

## **SHOOTING SPORTS -- Department--**

### **SS**

#### **SS -- CLASS 1 -- AIR RIFLE**

##### **Skill Level 1, 2 & 3**

##### **Lot Number**

1. Poster or drawing demonstrating project safety.
2. Poster or drawing demonstrating project activity.
3. Display of equipment.
4. Display of accessories.
5. Any other item, display or poster not covered above.

#### **SS -- CLASS 2 -- AIR PISTOL**

##### **Skill Level 1, 2 & 3**

##### **Lot Number**

1. Poster or drawing demonstrating project safety.
2. Poster or drawing demonstrating project activity.
3. Display of equipment.
4. Display of accessories.
5. Any other item, display or poster not covered above.

#### **SS -- CLASS 3 -- ARCHERY**

##### **Skill Level 1, 2 & 3**

##### **Lot Number**

1. Poster or drawing demonstrating project safety.
2. Poster or drawing demonstrating project activity.
3. Display of equipment
4. Display of accessories.
5. Any other item, display or poster not covered above.

#### **SS -- CLASS 4 -- HUNTING**

##### **Skill Level 1, 2 & 3**

##### **Lot Number**

1. Poster or drawing demonstrating project safety.
2. Poster or drawing demonstrating project activity.
3. Display of equipment.
4. Display of accessories.
5. Any other item, display or poster not covered above.

#### **SS -- CLASS 5 -- SHOTGUN**

##### **Skill Level 1, 2 & 3**

##### **Lot Number**

1. Poster or drawing demonstrating safety.
2. Poster or drawing demonstrating project activity.
3. Display of equipment.
4. Display of accessories.
5. Any other item, display or poster not covered above.

#### **SS -- CLASS 6 -- MUZZLE LOADING**

##### **Skill Level 1, 2 & 3**

##### **Lot Number**

1. Poster or drawing demonstrating project safety.
2. Poster or drawing demonstrating project activity.
3. Display of equipment.
4. Display of accessories.
5. Any other item, display or poster not covered above.

#### **SS -- CLASS 7-- SHOOTING SPORTS EXHIBITS**

Exhibit may not exceed 12" deep x 18" wide x 22" high, except that a gun, bow and arrow, or taxidermy item may be included in a display and will not be considered in the calculation of dimensions. No explosive materials are allowed. Arrows must be secured in such a manner so as to prevent their points or edges from being a hazard. Only sporting firearms and bows will be exhibited, displayed or demonstrated.

##### **Lot Number**

1. Safety techniques applies to shooting activities, Examples are: range commands and range safety, eye and ear protection, cleaning a firearm, dressing for safety, first aid, and survival skills.
2. Wildlife Biology/Management - Basic concepts of wildlife management
3. Game Identification - A display illustrating key field identification features of a group of farm animals, distinguishing various species of puddle ducks, differences among five look-alike species, of upland game birds, etc.
4. Archery Shooting Skills: Examples basic safety rules, basic parts and functions of each piece of equipment, care and maintenance, accessories or position.
5. Shotgun Shooting Skills - - Same as Lot #4
6. Air Pistol Shooting Skills - - Same as Lot #4
7. Rifle Shooting Skills - - Same as Lot #4
8. Leadership - - Show your work as a junior leader in your shooting sports club.
9. History and nomenclature of trapping, hunting and firearms.
10. Sportsmanship - - Ethical behavior and responsibility, effects of values of wildlife of modern game law and regulations.
11. Game Cookery - game that is preserved or prepared for current table use with nutrition information included. (This exhibit will be judged by a foods and nutrition judge.)
12. Taxidermy
13. Associated Activities
14. Muzzle Loading
15. Any Other A
16. Any Other B