

respective event. These individual champions will only be able to compete in the events they won in the district tournament. Individual champions for juniors and seniors will be invited.

1. The individual competitors must complete a state registration form and pay a \$20 registration fee. Individuals will need to pick up their materials at the registration building.
 2. Individual champions must report to their respective event by no later than 10:30am.
 3. Event chairmen will work the individual competitors into the rotations as efficiently as possible.
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6. State rules must be followed at District Tournaments for teams to qualify.
 7. In the event that a National Tournament is held, review of the National rules and regulations will govern eligibility.
 - ~~8. Schools can send a maximum of three (3) teams to the District Tournament. School that are a combined elementary/middle and high school may send three (3) junior and three (3) senior teams.~~
 8. Schools may send as many teams as they would like to the district tournament. Schools can only send one team to the NC State Youth Hunter Education Skills Tournament as a champion or runner-up. This rule does not affect multiple teams from the same school being awarded at-large bids.

REGISTRATION

1. A pre-registration fee of \$50 will be charged for the District Tournament and a pre-registration fee of \$100 and \$20 for qualifying individual will be charged for the State Tournament.
 - A. The pre-registration fee for the State Tournament along with the name, date of birth and hunter education certification number for all participants and alternates MUST BE RECEIVED BEFORE APRIL 15.
 - B. Only pre-registered teams and participants will be allowed to compete.
 - C. The registration fee is non-refundable.
 - D. Confirmation will begin at 7 am the day of the tournament and the shooting events will begin immediately. Confirmation will close at 10 am.
 - E. A safety inspection for each team must be conducted pre-event. A safety inspection station will be set up and you will be directed to this area. The tournament official must give you clearance before you can participate in any event. Individual equipment will also be inspected at each event.
 - F. The firing order of participants during the shooting events will be set by tournament officials at district and state tournaments.
2. Districts may instate a registration deadline as the district see fit. If the deadline is not met, teams will not be allowed to participate in the district tournament.

SAFETY RULES

1. A mandatory equipment safety check will be conducted prior to the tournament start. Anyone bypassing the safety check or having ammunition or broadhead arrow points will be disqualified and the team will receive a 50 point penalty for each violation.
2. Action of uncased firearms must always be open, except when on the firing line ready to fire. Arrows will not be nocked until on the firing line.
3. All firearms muzzles will be pointed and bows drawn in a safe direction and down range at all times.
4. All firearms must have a safety device. The safety will remain on at all times, except when ready to fire.
5. No ammunition will be allowed on the premises at any time, except on the firing line. Any violations will result in immediate disqualification.
6. Only one shell or cartridge will be loaded unless otherwise instructed by the Range Officer.
7. Participants must wear eye and ear protection while on the firing line.
8. Firearms and bows not in use should be stored by the coach or in a bow or gun rack.
9. Know and obey all range commands.
10. No on-site practice will be allowed. This includes pointing a firearm or bow and arrow at any target the competitor is not eligible to shoot at that time. Example: Competitors are not allowed to mount a firearm and follow a clay bird on the trap range if it is not their turn to shoot.

CHALLENGES

Challenges concerning the value of shots as scored will be resolved as detailed in the sections of each event. Only actual participants and coaches may challenge, and all challenges MUST be made during the challenge period. All decisions on challenges will be final.

PROTESTS

1. A Tournament Arbitration Committee will be identified to handle all disputes, except those regarding the value of shots as scored. Any questionable equipment, behavior, or score will be decided by these officials. All decisions made by the Tournament Arbitration Committee will be final.
2. Protests may be lodged with the Tournament Director or with any of the Event Chairman by the participant or the registered coach. The person lodging the complaint will be informed of the Committee's decision, which will be final.
3. No alibis will be allowed for firearms, arrow, or bow malfunction. In the event of firearm or bow malfunction, participants may borrow a firearm or bow and continue the relay. No practice or sighting in will be allowed for borrowed or disqualified equipment once the events have started.

TOURNAMENT REGULATIONS

1. Safety will be the first and foremost consideration during all activities.
2. Contestants participating in an unsafe manner will be disqualified.
3. Any person displaying poor sportsmanship and setting a bad example for the young participants may be banned from attending future tournaments at the discretion of the Tournament Committee.
4. Participants will provide their own firearms, bows, arrows, compasses and eye and ear protection. The Wildlife Commission will have some equipment available in the event of firearm or bow malfunction.
5. Participants and spectators assume all risk of personal injury or property damage.
6. Participants and coaches are expected to exhibit behavior above reproach at all times.
7. It shall be the responsibility of the registering coach to assure that the age, certification numbers and equipment of his teams meet the requirement rules and regulations of the tournament. Any ineligible participant or illegal equipment will result in that score being dropped from the team score.
8. Participants with disabilities:
 - A. Any individual who has a disability will be given all reasonable accommodations to participate in the Hunter Education Shooting Tournaments, provided that the situation or accommodation does not pose a safety hazard to the individual or other participants. Equipment and any other reasonable accommodation may be waived by the Hunter Education Advisory Board provided that personal care and safety for the individual and participants can be firmly incorporated.
 - B. If an individual wishes to participate in the tournaments, it shall be the responsibility of the team coach to notify the district and/or state tournament director by telephone or mail and make notation of it through the team registration form (both district and state). This will allow time for each situation to be reviewed by the board and necessary accommodation to be made to assist the individual in advance of the event. Please make reference to the individuals particular situation and necessary request so reasonable and safe accommodations may be obtained.
9. Coaches, parents and spectators shall not coach the team or an individual when the participant or team is engaged in an event. Coaching and all forms of communication must be before and/or after each event. During each event coaches must remain behind the marked safety barrier as well as all other spectators. For the first violation, an oral warning will be given for the second and/or subsequent violations will result in a 50 point team reduction for that event. If communication must be established to a participant or team the coach must go through the event chairman and/or range officer.
10. Each team shall have a coach who is a certified hunter education instructor or has been certified by the NRA or other recognized organization as a range officer.
11. By the 2014 State Tournament, each team must have a Range Safety Officer (RSO) who has completed a NC Wildlife Resources Commission approved course.

12. General Scoring:

- A. Each participant could score a possible 200 points in each event for a perfect team score of 1,000 points per event and a possible aggregate score of 4,000 points for shotgun, rifle, archery and hunter skills.
- B. All participants will be administered the Hunter Education Responsibility Exam to serve as tie breaker in the event of TEAM EVENT TIES. Five (5) participants will compete in the Hunter Education Skills Event at the discretion of the coach without knowledge of the exam score.
- C. All teams must compete in all four (4) events to receive an aggregate score or to eligible for ranking.
- D. TEAM TIES will be broken by the highest overall as follows: first (1st) by the combined scores of the Hunter Education Responsibility Exam for the participants involved in the tie; second (2nd) if a tie still exists, a final written exam will be taken to break the team tie by ONE PARTICIPANT ONLY from those involved in the event from each team.
- E. INDIVIDUAL TIES will be broken by rules in each event with the exception of the overall individual score. The high overall aggregate individual score will be broken by the Hunter Education Responsibility Exam, same sequence as team ties.
- F. When scoring targets, if a shot breaks or touches the line, it will be counted as the higher score.
- G. CROSS FIRES – If a participant’s target has been shot more than the rounds fired by that participant, the target has been “crossfired”. The event director must determine that the crossfire was unintentionally caused (with no malicious intent) by participants on the firing line. If this is established, the crossfired target will receive the total score of rounds inside the scoring area (not to exceed the maximum score for that round of shooting). The participant committing a crossfire act will only be scored for the amount of rounds inside their actual target’s scoring areas. Should the event director find that crossfiring was an intentional act by participants to gain unfair advantage, all parties involved will be immediately disqualified from the event and will subsequently receive a “DQ”(amounting to “0”) under both individual and team scores.

13. Each team shall have a coach escort the team to and from each assigned event. The coach will be responsible for following the event order given on the team’s event card. Teams will have a maximum time of 30 minutes to reach their next assigned event and sign in. The coach will be responsible for signing out at each event before leaving that event. A single one-hour period will be allowed for the teams lunch period. Coaches will be responsible for alternates competing in the muzzleloading event to participate only when they do not have a regular scheduled event. The coach will be responsible for each member of the team being ready to compete when the team is called. If the team is not at the next assigned event within the 30-minute period or single one-hour lunch period, a 50-point deduction will occur for each violation. If a team does not follow the rotation schedule or a team is not ready to compete 10 minutes after being called to compete at an even a 50-point deduction shall occur for each violation.

14. Team coaches will be responsible for verifying scores and signing the event score card for his/her team prior to leaving each event. Protests must be made prior to signing the score card. No protests will be considered after the score card is signed except for score transfer or addition errors.

SHOTGUN RULES

1. Shotguns: Safety and courtesy are first. Shotguns may be no larger than 12 gauge and should be (but are not required to be) capable of shooting two (2) shells without reloading, since all ties will be settled by shooting doubles.
2. Ammunition: 12 and 20 gauge shot shells in low brass will be furnished and will be 2-3/4" trap or field load not exceeding 1-1/8 oz. shot. Shooters using guns other than 12 or 20 gauge must furnish their own shot shells, which must be comparable to those furnished by the tournament. They must be delivered to the Range Officer before the relay begins by the team coach and approved by the Range Officer.
3. Each participant will fire one (1) shot in turn from each of the five (5) stations from a ground or electric trap until four (4) shots have been fired from each station. Participants should only shoot at whole birds. On command contestants will move to the next station and repeat the procedure for a total of 20 rounds with each break counting 10 points with a possible score of 200. Participants will load only one (1) shell at a time. All other participants will leave the actions open until it is their time to shoot. **Once in the ready position, the participant may mount the shotgun in any safe manner prior to calling for the target. The only time the firearm can be mounted is during the participant's assigned turn.** Targets will be delayed 0-5 seconds. Any violation will be counted as a loss. An assigned 2' x 2' area or pad and the participant (shooter) must keep their front foot or a portion of their front foot across the line forward, during the engagement of the target (see trap field layout for example). The scorer will be responsible for the shooter position on or within the 2' x 2' area. The first violation detected by the scorer will result in a warning and the second will result in a "loss" for that shot.
4. In order for a target to be scored as a hit, a participant must break a whole bird and a piece must break off.
5. The scorer will call out "loss" for a miss. If the participant disagrees, he or she must protest immediately for further consideration between the scorer, observer and machine operator. Rule violations and procedure violations can be referred to the Arbitration Committee for settlement. However, legality of the target and whether or not the target was broken is the decision of the scorer. If a target breaks when it is thrown, the participant will get another. A participant must shoot at a whole target.
6. Participants will be required to shoot each target thrown or it will be marked as a "loss". In the event of a malfunction of a firearm, the shooter will get another target. If the malfunction continues, the shooter will be directed to shoot another firearm.
7. If a participant shoots out of order, it will be scored as a loss. The appropriate participant will shoot again.
8. If a participant repeatedly takes an excessive amount of time before calling for a target, the targets will be thrown on the command of the Range Officer.
9. Teams and/or Participants may not select the trap field they will shoot on, but will be randomly assigned. Teams are strongly encouraged to shoot as a unit when possible. Team members will be allowed to participate beside each other.

10. Scoring:

- a. When it is necessary to settle tied scores between two (2) or more participants, it will be done by shooting doubles alternating between the #1 and #5 stations.
- b. Participants will draw for shooting order.
- c. Each participant will get a double from the #1 station. Those still tied will then move to the #5 station and all others are eliminated from further competition. Shooting will alternate between #1 and #5 stations, shooting double until necessary ties are settled.
- d. Both targets thrown must be whole in order to be good targets.
- e. Participants DO NOT have the option to pass up targets during the doubles competition. If two (2) good targets are thrown for a shooter, he or she must shoot them or they will be scored as a loss. Wind or other acts of nature affecting the flight of the target, is not an acceptable alibi for not shooting.
- f. In case of malfunction, the participant must shoot two (2) or more targets from the same station. If the malfunction continues, the shooter will be directed to shoot with another firearm.
- g. If the participant entitled to shoot in a tie breaking competition leaves before the shoot begins, or does not report for the shoot, he or she will place according to the score he or she shoots in the regular trap competition.

It shall be the responsibility of the registering coach to assure that the equipment of his teams meet regulations.

RIFLE RULES

1. Rifles:
 - a. Only standard type .22 rifles which are used primarily for hunting will be permitted.
 - b. The rifle may not exceed eight (8 ½) pounds in weight including sling, sights, and equipment
 - c. The rifle must have a minimum trigger pull of two and a half (2 ½) pounds.
 - d. No trigger may be adjusted or tampered with after weigh in. Rifles are subject to trigger weight checks during or after competition. If the trigger weight does not pass, the score will be disallowed.
 - e. No peep, aperture, laser or optical sights will be allowed.
 - f. Only manufactured rear sights with a standard "V", U, or square notch" will be permitted.
 - g. Rifles may not be changed during relay, except in the event of a malfunction.
 - h. Hasty slings only. (The hasty sling may be used on the firing line for stability.) A hasty sling consists of a single wrap of the sling around the arm and not across the shoulder or back.
 - i. Participants are limited to five minutes at each of the four shooting positions, from commence fire to cease fire.
 - j. If a competitor shoots a target out of sequence. That competitor will automatically get the lower place in the event of a tie.
 - k. While in the prone position no portion of the butt plate will be allowed to touch the ground, and the forearm, wrist and hand will not be allowed to touch the ground.
2. Any of the following which is considered to be of a competitive nature and will NOT be permitted:
 - a. Clothing with added padding or stiffness for support
 - b. Adjustable or thumbhole stocks or hook butt plate
 - c. Palm rests, or forearm stocks exceeding 2 ¼ inches wide
 - d. Telescopic sights, spotting scopes or range finders
 - e. Kneeling rolls
 - f. Adjustable competition sling swivels
 - g. If forecasted temperatures by the National Weather Service on the morning of the District and/or State Tournaments are 80 degrees Fahrenheit or greater all participants must wear short sleeves on the rifle event.
3. Ammunition: .22 long rifle ammunition will be furnished by the tournament to the contestant. (Contact Event Coordinator for specific brand and type of ammunition purchased that year.)

4. Scoring:

- a. Each participant will fire five (5) rounds from 50 feet at a target containing twenty bull's eye targets from each of the four (4) standard shooting positions (prone, sitting, kneeling and standing). Each participant will fire one shot at each of the twenty bull's eye targets. While in the prone position no portion of the butt plate will be allowed to touch the ground, and the foreman, wrist and hand will not be allowed to touch the ground.
- b. Bull's eye will have 10-point value with a possible score of 200 points. The highest number of 10X hits will break individual ties. If this does not break the tie, the number of 10X's from the standing position will be used. When one of the individual bull's eye targets has more than one hole in it, the highest shot will be scored and any other will not be counted.
- c. Participants having an ammunition malfunction will be provided with another round by turning the misfire in to the Range Officer.
- d. Repeated malfunctions in the rifle will result in the contestant being required to use another rifle.
- e. Scored targets will be posted at the range. Participants must challenge at the scorer's table while the target is posted.
- f. Individual ties will be broken by the highest number of 10X hits. If this does not break the tie, then the highest number 10X hits from the standing position will be used. If the tie still exists the highest number 10X hits from the kneeling position will be used. If the tie still exists the highest number 10X hits from the sitting position will be used. If the tie still exists the highest number 10X hits from the prone position will be used . If the tie still exists there will be shoot off from the standing position. Each participant involved in the tie will draw for shooting order and one shot per participant will be taken until the tie is broken.

It shall be the responsibility of the registering coach to assure that the equipment of his teams meet regulations.

ARCHERY RULES

1. Bows:

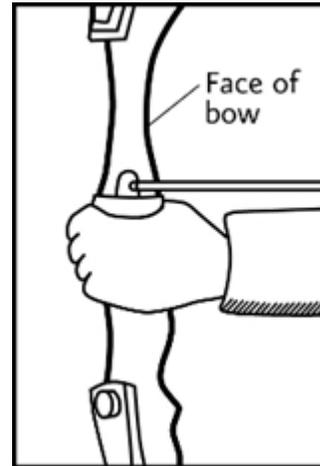
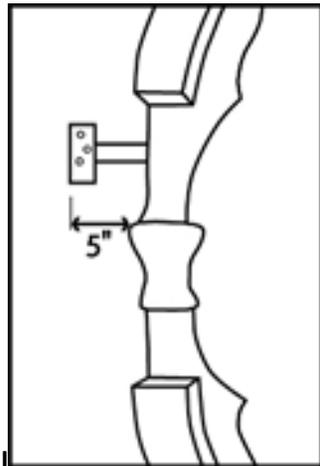
- a. Only compound, recurve or longbow will be permitted.
- b. Only fixed hunting sights and bare bows will be permitted. Peep sights will be allowed. Slide bar sights are acceptable. No sight magnification is allowed. No sights can be adjusted on the line. Wrist slings only are allowed. If a participant is using a slide bar sight he or she can only make the appropriate adjustment to the slide bar before advancing to the next firing line. Once a participant begins advancement to the next firing line, no adjustments will be allowed.
- c. Any of the following which is considered to be of a competitive nature and will NOT be permitted:
 1. Extended sight bars that measure more than 5 inches from the furthest forward part of the arrow shelf to the furthest forward part of the front of the sight assembly (see diagram)
 2. Range finders
 3. Crossbows
 4. Broadhead hunting tips
- d. Only one (1) stabilizer, not to exceed eight and $\frac{1}{4}$ ($8\frac{1}{4}$) inches from point of attachment to the bow, will be permitted.
- e. Any arrow released prematurely that the shooter can't reach from his shooting station will count as a shot.
- f. Arrow tips cannot be drawn past the face of the bow or rear of the arrow shelf. No overdraws are allowed.
- g. No minimum vein or fletching length.
- h. Each shooter will have five (5) arrows on the shooting line and one (1) competition ready arrow to be possessed by the coach present at the event in case of malfunction.
- i. Participants are limited to six (6) minutes at each of the four shooting distances, from commence fire to cease fire.
- j. While on the firing line, once an arrow is nocked, the arrow cannot be elevated above a point parallel with the ground.

2. Scoring:

- a. Five (5) arrows will be shot from 10, 15, 20 and 25 yards at five, 40 cm, 5-color, 10-ring bull's eye target. (1 arrow per target)
- b. Bull's eye will have a 10-point value with a possible score of 200 points. Targets will be scored by color ranging from 10 points for a bulls eye to 6 points for a hit within the outermost ring.

- c. Any arrow passing through targets in a score able area will be reshot.
- d. Individual ties will be broken by the highest number of 10X hits. If this does not break the tie, then the highest number 10X hits from the 25 yard line will be used. If the tie still exists the highest number 10X hits from the 20 yard line will be used. If the tie still exists the highest number 10X hits from the 10 yard line will be used. If the tie still exists there will be shoot off from the 25 yard line. Each participant involved in the tie will draw for shooting order and one shot per participant will be taken until the tie is broken.
- e. Any challenge of score must be made to the scorer before the arrow is pulled.
- f. At the State Tournament, the shooter will shoot one arrow at each of five 40 cm Archery targets from each distance.

It shall be the responsibility of the registering coach to assure that the equipment of his teams meet regulations.



HUNTER SKILLS

1. The hunter skills event shall consist of two (2) phases. The first phase will be a written exam combining data gathered throughout the NC Hunter Education Manual and the waterfowl identification publication used with the manual. The second phase of the hunter skills event will be an orienteering course. This course will be an example, or simulation, reference to hunting and/or hiking to a pre-determined location. Participants or teams will be required to use a compass to follow a bearing to a pre-determined station.
 - a. The Hunter Education Responsibility Exam will consist of fifty (50) questions containing all nine (9) chapters. Ten (10) of the fifty (50) questions must be animal and track identification.
 - b. The orienteering course will consist of three (3) legs. The total length, given in yards, of the three combined legs must not equal less than 100 yards and not more than 200 yards. No leg of one course may cross another course if multiple courses are used. The course will be set at 0 declination. Working as a team using their compass, knowledge and skill they will complete each leg. NO SCORE will be given for the first two (2) legs. No assistance from any coach, tournament official, volunteer, representative, or any other individual other than one of the five (5) teammates participating in the orienteering course. Should a team take longer than 12 minutes, five (5) points will be deducted from their score and five (5) points for each minute thereafter. A new team should be released every ten (10) minutes from the starting position. Once the team and/or team member calls position on the third (3rd) leg (by calling out completed and planting their team flag), scoring will take place, and the flag will be pulled. Any challenges must be made before the flag is pulled.
 - c. All participants will be administered the Hunter Education Responsibility Exam to serve as tie breaker in the event of TEAM EVENT TIES. Five (5) participants will compete in the Hunter Education Skills Event at the discretion of the coach without knowledge of the exam score.
 - d. The state Hunter Education Responsibility Exam will be administered on the Tuesday immediately preceding the State Tournament. No exam will be administered the day of the tournament with the exception of a tie breaker exam. Teams are allowed to test participants and alternates. Only participants registered to compete the morning of the tournament will be scored.
 - e. District Hunter Education Responsibility Exam procedures are at the discretion of the district tournament officials.
 - f. No electronic devices (including cell phones) are allowed during the orienteering event and hunter education skills exam.
2. Scoring:
 - a. Each participant may earn 100 points on the orienteering portion of hunter skills and 100 points at the test station for a possible score of 200 points each and a possible team score of 1000 points.
 - b. Team and Individual ties will be broken by the highest hunter skills score from the fifty question written test. If the written test score is unable to break the tie, follow the process of elimination for team ties to break the individual tie for the hunter skills event. (See reference tournament regulations.)
 - c. Only compasses will be permitted on the orienteering course. Digital and electronic compasses and Jacob Staff's are not allowed. Should a team take longer than 12 minutes, five (5) points will be

deducted from their score and five (5) points for each minutes thereafter. After the team flag is planted, scoring will occur. The third and final leg will consist of a bearing point with a 100 feet radius. A measurement will be taken from the bearing mark (or center of the circle) to the flag that will be planted by each team. From the bearing mark each foot will represent one point. One (1) foot from the bearing mark will be a score of 100, two (2) feet away will be 99 and so on. Each one (1) foot segment extending from the bearing mark will have again a score value of one point deducted as you get further away from the mark. After you exceed 100 feet you would receive a score of zero (0). (See attached layout example.)

- d. During the hunter skills written exam no reference books or written materials may be used. There can be no talking between participants or coaches during the written test.
- e. All questions, wildlife identification, tracks or signs, and situations in this event will be taken from the NC Wildlife Hunter Education Manual and the waterfowl identification publication used with the manual.

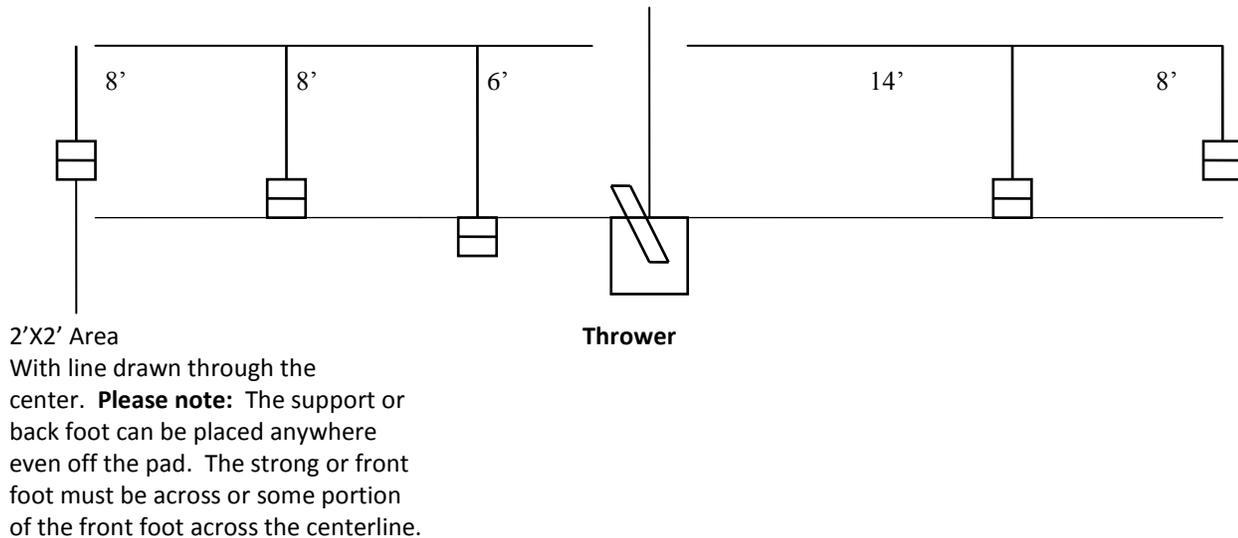
MUZZLE-LOADING

1. The black powder event is not mandatory, but teams and individuals may compete for trophies.
2. All firing will be done with tournament muzzle-loading rifles. Individual or school muzzle-loaders will not be permitted. All tournament rifles will be zeroed for a 6 o'clock hold.
3. The muzzle-loading event will close at the same time as the other shooting events not to include shoot offs.
4. Scoring will consist of one shot fired by each team member or individual at a NRA 50-yard slow fire target from a distance of 50 yards. The target score will be the number ring hit times 10 (example: 8 ring x 10 = score of 80). Due to the fact that some individuals may participate in this event and not have taken the hunter skills test, individual ties for the muzzle-loader will be broken by the closest hit to the center of the bull's eye. If this cannot determine the winner, a shoot off will take place for individuals only.
5. If a participant is listed as an alternate in any event, that participant may compete in the muzzle-loader event.

LAYOUTS FOR EACH FIELD EVENT

The layout for each event will follow on the attached pages.

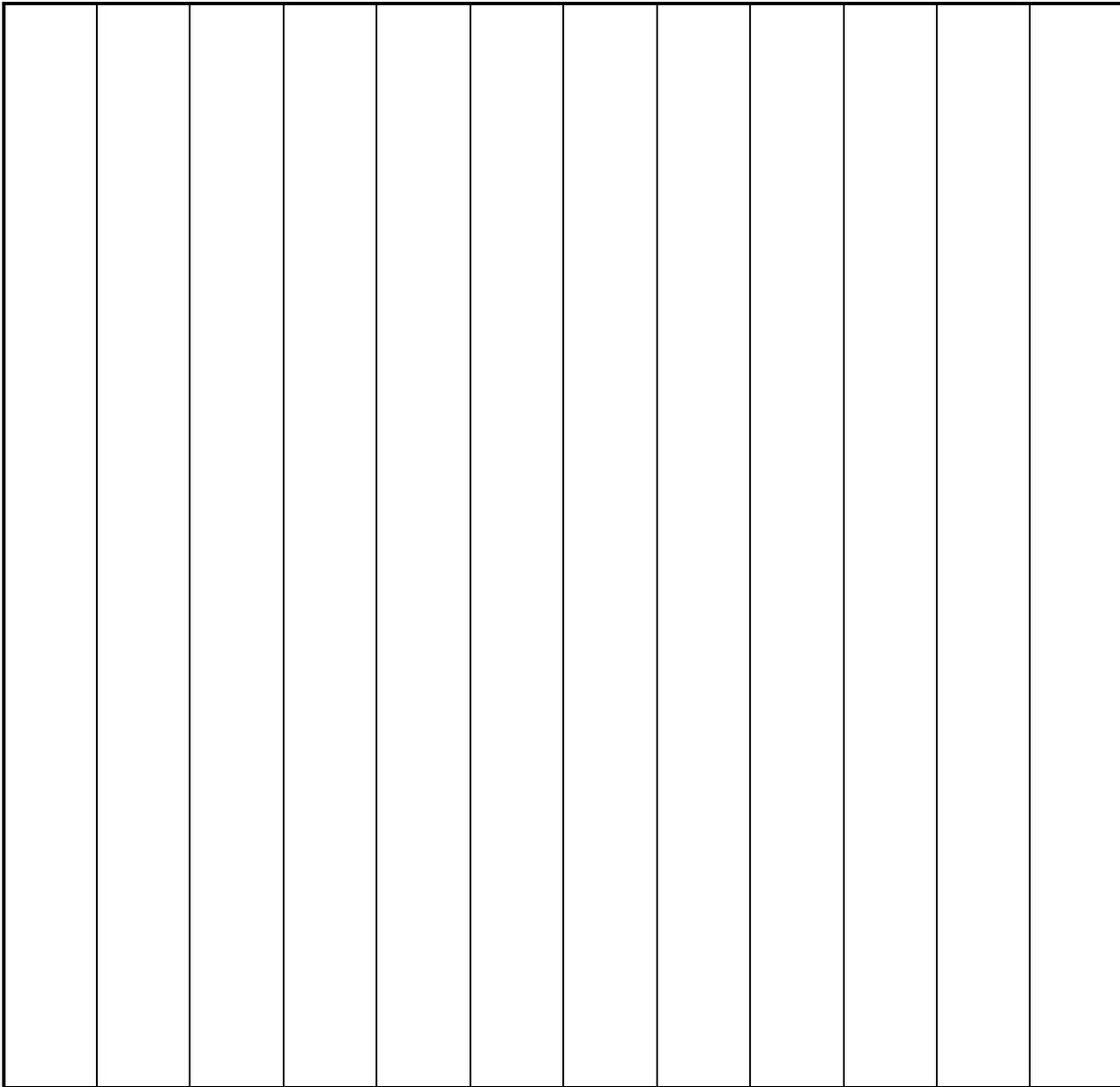
Layout for trap field for HE Tournament. Four (4) shots fired from each of the five (5) positions. All targets thrown straight away. At the appropriate turn for each shooter, they must keep their strong foot in contact with or across the line on the 2' x 2' square area or pad and their support or back foot can be placed either in or off the 2' x 2' pad.

TRAP FIELD

Layout for Small-Bore .22 Rifle for HE Tournament. Total of twenty (20) rounds fired, using four (4) targets five (5) rounds each (prone, sitting, kneeling and standing).

.22 RIFLE RANGE

TARGETS ALONG THE 50 FT. LINE



< 4FT > LANES

< 4FT > LANES

SHOOTERS

Layout for Archery Range for HE Tournament. A total of twenty (20) arrows will be shot during this event. Five (5) arrows will be shot from 10, 15, 20, and 25 yards at a 40-cm. 5-color, 10-ring bull's eye target. Five 40 cm. Targets will be used at the State Tournament.

ARCHERY RANGE

					10 YRD						
					15YRD						
					20YRD						

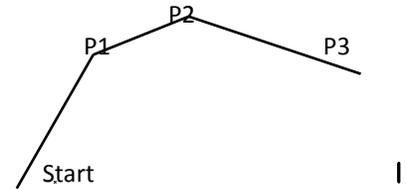
ORIENTEERING COURSE EVENT

Layout EXAMPLE for the Hunter Skills Orienteering Event. The course must be set up to make sure that the 3rd leg of the course cannot be seen by the starting position to the first leg. The course cannot be less than 100 yards or exceed 200 yards, and if two (2) or more courses are set up, the total distance between courses must equal the same and the terrain should come as close as possible. The use of two (2) or more courses will more likely be used at the State Hunter Education Tournament.

Example of information that each contestant will be given at the starting point along with the team flag.
 Note: This information and material will be gathered at the end of the course.

From the Starting Point:

- Leg #1: 20 , Distance 61 yards = P1 (point #1)
- Leg #2: 50 , Distance 48 yards = P2 (point #2)
- Leg #3: 110 , Distance 41 yards = P3 (point #3) Final Leg



After reaching Leg #3 the team captain and/or any team member must plant their team flag and advise to the official that the course is completed.

Scoring will take place only at the end of leg #3. The exact bearing point will be hidden and known only to the scores and/or tournament officials. The scorer will measure the distance from the bearing point (P3) to the team flag. The score will be multiplied times five (5) and this will be the team score. (Example, Team "A" planted their flag at 22 ft. from the bearing mark, the score will be 79, and for each individual score will be 79. The team score 79 x 5 will be 395.)

Distance Score EXAMPLE OF COURSE SCORES

Bearing point to 100 ft.

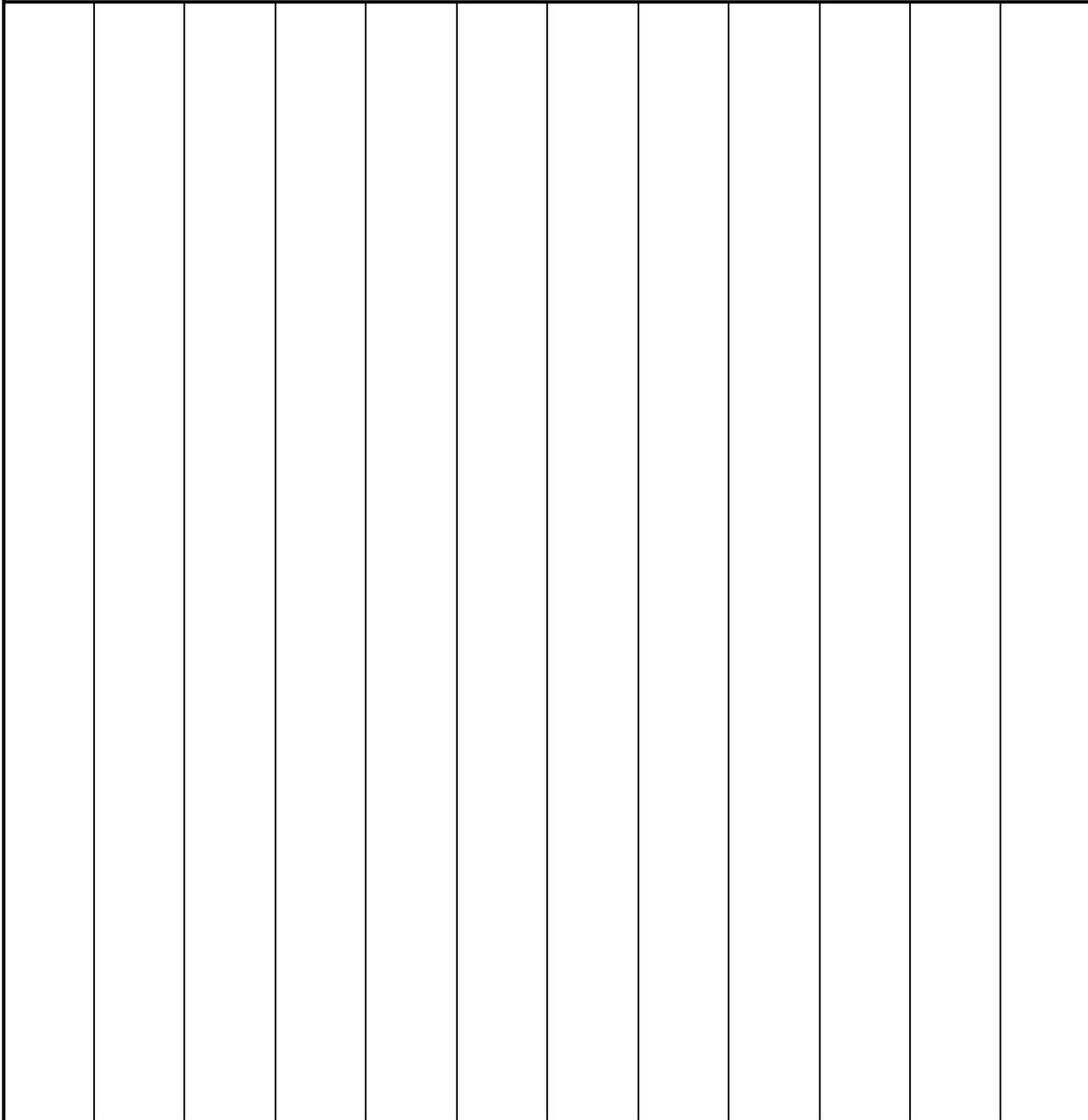
A point is deducted when the next foot mark is exceeded.

D	S	D	S	D	S	D	S	D	S
1'	=100	22'	= 79	43'	= 58	64'	= 37	85'	= 16
2'	= 99	23'	= 78	44'	= 57	65'	= 36	86'	= 15
3'	= 98	24'	= 77	45'	= 56	66'	= 35	87'	= 14
4'	= 97	25'	= 76	46'	= 55	67'	= 34	88'	= 13
5'	= 96	26'	= 75	47'	= 54	68'	= 33	89'	= 12
6'	= 95	27'	= 74	48'	= 53	69'	= 32	90'	= 11
7'	= 94	28'	= 73	49'	= 52	70'	= 31	91'	= 10
8'	= 93	29'	= 72	50'	= 51	71'	= 30	92'	= 09
9'	= 92	30'	= 71	51'	= 50	72'	= 29	93'	= 08
10'	= 91	31'	= 70	52'	= 49	73'	= 28	94'	= 07
11'	= 90	32'	= 69	53'	= 48	74'	= 27	95'	= 06
12'	= 89	33'	= 68	54'	= 47	75'	= 26	96'	= 05
13'	= 88	34'	= 67	55'	= 46	76'	= 25	97'	= 04
14'	= 87	35'	= 66	56'	= 45	77'	= 24	98'	= 03
15'	= 86	36'	= 65	57'	= 44	78'	= 23	99'	= 02
16'	= 85	37'	= 64	58'	= 43	79'	= 22	100'	= 01
17'	= 84	38'	= 63	59'	= 42	80'	= 21	Greater than 100 ft	= 0
18'	= 83	39'	= 62	60'	= 41	81'	= 20		
19'	= 82	40'	= 61	61'	= 40	82'	= 19		
20'	= 81	41'	= 60	62'	= 39	83'	= 18		
21'	= 80	42'	= 59	63'	= 38	84'	= 17		

Layout of the Muzzle-Loading Range for the H. E. Tournament. Total of four (4) shots per team; one (1) shot by each team member at one target. All four (4) targets should be on a backing (cardboard etc.). If an individual wants to participate for individual score, he and or she again will get only one (1) at one (1) target only.

MUZZLE-LOADING RANGE

TARGETS AT APPROXIMATELY 50 YARDS



< 4FT > LANES

SHOOTER

< 4FT > LANES