YOUTH HUNTER EDUCATION
SKILLS TOURNAMENT
DISTRICT AND STATE

2023

OFFICIAL RULES
AND REGULATIONS

IMPORTANT NOTICE

Procedures and techniques described in the North Carolina Youth Hunter Education Skills Tournament Rulebook require special skills, technical knowledge, and safety considerations. It is the responsibility of all North Carolina Youth Hunter Education Skills Tournament participants and coaches to be knowledgeable of and adhere to event rules, regulations, and contents of this rulebook. By taking part in activities outlined in this rulebook, NCWRC staff, volunteers, YHEST participants, and YHEST coaches agree that they possess the special skills and technical knowledge required to engage in these activities. Participants and spectators assume all risk of personal injury or property damage.

These Official Rules and Regulations are also located at
www.ncwildlife.org/yhest

OFFICIAL RULES AND REGULATION MANUAL

2023 NCWRC Youth Hunter Education Skills Tournament

(A program of the North Carolina Wildlife Resources Commission)

North Carolina Wildlife Resources Commission
1712 Mail Service Center, Raleigh, NC 27699
(919) 707-0170
www.ncwildlife.org

Effective September 1, 2022 Expires August 31, 2023

(Manual rescinds previously distributed edition)

NEW AND CLARIFIED RULES FOR 2023 ARE IN RED

Removed rules are ~~struck through~~.

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ABOUT THE NC YOUTH HUNTER EDUCATION SKILLS TOURNAMENT

The Youth Hunter Education Skills Tournament is a student/team competition in shotgun, archery and small-bore rifle marksmanship, and hunter responsibility knowledge and orienteering skills known collectively as hunter skills. The purpose of the tournament is:

- To partner with NC public schools, private schools, homeschool associations, 4H shooting sports, and other eligible entities to provide Hunter Education to their students.
- To promote public awareness of the Hunter Education Program in North Carolina.
- To offer the young people of our state a positive experience in various disciplines of the shooting sports.
- To help youth across the state experience and learn a variety of legal hunting methods, focusing on 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.

Mission

Provide school-aged hunter education graduates an opportunity to go beyond the basics by developing their knowledge and skills in all areas of the hunting experience, which will result in a safer and more responsible sportsman.

Objectives

1. Promote the Hunter Education Program in the North Carolina school system and beyond.
2. Promote the safe sport of hunting and shooting.
3. Provide a platform of rules to ensure fairness of participation and competition.

I. PARTICIPATION GUIDELINES

1.1 ELIGIBILITY

1.1.1 Schools and organizations must teach or offer the Basic or Advanced Hunter Education Course prior to the district tournament date. Failure to offer a Basic or Advanced Hunter Education Course prior to the district tournament date will result in a 50-point deduction from the team's overall score.

1.1.2 Participants must be a graduate of a hunter education course prior to the District Tournament.

1.1.3 Participants must be a member of a school team, 4-H team, home school team, or organization team – no individual participants.

1.1.3a They must be an actively enrolled student who has not yet received a high school diploma.

1.1.3b Home schools may participate provided they do so as a home school association. Any home school student that resides in a school attendance zone where a team is established and there is no home school association team established, may join the established team at the coach's discretion.

1.1.3c Students enrolled in an early college program that does not have an established team, may join the established team in their school attendance zone at the school and coach's discretion.

1.1.3d 4-H teams and organization teams may participate in a school attendance zone where a public school team does not exist. All members of a 4-H team and organization team must reside within the same school attendance zone.

1.1.4 Teams must have a minimum of five (5) participants and compete in all events. The District Tournament is a team-based competition and individual participation is prohibited.

1.1.4a Participants qualifying at District Tournament may compete as an individual at the State Tournament. (See rule 5.1.4)

1.1.4b 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 Tournament Coordinator or their designee for approval.

1.1.5 Schools, home school associations, and organizations may send as many teams as they would like to the district tournament.

1.1.6 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 DIRECTOR) to replace him or her.

1.1.6a Any completed event by the excused competitor will be counted.

1.1.6b Any event started must be completed by that contestant. Should an individual be excused during an event, they will receive a score for the portion of the event completed before their excusal (EXCEPT in the case of a disqualification where the disqualification will result in a score of zero and the resulting penalty if applicable).

1.1.6c Alternates may compete in the place of a participant disqualified at the pre-tournament safety inspection.

1.1.6d Alternates may compete in the place of a participant disqualified at the pre-event safety inspection and for any events following disqualification – but cannot be substituted in for the event if the disqualification occurs during the event.

1.1.7 Each team must have a coach who is a certified hunter education instructor or has completed a NC Wildlife Resources Commission approved Range Safety Officer course.

1.1.7a Each team must have a minimum of one Range Safety Officer (RSO) who has completed a NC Wildlife Resources Commission approved course.

1.1.7b Each team must have a coach attend an annual, mandatory "Rules and Safety Review Coaches Meeting" in order to be eligible for the district tournament.

1.2 REGISTRATION

1.2.1 A non-refundable pre-registration fee and a completed registration form will be required for the District and State Tournament.

1.2.1a District registration is $50.00 per team.

1.2.1b State registration is $100.00 per team, and $20 per individual if any are invited from the district Competitions.

1.2.2 Only pre-registered teams and participants will be allowed to compete.

1.2.3 Districts may set a registration deadline as the district sees fit. Any team that does not submit registration by the deadline will result in a 50-point deduction from the team's overall score.

1.2.4 All participants and coaches will be required to sign the Tournament Participation Agreement.

1.3 DIVISIONS

1.3.1 **JUNIOR DIVISION**: ~~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 located~~. May not have reached the age of 16 by April 29, 2023.

1.3.2 **SENIOR DIVISION**: Full-time student who has not yet graduated from high school

1.3.3 A junior may compete on a senior team. If a junior aged competitor competes on a senior team they will be considered a senior competitor and only be eligible for senior individual awards.

1.3.4 If a student from a middle school or elementary school is too old to compete on that school's junior team, they are eligible to compete on the high school team for that school attendance zone.

1.3.5 A team must compete and qualify within their own District Tournament to be eligible to complete in the State Tournament.

II. SAFETY RULES

Safety is the first and foremost consideration during all activities and events at the YHEST. These rules provide for a safe, orderly and efficient operation of the YHEST events. Many rules exist for the sole purpose of SAFETY. Other rules exist to allow for a more efficient range operation along with safety.

It is the responsibility of the participant, coach, volunteer and YHEST official to be familiar with and understand these rules in order for the safest environment to be established.

2.1 EQUIPMENT AND AMMUNITION

2.1.1 A mandatory equipment safety inspection on all firearms, bows, arrows, and ammunition – including backup equipment – will be conducted prior to the tournament start and a safety inspection for each team must be conducted pre-event.

2.1.1a All equipment must be marked with the official safety check clearance material (zip-tie, chamber flag, or the like). Only equipment marked inspected will be allowed at the range.

2.1.1b The tournament official must give you clearance before you can participate in any event.

2.1.1c Anyone bypassing the safety check or having ammunition or anything other than field-tip arrow points will be disqualified and the team will receive a 50-point penalty for each participant violation.

2.1.2 Teams should bring their own ammunition for the .22 rifle competition.

2.1.2a The ammunition must be .22 rimfire (excluding .22 magnum) but brand and specification is of the team's choice.

2.1.2b Teams unable to furnish their own ammunition will be allowed to use ammunition provided by the NCWRC but there will be no guarantees of manufacturer or load specification.

2.1.3 It is mandatory for the head coach to bring the team's ammunition to the pre-tournament equipment safety inspection for approval.

2.1.4a The ammunition must be secured in a lockable container.

2.1.4b The head coach will be responsible for the container after the safety inspection and bring it to the small bore range and present it to range personnel during team check-in for the rifle event.

2.1.4c Only containers that have been marked inspected will be allowed at the range.

2.1.4 Shooters using shotguns other than 12 or 20 gauge, must furnish their own shotshell ammunition that is comparable with the ammunition furnished by tournament personnel and must be checked at the pre-tournament safety inspection. (See rule 4.1.2)

2.1.5 No unauthorized ammunition will be allowed on the premises at any time. ONLY authorized and checked ammunition will be allowed on the firing line. Any violations will result in immediate disqualification of that individual and result in a 50-point team deduction.

2.1.6 In the event that WRC cannot provide ammunition due to shortages, teams may be required to furnish their own shotgun ammunition with the following restrictions.

2.1.6a Shotgun ammunition must be 2-3/4" trap or field load not exceeding 1-1/8 oz. shot for 12 gauge and 7/8 oz for 20 gauge, but brand and specification is of the team's choice. NO RELOADS.

2.2 GENERAL EQUIPMENT AND EVENT SAFETY

2.2.1 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.

2.2.2 All firearm muzzles and bows drawn will be pointed in a safe direction and down range at all times.

2.2.3 All firearms must have a safety device. The safety will remain on at all times, except when ready to fire.

2.2.4 Any firearm or bow not on the line, inside a designated event area or on a gun rack must be stored in hard, soft or sock style case.

2.2.5 Only one shell or cartridge will be loaded unless otherwise instructed by the Range Officer.

2.2.6 Participants must wear eye and ear protection while on the firing line for shotgun and rifle.

2.2.7 Participants must know and obey all range commands.

2.2.8 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.

2.2.9 Clothing (e.g. shorts/pants and shirts) and closed toed shoes/boots must be worn at all times while engaged in an event.

2.2.10 Any violation of the above safety rules will result in a 50-point team deduction and an individual disqualification.

III. PROGRAM REGULATIONS AND CODE OF CONDUCT

3.1 TOURNAMENT RULES AND REGULATIONS

3.1.1 It shall be the responsibility of the registering coach to assure that the age, certification numbers and equipment of their teams meet the required rules and regulations of the tournament. Any ineligible participant or illegal equipment will result in that score being dropped from the team score.

3.1.2 Participants with disabilities:

3.1.2a Any individual who has a disability will be given all reasonable accommodations to participate in YHEST, 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 District and State Tournament Directors provided that personal care and safety for the individual and participants can be firmly incorporated.

3.1.2b 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). Please refer to the individual's particular situation and necessary request so reasonable and safe accommodations may be obtained.

3.1.3 Coaches, parents, and spectators shall not coach the team or an individual when the participant or team is engaged in an event. 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.

3.1.4 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. 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 event a 50-point deduction shall occur for each violation.

3.1.5 Participants will provide their own firearms, bows, arrows, compasses and eye and ear protection. The NCWRC will have some equipment available in the event of firearm or bow malfunction. Teams sharing equipment need to notify tournament director prior to event.

3.2 CODE OF CONDUCT

3.2.1 Safety will be the first and foremost consideration during all activities.

3.2.2 Contestants participating in an unsafe manner will be disqualified.

3.2.3 Any person displaying poor sportsmanship and setting a bad example for the young participants may be removed immediately from the event and banned from attending future tournaments at the discretion of the Tournament Committee.

3.2.4 Participants and coaches are expected to always exhibit behavior above reproach. Any display of poor sportsmanship will result in participant disqualification and a 50-point deduction. Poor sportsmanship displayed from a coach will result in removal from the tournament and a 50-point deduction. The participant or coach involved may be banned from future tournaments at the discretion of the Tournament Committee.

IV. DISTRICT TOURNAMENT RULES AND REGULATIONS

4.1 SHOTGUN

4.1.1 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.

4.1.2 Ammunition: 12 and 20 gauge shot shells will be furnished and will be 2-3/4" trap or field load not exceeding 1-1/8 oz. shot for 12 gauge and 7/8 oz for 20 gauge.

4.1.2a Competitors are required to shoot only the 12 and 20 gauge ammunition provided by the NCWRC.

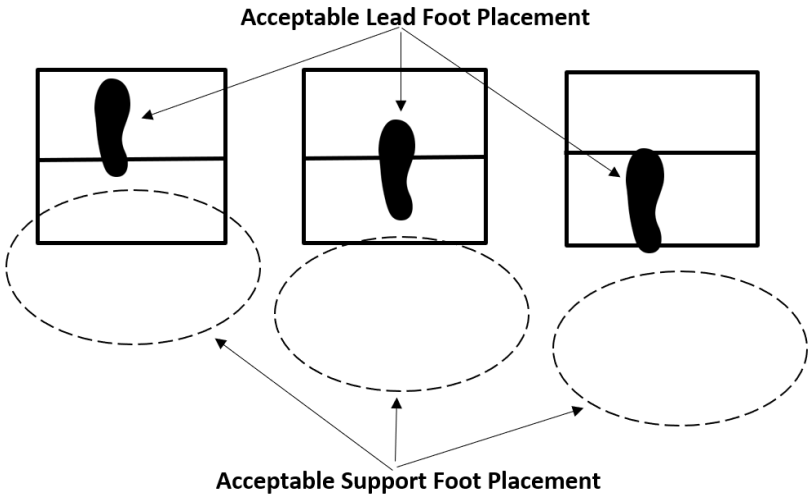
4.1.3 Shooters using guns other than 12 or 20 gauge must furnish their own shot shells, which must be comparable to those furnished by the tournament.

4.1.3a The ammo must be checked in at safety inspection and must be delivered to the Range Officer before the relay begins by the team coach and approved by the Range Officer. (See rule 2.1.1)

4.1.4 Each participant will fire one (1) shot in turn from each of the five (5) stations from an 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.

4.1.5 Each trap thrower will be set using a pole and hoop for consistency. An 8' pole with a 3' hoop attached to the top will be placed 30' from throwers. Each thrower will be adjusted so that each target passes through the hoop. (See Fig. A)

4.1.6 A 2'x2' area or pad with a centerline will be located at each station and the participant (shooter) must ensure their ~~keep their front~~ lead foot ~~or a portion of their front foot across~~ touches the centerline 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. The support or back foot can be placed anywhere even off the square or pad.



4.1.7 On the shotgun field there will be a post located 15 feet directly in front of the thrower. Competitors on stations #1 and #2 must keep their muzzles to the left of the post. Competitors on stations #4 and # 5 will keep their muzzles to the right of the post. Competitors on station # 3 must have their muzzle pointed straight down range due to location of the station. Competitors are responsible for their own muzzle control.

4.1.8 For a target to be scored as a hit, a participant must break a whole bird or a piece must break off.

4.1.9 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. The legitimacy 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.

4.1.10 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 occurs twice, the shooter will be directed to shoot another firearm.

4.1.9a Failure to take safety off will not be considered a malfunction.

4.1.11 If a participant shoots out of order, it will be scored as a loss. The appropriate participant will shoot again.

4.1.12 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.

4.1.13 Teams and/or Participants may not select the trap field they will shoot on, but will be randomly assigned. Teams will shoot as a unit.

4.1.14 All General Equipment and Event Safety Rules and penalties (Rule 2.2) are applicable.

4.2 RIFLE RULES

4.2.1 The rifle may not exceed eight and half pounds (8 ½) in weight including sling, sights, and equipment.

4.2.2 The rifle must have a trigger pull of two and one-half pounds (2 ½) or greater.

4.2.3 No trigger or stock may be adjusted or tampered with after weigh-in is complete.

4.2.4 Rifles are subject to trigger weight and rifle weight checks during or after competition. If the trigger or rifle weight does not pass, the score will be disqualified.

4.2.5 Open, peep, and aperture sights will be allowed. Scopes are allowed but must not have the capability of magnifying greater than nine (9) power or projecting a hologram or laser.

4.2.6 Rifles may not be changed during relay, except in the event of a malfunction.

4.2.7 Hasty slings only may be used. (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.

4.2.8 Participants are limited to three (3) minutes at each of the four shooting positions, from commence fire to cease fire.

4.2.9 While in the prone position no portion of the gun, individual's forearms, wrists, and hands will be allowed to touch the ground.

4.2.10 **Prohibited equipment**:

4.2.10a Clothing with added padding, stiffness, or shirt cup and clothing that has been altered from original state to assist shooter in remaining steady. Also, competitors will not be allowed to add or remove clothing between shooting positions and all footwear must remain on during the event.

4.2.10b Palm rests, or forearm stocks exceeding 2 ¼ inches wide

4.2.10c Spotting scopes or range finders

4.2.10d Kneeling rolls

4.2.10e Adjustable competition sling swivels

4.2.11 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 (starting order: prone, sitting, kneeling and standing). Each participant will fire one shot at each of the twenty bull's eye targets.

4.2.12 Bull's eye will have 10-point value with a possible score of 200 points. The inner most ring will be scored as 10X. 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.

4.2.13 Participants having an ammunition malfunction will be provided with another round by turning the misfire in to the Range Officer.

4.2.14 In the event of a malfunction of a firearm, the shooter will ask for assistance from the RSO. If the malfunction occurs twice, the shooter will be directed to shoot another firearm.

4.2.15 Targets will be scored at the range. Coaches must challenge any discrepancy at the scorer's table while the target is scored.

4.2.15 All General Equipment and Event Safety Rules and penalties (Rule 2.2) are applicable.

4.3 ARCHERY RULES

4.3.1 Only compound, recurve or longbow will be permitted.

4.3.2 Sights

4.3.2a Bare bows, fixed sights, and slide bars will all be permitted – no electronic sights. Slide bar scope assembly must not measure more than 6 inches from the furthest forward part of the arrow shelf to the furthest forward part of the scope assembly (see diagram below). ~~Fixed sights cannot be adjusted on the line. Slide bar scope adjustments can only be made before advancing to the next firing line~~. Batteries must be removed from any sight that utilizes battery power.

4.3.2b Peep sights are allowed, however, any type of magnification on either peep sights or slide bar scopes is prohibited.

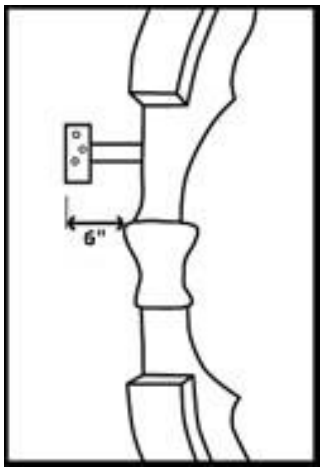
4.3.3c Equipment is subject to inspection any time during or after competition and any violations will result in disqualification of score.

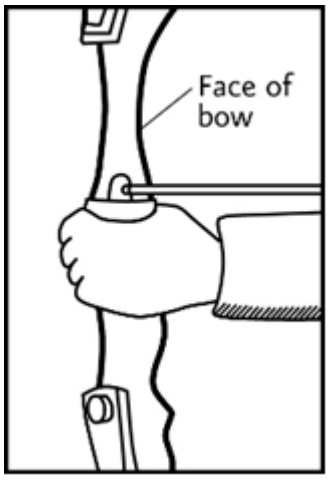
4.3.3 Only one (1) stabilizer, not to exceed twelve (12) inches (including adapters and knuckles) from point of attachment to the bow, will be permitted.

4.3.4 Wrist slings only are allowed.

4.3.5 Range finders and broadhead hunting tips are **PROHIBITED.**

4.3.6 Arrow tips cannot be drawn past the face of the bow or rear of the arrow shelf. No overdraws are allowed (see diagram below).





4.3.7 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.

4.3.8 Any arrow released prematurely that the shooter can't reach from his shooting station will count as a shot.

4.3.9 While on the firing line and once the arrow is nocked, it will be prohibited to "sky draw" (drawing the bow back and excessively raising the bow resulting in arrow aiming at the sky). The first violation will result in a warning, the second violation will result in disqualification of score.

4.3.10 Five (5) arrows will be shot from 10, 15, 20 and 25 yards. The shooter will shoot one arrow at each of five 40 cm, 5-color, 10-ring bull's eye archery targets from each distance.

4.3.11 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 color to 6 points for a hit within the outermost color ring. The inner most ring is scored as a 10X.

4.3.12 Any arrow passing through the target or any arrow that bounces out of a scorable area of target may be reshot.

4.3.13 Any challenge of score must be made to the scorer before the arrow is pulled.

4.3.14 Participants are limited to four (4) minutes at each of the four shooting distances, from commence fire to cease fire.

4.2.15 All General Equipment and Event Safety Rules and penalties (Rule 2.2) are applicable.

4.4 HUNTER SKILLS

4.4.1 The hunter skills event shall consist of a written examination at the district level.

4.4.2 The Hunter Education Responsibility Exam will consist of one hundred (100) questions containing all nine (9) chapters from the NC Hunter Education Manual and current Regulations Digest. It will combine questions, wildlife identification, tracks or signs, and situations found throughout the copyright 2022 Today's Hunter North Carolina (official NC Hunter Education Manual) and the 2022-2023 NC Regulations Digest.

4.4.3 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

4.4.4 Five (5) participants will compete in the Hunter Education Skills Event at the discretion of the coach without knowledge of the exam score.

4.4.5 Each participant may earn 200 points on the test for a possible team score of 1000 points.

4.5 GENERAL SCORING

4.5.1 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.

4.5.2 All teams must compete in all four (4) events ~~to receive an aggregate score or to be eligible for ranking~~.

4.5.3 When scoring targets, if a shot breaks or touches the line, it will be counted as the higher score.

4.5.4 CROSS-FIRES – If a participant's target has been shot more than the rounds fired by that participant, the target has been "cross-fired". The event director must determine that the cross-fire was unintentionally caused (with no malicious intent) by participants on the firing line. If this is established, the cross-fired target will receive the value of the highest round inside the scoring area. The participant committing a cross-fire act will only be scored for the amount of rounds inside their actual target's scoring areas.

4.5.4a Should the event director find that cross-firing 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 score of 0 for both individual and team scores.

4.5.5 Team coaches will be responsible for verifying scores and signing the event score card for their 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.

4.6 TIE BREAKING CRITERIA (DISTRICT)

4.6.1 The high overall aggregate individual score tie breaker will be broken by the Hunter Education Responsibility Exam, same sequence as team ties.

4.6.2 Individual tie-breakers as followed:

4.6.2a **Shotgun**: 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.

4.6.2aa Shooting order will be set by Event Director or their assigned designee.

4.6.2ab 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 doubles until necessary ties are settled.

4.6.2ac Both targets thrown must be whole in order to be good targets.

4.6.2ad Participants DO NOT have the option to pass up targets during the doubles competition. If two (2) good targets are thrown for a shooter, the participant 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.

4.6.2ae In case of malfunction, the participant will be given the two birds again and the malfunction (both birds) will not count. If the malfunction occurs twice, the shooter will be directed to shoot with another firearm.

4.6.2af If the participant entitled to shoot in a tie breaker leaves before the shoot begins, or does not report for the shoot, he or she forfeits their rights for individual championship.

4.6.2b **Rifle**: Individual ties will be broken by the highest total number of 10X hits. If this does not break the tie, then the highest total number of 10X hits from the standing position will be used. If the tie still exists the highest total number of 10X hits from the kneeling position will be used. If the tie still exists the highest total number of 10X hits from the sitting position will be used. If the tie still exists the highest total number of 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

4.6.2c **Archery**: Individual ties will be broken by the highest total number of 10X hits. If this does not break the tie, then the highest total number of 10X hits from the 25 yard line will be used. If the tie still exists the highest total number of 10X hits from the 20 yard line will be used. If the tie still exists the highest number of 10X hits from the 15 yard line will be used. If the tie still exists the highest total number of 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.

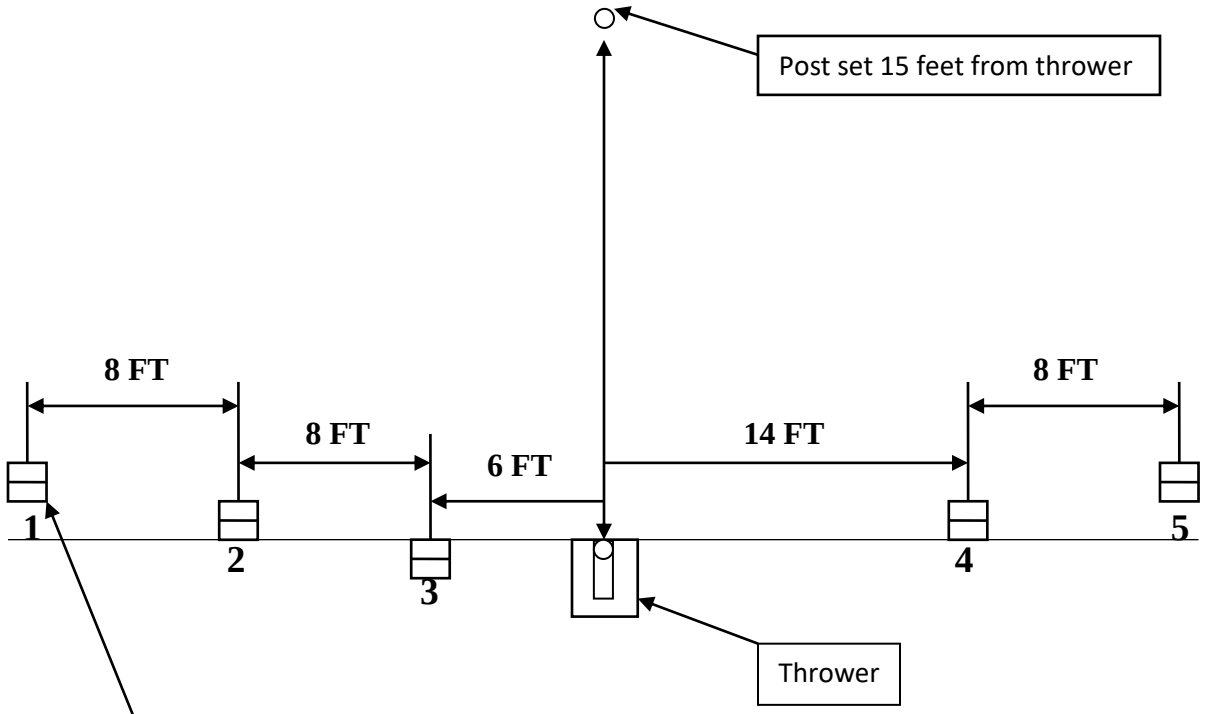
4.6.2d **Hunter Skills**: Individual ties will be broken~~,~~ by the individuals involved in the tie will be given an object to judge the distance (in yards). The closest to the actual distance is the winner. Distance judging will continue on different objects as necessary to break the tie.

4.6.3 Team tie-breakers as followed:

4.6.3a All participants will be administered the Hunter Education Responsibility Exam to serve as tie breaker in the event of TEAM EVENT TIES.

4.6.3b 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, ONE PARTICIPANT ONLY from those involved in the event from each team will be given an object to judge the distance (in yards). The closest to the actual distance is the winner. Distance judging will continue on different objects as necessary to break the tie.

TRAP FIELD - DISTRICT



Shooting Area: 2'X2' square with line through the center.

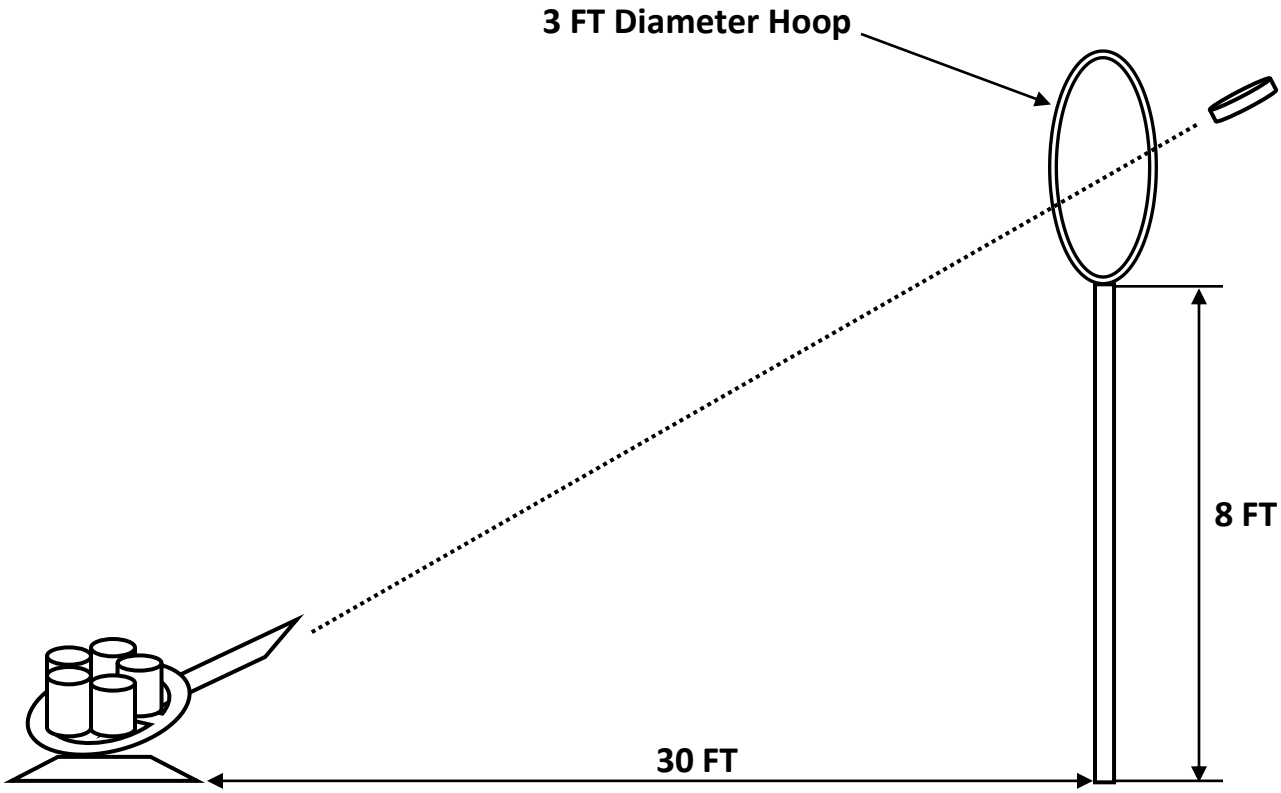
NOTE: The support or back foot can be placed anywhere even off the square or pad. The ~~strong~~ lead (front) foot or some portion of the front foot must remain in contact with the centerline.

NOTE: Competitors on stations 1 and 2 must keep their muzzles pointed to the left of the post. Competitors on stations 4 and 5 must keep their muzzles pointed to the right of the post. Competitors on station 3 must keep their muzzle pointed straight down range.

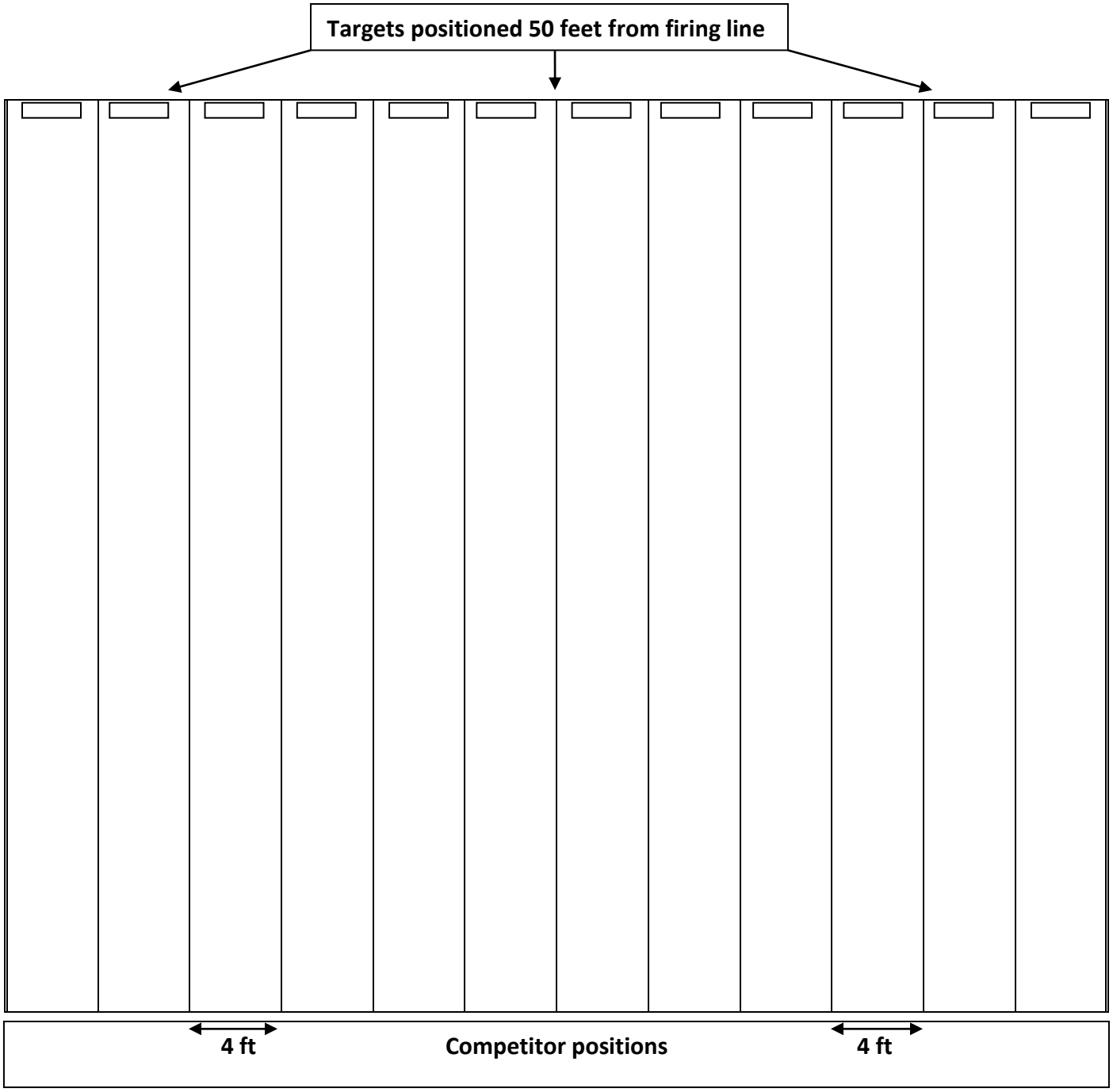
Those in violation may be disqualified.

FIG. A

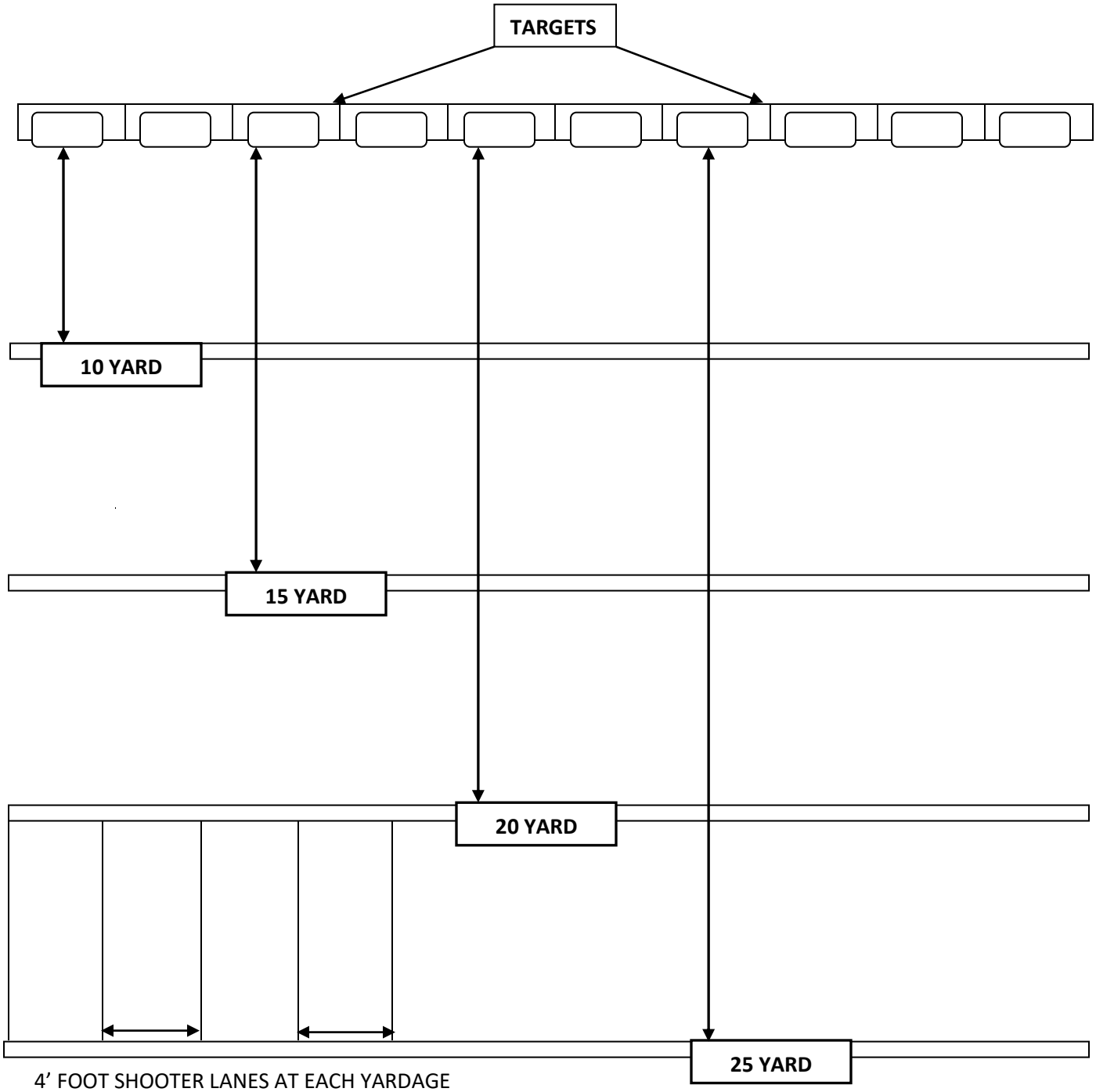
Each thrower will be set using the measurements in the diagram below



RIFLE EVENT LAYOUT-DISTRICT



ARCHERY EVENT LAYOUT - DISTRICT



4’ FOOT SHOOTER LANES AT EACH YARDAGE

DISTRICT TOURNAMENT MAP

CONTACT LIST:

District 1: Chase Luker
chase.luker@ncwildlife.org

District 2: Lee Scripture
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District 5: Casey Williams
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District 7: VACANT
Contact Carissa Daniels at carissa.daniels@ncwildlife.org

District 8: Wes Blair
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District 9: Mark Ray
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State Tournament: Carissa Daniels
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V. STATE TOURNAMENT RULES AND REGULATIONS

5.1 ELIGIBILITY

5.1.1 The state tournament will be held on the last Saturday in April each year (April 29, 2023) If the last Saturday falls on Easter weekend, the Tournament will be held the preceding weekend.

5.1.2 A maximum total of 60 teams (including both junior and senior teams) will be invited to the State Tournament.

5.1.2a Junior Category: Each district conducting a tournament will be allowed to send the junior champion and runner-up, regardless of points.

5.1.2b Senior Category: Each district conducting a tournament will be allowed to send the district champion and runner-up, regardless of points.

5.1.3 The number of numeric draw teams will be divided between the senior and junior division teams based on a percentage derived by:

5.1.3a Number of Junior Teams/Total number of teams = the % of Junior Teams

5.1.3b Number of Senior teams/Total number of teams = the % of Senior Teams

5.1.3c The number of available spots will be divided by the percentage determined for each division. For example: If there are 24 spots available: % Junior = 25% and % Seniors = 75%: then Junior spots would be 25% of 24 = 6 available positions. And the senior spots would be 75% of 24 = 18 available positions.

5.1.3d These open positions are filled by the highest scoring teams that are not District 1st and 2nd place teams. There is no restriction on number of teams per district or number of teams per school.

5.1.3e Any extra draw slots would be given to the junior category.

5.1.4 District Individual Champions for Rifle, Shotgun, Archery, Hunter Skills and Overall Winner whose team do not receive a state tournament bid will 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.

5.1.5 The individual competitors must complete a state registration form and pay a registration fee. Individuals will need to pick up their materials at the registration building.

5.1.6 Teams must report to their first rotation no later than 8:30am. Individual champions must report to their respective event ~~by~~ no later than ~~10:30am~~ 10am and event chairmen will work the individual competitors into the rotations as efficiently as possible.

5.1.7 ~~A pre-registration fee and a registration form will be required for each team qualifying for the state tournament. Qualifying individual champions will be charged a pre-registration fee and will be required to fill out a registration form for the State Tournament due by April 15th.~~ Registration from the district tournament will be digitally advanced to the state tournament by tournament staff. No additional registration is needed. Teams will be required to pay team and/or individual registration fees the morning of the state tournament.

5.17a Registration fees for the state tournament are $100 per team, and $20 per individuals if invited to the tournament.

5.2 SHOTGUN

5.2.1 Shotgun event will follow all District tournament rules with the following additions:

5.2.1a An electronic thrower will be positioned between stations 3 and 4 and located 16 yards forward of the line. The thrower will throw straight ahead and shooting rotation will be same as district formats.

5.3 RIFLE

5.3.1 The rifle event will follow all District Tournament rules with the following additions:

5.3.1a Targets will be placed 75 feet from competitor positions.

5.4 ARCHERY

5.4.1 The archery event will follow all District Tournament rules with the following additions:

5.4.1a 5 arrows will be shot from each distance: 15, 20, 25, and 30 yards.

5.5 HUNTER SKILLS

5.5.1 The Hunter Skills event will follow all District tournament rules with the following additions: The state event shall consist of two (2) phases. The first phase will be a responsibility exam and the second phase will be an orienteering course.

5.5.2 There will not be a written test given prior to the state tournament but there will be a wildlife identification/hunter education test (Hunter Responsibility) administered on-site.

5.5.2a The questions for the Hunter Responsibility test may include information gathered from both the copyright 2022 Today' Hunter North Carolina (official NC Hunter Education Manual) and the 2022-2023 NC Regulations Digest. The test will consist of 20 questions, identification of animal skins, mounts, and animal tracks, as well as props used to portray equipment or scenarios.

5.5.2b Participants will ~~only be allowed to~~ take the exam as a team and use only what they are given into the testing facility. Cell phones, cameras, or any other material is prohibited.

5.5.2c Coaches will be allowed to monitor the event after all teams have completed. Coaches are not allowed to use any material or technology for permanent collection of information or ideas. (no cameras, phones, note pads, etc.)

5.5.3 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.

5.5.3a Coaches will be allowed to monitor the event, during which time they will be escorted by a tournament official. No assistance – verbally or non-verbally - can be given from any coach to any team members for whom the coach is associated. ANY VIOLATION WILL RESULT IN A TEAM DISQUALIFICATION. The coach must exit the event with the team upon placement of the flag at the event conclusion.

5.5.4 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.

5.5.5 No electronic or digital devices (including cell phones) are allowed during the orienteering event and hunter education skills exam. Analog watches only will be allowed.

5.5.6 Only compasses will be permitted on the orienteering course. Digital and electronic compasses are prohibited.

5.5.7 Each participant may earn 100 points on the orienteering portion of hunter skills and 100 points on the test portion for a possible score of 200 points each and a possible team score of 1000 points.

5.5.8 Should a team take longer than 12 minutes, five (5) points will be deducted from each participant's individual score and five (5) points for each minute(s) thereafter. After the team flag is planted, scoring will occur. The third and final leg will consist of a bearing point with a 100-foot 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).

5.6 TIE BREAKING CRITERIA (STATE)

5.6.1 Individual tie-breakers will be the same as in the District tournaments 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 - if further tie breaking is needed follow rule 4.6.2d.

5.6.2 Team tie breakers as followed:

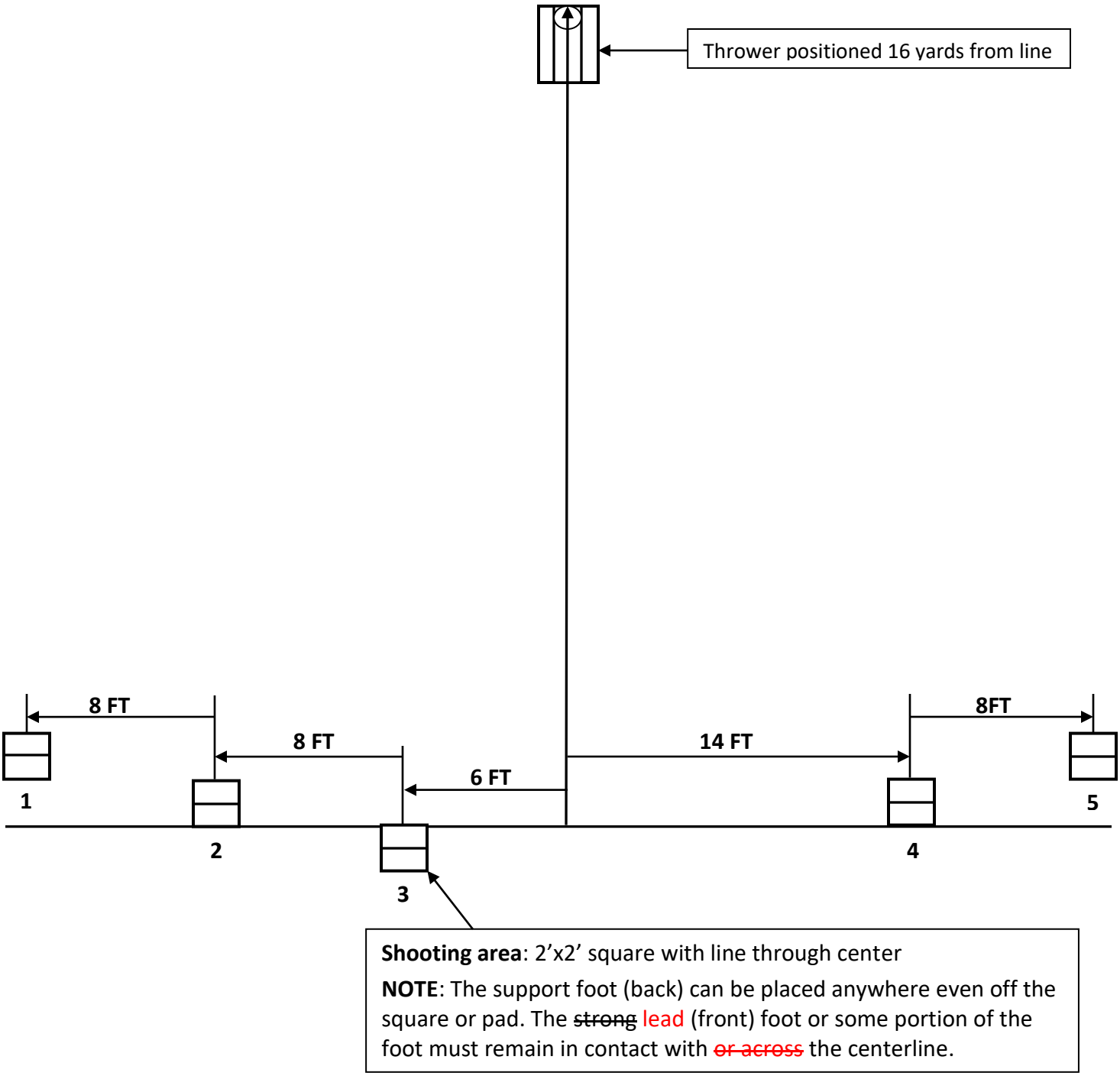
5.6.2a **Archery**: Total number of team X's, then total number of team X's at the 30 yards, then total number of team X's at 25 yards, then total number of team X's at 20 yards, then total number of team X's at 15 yards. If the team tie has not been broken, one individual from each team will be selected by the team and from the 30 yard mark single arrows will be shot until one competitor scores more points than their opponent.

5.6.2b **Rifle**: Total number of team X's, then total number of team X's from standing, then total number of team X's from kneeling, then total number of team X's from sitting, then total number of team X's from prone. If the team tie has not been broken, then one individual from each team will be selected by the team and single rounds will be fired from the standing position. This will continue until one competitor scores more points than their opponent.

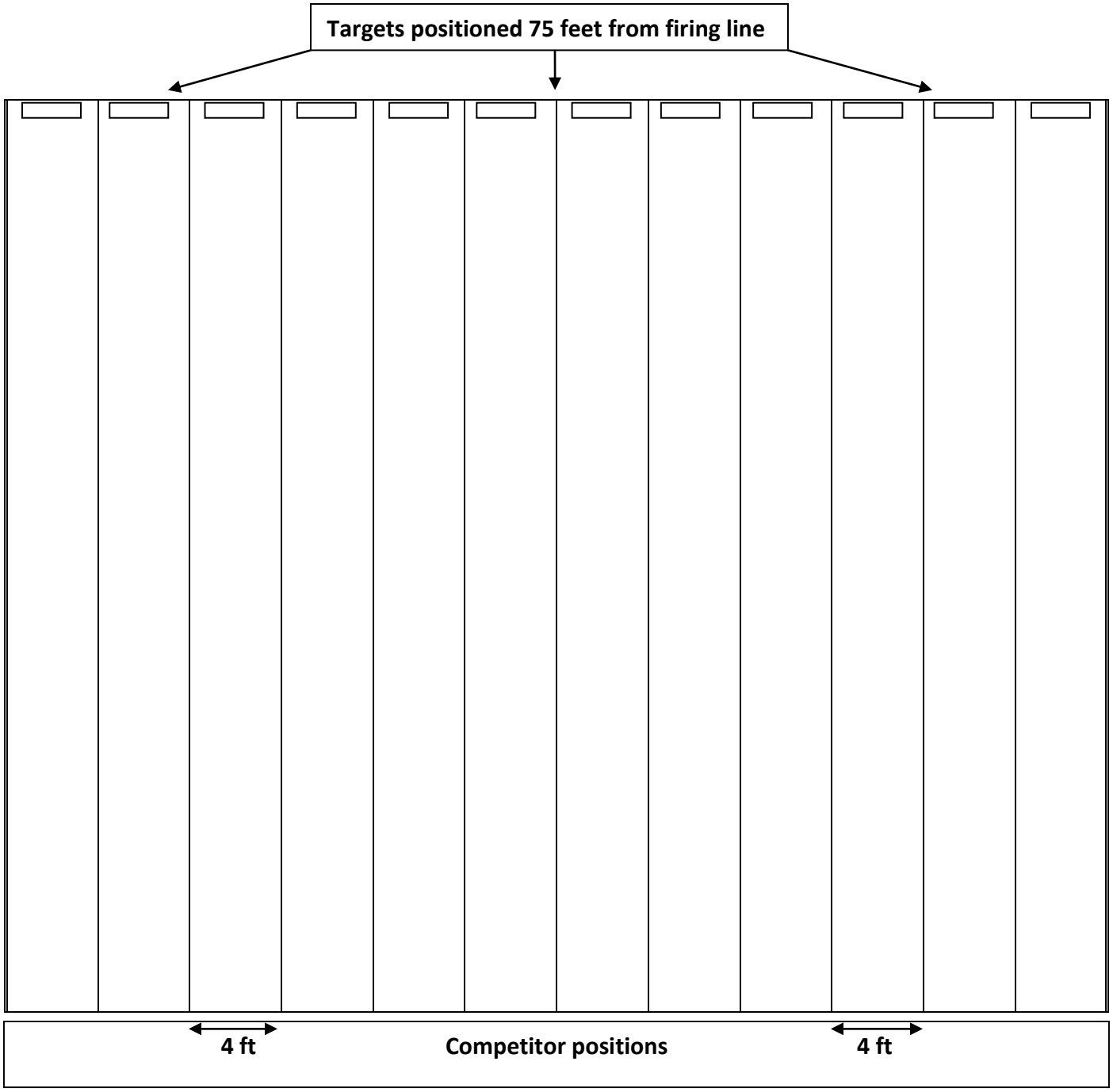
5.6.2c **Shotgun**: Total team's score on their first shooting position, then total team score from the second shooting position, then total team score from the third shooting position, then total team score from fourth shooting position, then total team score from the fifth shooting position. If a tie still remains, each team will select an individual and they will start on the first shooting position and shoot the course until someone gains an advantage.

5.6.2d **Hunter Skills**: ~~Ties will be broken by total team test scores.~~ If tie ~~still~~ exists, follow rule 4.6.3b.

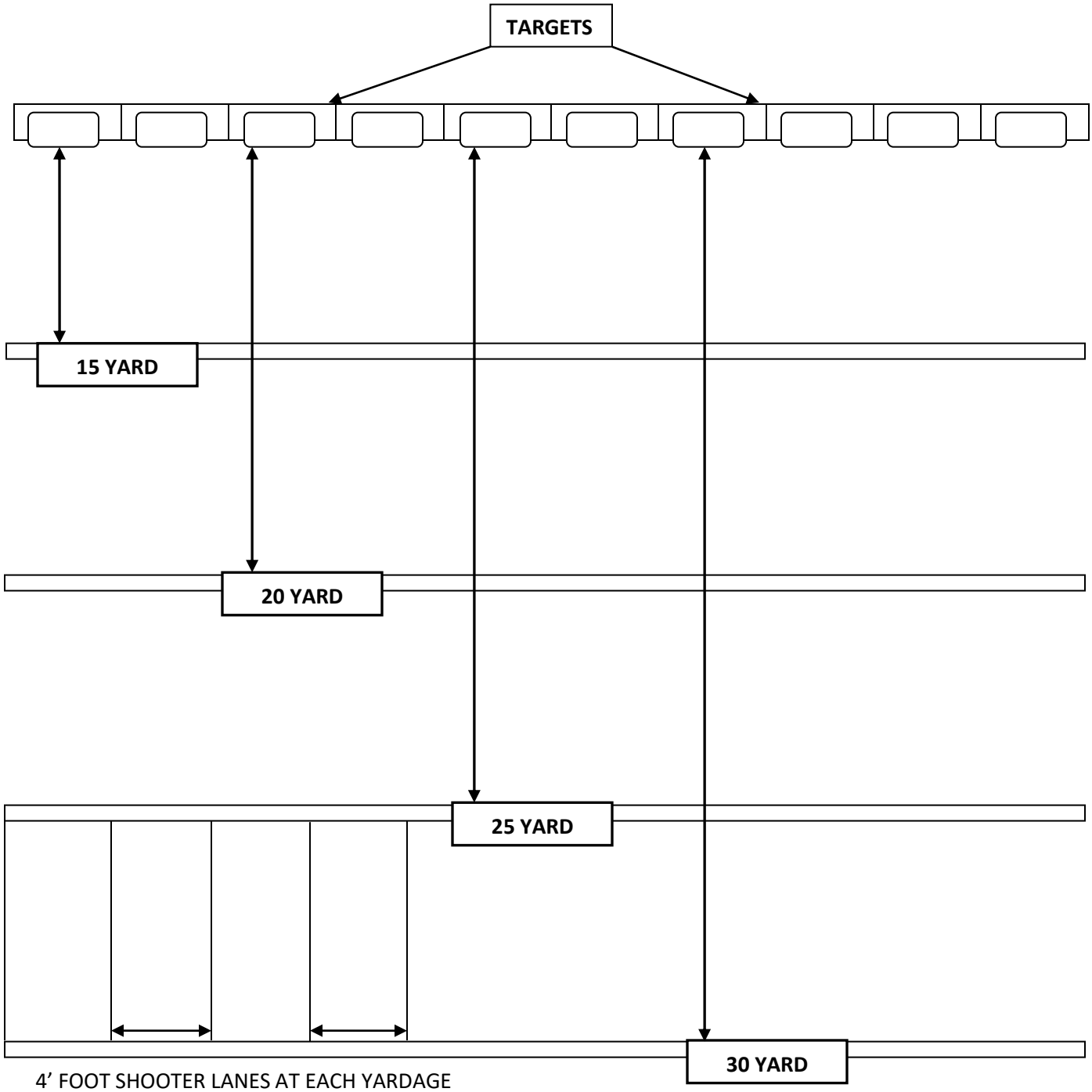
TRAP FIELD-STATE



RIFLE EVENT LAYOUT-STATE



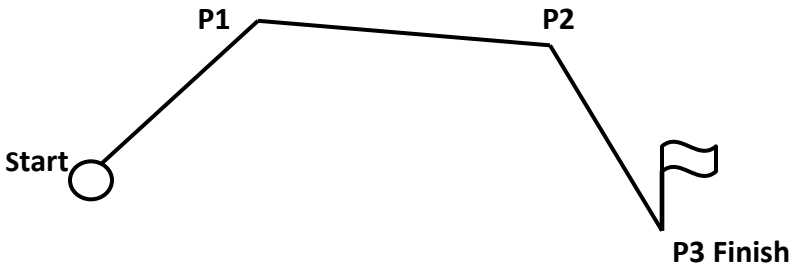
ARCHERY EVENT LAYOUT - STATE



4’ FOOT SHOOTER LANES AT EACH YARDAGE

ORIENTEERING LAYOUT – STATE

Example information each competitor will receive along with flag at starting point.



From 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

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 22 feet from the bearing mark resulting in a score of 79, so each individual score will also be 79. The team score 79 x 5 will be 395.

EXAMPLE OF COURSE SCORES

D= Distance from bearing point (P3) to flag **S=** Score
NOTE: 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	>100'=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	

VI. CHALLENGES/PROTESTS/ALIBIS

6.1 CHALLENGES

6.1.1 Challenges concerning the value of shots will be resolved as outlined in the rules section for each event.

6.1.2 Only actual participants and coaches may challenge any ruling, but all challenges must be made during the challenge period as described in the rules section of each event.

6.2 PROTESTS/ALIBIS

6.2.1 A Tournament Arbitration Committee will be identified to handle all disputes, except those regarding the value of shots as scored.

6.2.1a Event chairman have authority to question and enforce all rules regarding equipment, behavior, and scores.

6.2.1b A coach or participant may lodge a protest with the respective event chairman first, then if further resolution is deemed necessary a protest can be submitted to the Tournament Arbitration Committee for review.

6.2.1c All decisions made by the Tournament Arbitration Committee will be final.

6.2.2 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

VII. NRA YOUTH HUNTER EDUCATION CHALLENGE (YHEC) INFORMATION

7.1 Any participant competing in a district event may be qualified for the NRA Youth Hunter Education Challenge, if the NRA recognizes NC participation.

7.2 The NCWRC will provide assistance to the 1st, 2nd, and 3rd Junior and Senior teams, if funds are available.

7.3 The funds will only to be used for 6 basic registration fees per team for attending the YHEC.

7.4 Eligible teams are responsible for communicating with the State Tournament Director on whether they will be attending YHEC or not by June 15, 2023.

7.5 Eligible teams are responsible for their own registration for YHEC through www.yhec.nra.org