Karl Petersen Memorial Event
Eau Claire County 4-H Invitational Shoot
4th Annual Event
National Qualifying Event

Eau Claire County
Shooting Sports Invitational

Saturday, April 29th, 2017
Check-in Starts at 7:30am
Ranges Open at 8:00am

Mondovi Conservation Club
W450 Youth Road
Mondovi, WI 54755

Disciplines:
.117 Air Rifle (Three-Position and Silhouettes)
.117 Air Pistol (Slow Fire/Rapid Fire)
Archery (300 Round & 3-D Animal Round, Compound and Recurve)
Wildlife Ecology

Shoot Directors’ Contacts:
Darren Schlewitz – (715) 456-6117, schlaysows@wwt.net
Jake Henning- (715) 864-2569, jakehenning1@gmail.com

Registration Deadline: April 21st
***Online Registration- Register at www.ecshootingsports.weebly.com***
Bring online payment the day of the shoot!
Eau Claire County 4-H Statewide Shoot

Registration Form
To be eligible to take part in this shooting sports activity you must be registered as a 4-H Shooting Sports project member, and have turned in a signed permission statement. All participants must also have met the criteria set by their county Shooting Sports Program.

Name:___________________________________________ Phone:(____) ______________________

Grade (as of 10/01/2016): _____ Date of Birth________________________ Age(as of 01/01/2017)_______
Junior- Age 8(and in 3rd Grade)-11_____ Intermediate – Age 12-14 _____ Senior – Age 15-19 _____
Use the age as of 1/01/2017 for age divisions National Qualifying Scores_____

Mailing Address:___________________________________________

City/State/Zip:___________________________________________

County (of 4-H Enrollment): __________________________ 4-H Club: __________________________

Email Address:___________________________________________

Physical Accommodations (if Applicable, describe):___________________________________________

I enter the 2017 Eau Claire County Invitational Shoot at my own risk and agree not to hold the Mondovi Conservation Club, Eau Claire County 4-H, University of Wisconsin-Extension or Wisconsin 4-H Shooting Sports Leaders responsible for any damages to equipment or injury to myself that may occur as a result of the shoot. I certify that I have read the rules/guidelines pertaining to the shoot and understand that failure to comply with those rules may result in disciplinary action which may include, but is not limited to, removal of myself from this and subsequent state shoots. I give permission for pictures of myself to be used for publicity of Wisconsin 4-H Shooting Sports. I agree to follow all safety rules and participate in a sportsmanlike manner.

Competitor’s Signature ___________________________ Date ______________

As a parent/guardian, I agree not to hold the Mondovi Conservation Club, Eau Claire County 4-H, University of Wisconsin – Extension or Wisconsin 4-H Shooting Sports Leaders responsible for any damage to equipment or injury to my child. I also understand that there must be basic rules for a shooting sports competition and that these guidelines must be maintained for the safety of all concerned. If my child violates these rules, I understand that he/she may be disqualified from competition. My child has permission to participate in the 2017 Eau Claire County 4-H Invitational Shoot. I also give permission for pictures of my child to be taken at the shoot to be used for publicity of Wisconsin 4-H Shooting Sports.

_________________________________________________________ __________________________________
Parent/Guardian Signature Date

With Questions Contact a Shoot Director:
Darren Schlewitz – (715) 456-6117, schlaysows@wwt.net
Jake Henning- (715) 864-2569, jakehenning1@gmail.com
Name: ___________________________________
Check each event you wish to enter. Maximum recommended is five events. Entry Fee is $7.00 per event. For event clarification, see match rules. There will be a $5 fee for same day registration.

__Air Rifle 3 Position Plinker __Air Rifle Silhouettes Plinker
__Air Rifle 3 Position Sporter __Air Rifle Silhouettes Sporter
__Air Rifle 3 Position Unlimited __Air Rifle Silhouettes Unlimited

__Air Pistol Slow Fire
__Air Pistol Rapid Fire

__Archery 300 Round Recuve
__Archery 300 Round Compound Barebow
__Archery 300 Round Compound Limited
__Archery 300 Round Compound Bowhunter
__Archery 300 Round Compound Unlimited

__Archery 3-D Round Recuve
__Archery 3-D Round Compound Barebow
__Archery 3-D Round Compound Limited
__Archery 3-D Round Compound Bowhunter
__Archery 3-D Round Compound Unlimited

Wildlife Ecology – No Charge __X__

Total number of events entered_____x$7.00 per event excluding wildlife.
Total of $__________is payable to Eau Claire Co. 4-H Shooting Sports.
(Make checks payable to Eau Claire Co. 4-H Shooting Sports)

Mail form to: UW Extension Eau Claire County
227 1st Street West
Altoona, WI 54720
Air Rifle Silhouette Team Competition
Eau Claire County 4-H Statewide Shoot

1. No Fee for team entries
2. Four youth, that do no need to be from the same county, will tabulate scores
3. Counties can enter multiple teams in any age divisions
4. Youth can only be on one team per event
5. Teams may consist of youth of multiple age groups but the oldest competitors age shall be the age group of the team.
6. Air Rifle Class is the class the shooter would like added to team score. (i.e. Unlimited, Sporter, Plinker)
7. Teams may register at the day of the shoot
8. Teams can consist of members from multiple counties
9. There is no fee for teams

Team Age Range:  
___8-11 Years Old  
___8-14 Years Old  
___8-19 Years Old

Team Name:______________________________________________

Team Members:  Air Rifle Class Used for Scoring:

________________________________________________________

________________________________________________________

________________________________________________________

________________________________________________________

Mail form to:    UW Extension Eau Claire County
                227 1st Street West
                Altoona, WI 54720
3-D Round Archery Team Competition
Eau Claire County 4-H Statewide Shoot

1. No Fee for team entries
2. Four youth, **that do no need to be from the same county**, will tabulate scores
3. You can enter multiple teams in any age divisions
4. Youth can only be on one team per event
5. Teams may consist of youth of multiple age groups but the oldest competitors age shall be the age group of the team
6. Archery Class is the class the shooter would like added to team score. (i.e. recurve barebow, compound unlimited, ect.)
7. Teams may register at the day of the shoot
8. Teams can consist of members from multiple counties
9. There is no fee for team events

Team Age Range: ___8-11 Years Old
    ___8-14 Years Old
    ___8-19 Years Old

Team Name:__________________________________________________

Team Members: Archery Class Used For Scoring:

_______________________________________________________________________________________________
_______________________________________________________________________________________________
_______________________________________________________________________________________________

Mail form to:     UW Extension Eau Claire County
                  227 1st Street West
                  Altoona, WI 54720
Eau Claire County 4-H Statewide Shoot

General Information:
The Competition will be held outdoors rain or shine. Concessions will be available. Please provide your own outdoor seating. Ranges will not run late for shooters who could not complete the events registered. You will not be refunded for those missed events.

General Rules:
1. No Alcohol or Smoking will be allowed during the event.
2. The event directors reserve the right to alter the event as weather, terrain, or registration dictates. Directors and Range Commanders may modify matches in the interest of safety and/or to make the event run more smoothly. Directors and Range Commanders will have final say on issues involving safety and range protocol.
3. Physically challenged competitors needing accommodations must request those reasonable accommodations at the time of registration. Accommodations will be reviewed, approved, modified, and/or recommended to alternative reasonable accommodations by the event directors.
4. To be eligible to participate, all contestants must be enrolled in the 4-H Shooting Sports Program and meet the requirements of the contestant’s county for each event entered in.
5. There will be three classes recognized. You must compete in your age group.
   a. Junior – 8-11 Years Old and in 3rd Grade or Above
   b. Intermediate – 12-14 Years Old
   c. Senior- 15-19 Years Old
6. All competitors must demonstrate that they are able to effectively compete in a safe manner. Participants must provide eye protection for all rifle, pistol, and shotgun matches. Hearing protection must also be provided for .22 small bore rifles and shotgun matches. Neither is required for archery but eye protection is recommended.
7. Clear Barrel Indicators(CBIs) are required for rifles and pistols during non-firing times.
8. Directors/Range Commanders have the right to deny unsafe equipment on range.
9. Competitors are required to provide their own equipment.
10. All firearms must be unloaded, cased, action opened, CBI in place, and safety’s on when preparing for use on the range.
11. All competitors and spectators must use proper sportsmanship with other competitors and spectators at all times.
12. Coaching on the line is only allowed in the junior division or silhouettes. Range Commanders can be referred to for assistance. Parents may help repair equipment within reasonable time but may not help tune equipment.
13. Any rule infraction(s) may disqualify a competitor at any time during the event as determined by Range Commanders and Event Directors.
14. Scoring for all shooting events will be done indoors by official score keepers on the day of the shoot. All decisions of scorekeepers are final. Scorecards and targets may be returned. Only authorized personnel will be allowed behind the scorer’s tables.
15. Challenges may only be made by the shooter. If there is a challenge on the line the range commander must be notified and the target will be marked. If the challenge takes place after the target is removed, it will be made at the scoring tables. There is a $3 fee that will only be returned if the challenge is successful. The challenge judges will not be the original scorer but rather the shoot directors.
Eau Claire County 4-H Statewide Shoot

1. 60 Arrows:
   a. Junior competitors will shoot at 10 yards
   b. Intermediate competitors will shoot at 15 yards (20 Yards for National Qualifying)
   c. Senior competitors will shoot at 20 yards

2. Two 5 arrow practice ends will be shot.

3. Only target or field points are to be used. No hunting points.

4. All types of bows (except foot-bows and crossbows) are permitted, i.e. longbows, recurves and compounds
   a. RECURVE/LONGBOW
      i. Any accessories acceptable
   b. COMPOUND BAREBOW
      i. No sights (no string peep sights)
      ii. Finger shooters only
      iii. No stabilizers
      iv. No tape or marks on bow
   c. COMPOUND LIMITED
      i. Any sights
      ii. Any type of stabilizers
      iii. Finger Shooting Only
      iv. All accessories acceptable
   d. COMPOUND BOWHUNTER
      i. Fixed Sights – Must be fixed and non-movable after practice rounds finish
      ii. String Peep Permitted
      iii. Mechanical Release Permitted
      iv. Stabilizers 12" or less Permitted
      v. No Sliding Sights
      vi. No Magnified Sights
   e. COMPOUND UNLIMITED
      i. Any sights
      ii. Any type of stabilizers
      iii. Any release
      iv. All accessories acceptable

5. All scoring will be done by the scoring judge. Any arrow or target touched before scoring will be scored as a zero. All arrows that miss the target or hit the wrong target will be scored as a zero.

6. Scoring is determined by the position of the shaft. The shaft must touch the scoring ring to score the higher value. Any questionable call will immediately be determined by range commander. The range commander’s decision is final.

7. Bounce outs or pass through will be scored only if the judge can unquestionably determine the point of impact, otherwise, these will be re-shot at the end of the round.
8. Time limit is four minutes per end (5 arrows).

9. NAA whistle commands will be used.

10. On a 5-spot target, the shooter may shoot the spots in any order and as many arrows into any spot as the archer desires. Not to exceed 5 arrows per end.

11. NFAA single spots or 5 spot target will be used. Shooters must choose single or 5 spots at check-in time. No changes allowed thereafter.

12. The animal round will consist of 15, 3-D targets that will be shot from a shooting line. There will be two shots per animal.

13. Coaches will be allowed to assist in repairing equipment, (15 minutes time limit will be allowed for repairs if needed.) but are not allowed to make tuning adjustments during the competition. Coaches can consult youth at the youth’s discretion, not the coaches.

14. Physically challenged accommodations must be requested at registration and approved by the Archery Match / Range Commander.

15. Tiebreakers will be most number of X’s. 2nd tiebreaker will be # of ends with 5 X’s. Scorecard will be rechecked for mathematical errors and corrected.

ARCHERY WHISTLE COMMANDS
Whistle: Two Blasts
Verbal Command: “Archers to the shooting line.”
Meaning: Archers pick up their bow and take their position on the shooting line. Arrows must be kept in the quiver.

Whistle: One Blast
Verbal Command: “Begin shooting!”
Meaning: Archers may now take their arrows out of their quivers and begin shooting.

Whistle: Three Blasts
Verbal Command: “Walk forward and get your arrows.”
Meaning: Archers have completed shooting. All archers have set their bows down and are behind the waiting line. They may now go forward to pull their arrows.

Whistle: Four or More Blasts (a series of blasts)
Verbal Command: “STOP, STOP, STOP, STOP!” or “CEASE FIRE!”
Meaning: Archers immediately let down and put their arrows back into the quiver. There is an emergency on the range.
Eau Claire County 4-H Statewide Shoot

3-D Archery Round Rules

1) Shoot at your own risk. There are no backstops and we are not responsible for lost or broken arrows.
2) No Range Finders are allowed.
3) You have the area between the posts to take your shot
4) Two shots at each animal
5) Scoring will be as follows:
   a. 0 – Missed Animal
   b. 1 – On animal but outside all rings
   c. 5 – Inside first ring
   d. 8 – Inside second ring
   e. 10 – Inside center ring
6) Tie Breaker will be decided by:
   a. 1\textsuperscript{st} – Number of 10’s
   b. 2\textsuperscript{nd} – Number of 8’s
   c. 3\textsuperscript{rd} – Number of 5’s
   d. 4\textsuperscript{th} – Number of 1’s
7) The distances are all inside 20 Yards
8) All age groups will shoot the same distances
9) All other applicable archery rules apply
10) The shoot directors and range commander reserve the right to alter the event to accommodate terrain and weather.
Eau Claire County 4-H Statewide Shoot

Air Rifle 3 Position Match Rules

1.) Classes (See Page 16 for rifle classifications):
   Plinker Class (Not for Seniors)
   Sporter Class
   Unlimited Class

2.) Each shooter will fire from 3 positions. Prone, Standing, and Kneeling, in that order, at 10 meters (33 feet).

3.) All Classes will shoot 10 shots at each position for a total of 30 shots. These will be counted out prior to start of shooting each round.

4.) Targets are the standard NRA AR-5/10 for all classes.

5.) Firing Time is limited to 10 minutes for position (1 minute per shot).

6.) Sighting in is limited to 5 minutes with unlimited shots from the prone position only.

7.) Air rifle and ammunition shall be .177 caliber only. Only Iron, Aperture, peep, and fiber optic open sights are allowed. No scopes or magnified sights.

8.) Rifles must be loaded and fired in a single shot fashion only. Clear Barrel Indicators (CBIs) must be used throughout the competition.

9.) Slings are allowed in the prone and kneeling position only, slings are not allowed in the standing position. Shooting Jackets and other shooting aids attached to shooter or rifle except as stated above, are not allowed.

10.) Kneeling rolls are allowed.

11.) Coaches can consult youth at the youth’s discretion, not the coaches.

12.) Physically challenged accommodations must be requested at registration and approved by the rifle director.

13.) Tiebreakers: ties will be broken with the most number of “tens”, most number of “nines”, most number of “eights” etc; 2nd tiebreakers: the first “ten” hit in sequence until the tie is broken.

14.) The Match Director reserves the right to alter the event as weather, terrain, or enrollment dictates.

15.) Scoring – If there are two holes in a bull’s eye, both will be scored as long as there are only a maximum of 10 shots total in the whole target. If 11 or more shots are present, the smaller score will be taken and the other will be a zero.
Eau Claire County 4-H Statewide Shoot

Air Rifle Silhouette Match Rules

1. Three Classes:
   a. Plinker Class (Not for senior’s)
   b. Sporter Class:
   c. Unlimited Class
2. The Match Director reserves the right to alter the event as weather, terrain, or enrollment dictates.
3. NRA silhouette rules are used as guidelines; however, they are adapted toward 4-H goals and philosophies.
4. All competition shots are from the off-hand position.
5. Iron sights only (no scopes) no slings. No Red Dot Sights.
6. 40 shots; 2 relays of five at each of the four distances.
7. Distances:
   a. Chicken-------10 yards
   b. Pig -------------15 yards
   c. Turkey -------20 yards
   d. Ram ---------25 yards
8. Target size - Standard Air Rifle (one tenth high power rifle size)
   a. Chicken------1 1/2” high
   b. Pig -------------1 5/8” high
   c. Turkey -------2 5/8” high
   d. Ram ---------3” high
9. Time - 5 minutes allowed per bank of five (1 min./shot).
10. Targets must be fired in sequence (first shot, first target, etc.) left to right.
11. Each shooter should bring an adult scorer to the firing line. Coaches can consult youth at the youth’s discretion, not the coaches.
12. Score: one point for each target knocked down. The target must be knocked down, not spun, to receive point. Zero points for targets shot out of sequence.
13. Ties will be broken by:
   a. number of rams
   b. number of turkeys
   c. number of pigs
   d. first hit ram left to right
   e. first hit turkey left to right
   f. first hit pig left to right
   g. first hit chicken left to right
14. Physically challenged accommodation’s must be requested at registration and approved by the rifle director.
Air Pistol Match Rules
1. The air pistol competition will be held at 10 meters.
2. Shooting will be from standing position and all shots will be shot one-handed. Juniors are allowed to shoot with both hands. Two hands are allowed for rapid fire. Must be unsupported.
3. Pistol may be CO2, air, spring, or pump for slow fire.
4. Pistols must be open sighted for slow fire. Rapid/Timed fire allows any sights that does not project an image on the target.
5. Caliber must be .177
6. Slow fire shooting will be done single shot.
7. Targets to be used are NRA licensed B40.
8. Shooters may confer with their coach at their own discretion, NOT the coach’s.
9. Course of fire:
   a. Slow Fire
      i. 5 minutes for unlimited sighters
      ii. 30 minutes to fire 20 shots on 4 bulls
      iii. 5 shots on each bull
   b. Timed/Rapid Fire
      i. Total of 40 record shots; 8 series of 5 shots; 5 shots per bull.
      ii. 8 series of 5 shots with each shot fired in 3 second intervals
11. Tiebreakers: ties will be broken with the most number of “tens,” the most number of “nines,” the most number of “eights,” etc. The second tiebreaker will be the first “ten” hit in sequence until the tie is broken.
12. The Match Director reserves the right to alter the event as weather, terrain or enrollment dictates

New Rapid Fire Course of Fire - NEW NATIONAL STANDARD as of 2016

POSITIONS

Firing Position - The competitor must stand free, without support, completely within the firing point. The complete firearm must be held and fired with one hand only. The wrist must be visibly free of support. Bracelets, wrist watches, wrist bands or similar items which might provide support are prohibited on the hand and arm which hold the firearm. (See Rule 3.11).

Ready Position – (Note: see the representation of the ready position in this (5.3) section of the NRA rule book). The competitor brings the pistol to a position where the arm points forward and down at an angle of not greater than 45 degrees from the vertical.
(a) The competitor must stand free, without support, completely within the firing point. The pistol must be held and fired with one hand only. The wrist must be visibly free of support.

(b) Before and during the series, including while chambering a pellet, or checking or cocking a pistol, or while waiting for a range officer to verify a malfunction, the pistol must always be kept pointing down range before returning to the READY position for the next shot, or while awaiting the command to LOAD.

(c) In the “READY” position, the competitor’s arm must point downward at an angle of not greater than 45 degrees from the vertical, but must not be pointed at the ground within the forward edge of the firing point. The competitor’s arm must be stationary in this position while waiting 7 seconds for the appearance of the target or, when electronic scoring targets are used, for the green lights to come on, or for the range command to fire.

(d) Ready Position Violations: If the competitor raises their arm too soon, or does not lower it sufficiently they must be warned by a Jury Member, and the shot must be recorded and repeated. The competitor must then be credited with the five (5) lowest value hits in the series.

If the fault is repeated in the same stage of five (5) shots in the Duel Fire Pistol Event, the same procedure must be applied and the competitor must be penalized by a deduction of two (2) points from their score. If a third infraction of this rule occurs the competitor must be disqualified.

COURSE OF FIRE

Duel Fire Course: 40 shots on the International Air Pistol target. The course consists of 8 series each of 5 shots. During each series the shooter fires one shot at a time, each shot is fired within the time period of 3 seconds.

Preparation Time: Three (3) minutes. During this preparation period, the competitor may dry fire and practice the shot sequence, but no pellet may be discharged.

Sighting Series: Before the program of 40 shots begins, the competitors may shoot a sighting series of Five (5) shots in the duel fire course.

Range Commands and Procedures

The Range Officer must conduct competition firing by using the commands and procedures that can be found on page 15.

Procedure in Case of Defective Cartridge, Disabled Pistol or Malfunction - If a shot has not been fired due to a malfunction and if the competitor wishes to claim a malfunction, the competitor must lower the firearm immediately, hold it in the “READY” position or keep it pointing towards the targets and inform the Range Officer of the problem by raising the free hand or by another safe signal without disturbing the other competitors.

When determining the cause of a malfunction, if the external appearance of the firearm does not show an obvious reason for the malfunction, and the competitor does not claim there is a bullet stuck in the barrel, the Range Officer must pick up the pistol without interfering or touching the mechanism, point the pistol in a safe direction and pull the trigger one time only to determine whether the trigger mechanism has been released. If the pistol does not discharge, the Range Officer must complete the examination of the pistol to determine the cause of the malfunction and to decide whether or not the malfunction is allowable.
(a) If a malfunction occurs in the sighting series, it will not be counted in the competition as a malfunction. The sighting series may not be repeated. The competitor, however, may complete the sighting series by shooting at a stationary target or targets, which will be faced for this purpose for a maximum of two (2) minutes.

(b) If the Range Officer decides, after inspection of the firearm, that the competitor has an “allowable malfunction”:

- The number of successful shots is recorded and the series will be completed. Shots to complete the series must be fired immediately following the completion of this 5 shot series. The five-shot series will be scored in the normal manner.

(c) If the Range Officer decides, after inspection of the firearm, that the competitor has a “non-allowable malfunction,” the same procedure as for an allowable malfunction will be followed, but the shot that was not fired due to the “non-allowable malfunction” will be scored as zero.

- The number of shots will be recorded, the shot where the “non-allowable malfunction” occurred will be recorded as a miss and the remaining shots in the series will be completed.
# Air Pistol Timed Fire Range Commands

<table>
<thead>
<tr>
<th>COMMAND</th>
<th>ACTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Before the competition:</td>
<td>Step 1: Before a competition, the Range Officer must prepare the range for firing and, if competition officials hang targets, supervise the hanging of targets. Competitors should not move their equipment to the firing line until they are called to the firing point by the Range Officer.</td>
</tr>
<tr>
<td>&quot;RELAY NUMBER __, YOU MAY MOVE YOUR EQUIPMENT TO THE FIRING LINE&quot;</td>
<td>Step 2: Before the Preparation Time starts, and after any preceding relay is finished, the CRO will call the competitors to their firing points. Only on command, can competitors remove their pistols from their boxes and handle their pistols. As competitors move to the firing line, check to be sure each competitor is present and on the correct firing point.</td>
</tr>
<tr>
<td>&quot;RELAY NUMBER __, GO FORWARD AND HANG YOUR TARGETS&quot;</td>
<td>Step 2a, if required: After competitors move their equipment to the firing line and, if competitors are responsible for hanging their own targets, the Range Officer instructs competitors to go down range and hang targets.</td>
</tr>
<tr>
<td>&quot;PREPARATION TIME BEGINS NOW&quot;</td>
<td>Step 3: The Preparation Time is 3 minutes. During the Preparation Time the targets must be visible, facing the competitors. During the Preparation Time competitors may handle their pistols, dry fire and carry out holding and aiming exercises on the firing line.</td>
</tr>
<tr>
<td>&quot;END OF PREPARATION TIME...STOP&quot;</td>
<td>Step 4: At the end of the Preparation Time there must be a brief pause of approximately 30 seconds. (EST-Target Officer will Reset the targets for the sighting series)</td>
</tr>
<tr>
<td>&quot;FOR THE SIGHTING SERIES, LOAD&quot; (or) &quot;FOR THE FIRST/NEXT MATCH SERIES LOAD&quot;</td>
<td>Step 5: All competitors load within a time of 20 seconds</td>
</tr>
<tr>
<td>&quot;ATTENTION&quot; (Competitor actions in blue)</td>
<td>Step 6a: All competitors assume the READY position. The red lights must be switched on or if turning targets are used, they must be turned to the edge-on position. After a delay of seven (7) sec. (+/- 1.0 sec.) either the green lights will come on, or the target will be turned to face the competitor for 3 seconds. At the appearance of the green light, or when the targets begin to move to the face-on position, the competitors may raise and fire. After 3 seconds, the red light will come on, or the target will edge, and the 20 second load time for the next shot will begin. After firing, all competitors will reload and may rest pistols on the table with muzzles pointing downrange awaiting the next Attention command.</td>
</tr>
<tr>
<td>(If lights/turning targets are not used)</td>
<td>If lights, or turning targets are not available, the commands START and STOP may be used to begin and end the 3 second firing period.</td>
</tr>
<tr>
<td>&quot;ATTENTION&quot; (SHOTS 2-5)</td>
<td>Step 6b - 6e: After 20 seconds, the range officer will again give the ATTENTION command after which the procedures outlined in Step 6 above will be followed, until all 5 shots of the series have been fired.</td>
</tr>
<tr>
<td>&quot;UNLOAD&quot;</td>
<td>Step 7: After each 5 shot series, competitors are instructed to unload an insert their CBI's and make the line safe.</td>
</tr>
<tr>
<td>&quot;GO FORWARD AND CHANGE TARGETS&quot;</td>
<td>Step 8: If competitors are responsible for changing their own targets, the Range Officer instructs competitors to go down range and change targets.</td>
</tr>
</tbody>
</table>

Steps 5 – 8 are repeated until all 8 series are completed.
RANGE COMMANDS
Air Rifle – Air Pistol – Silhouettes

1. Shooters to the Line (5-10 minutes)
   a. This is the time the shooters use to get their equipment to the shooting line.
   b. Firearms are uncased at the shooting line.
   c. Firearms are pointed down range, muzzle down range.
   d. Firearms are not handled.

2. Preparation Time Has Started (5-10 minutes)
   a. Shooters may prepare the equipment for their particular shooting position.
   b. May handle firearm with no ammo.
   c. Fingers outside of trigger guard.

3. Is The Line Ready?
   a. Ready on the Left - If answer is no, please give more time; if yes, continue.
   b. Ready on the Right - If answer is no, please give more time; if yes, continue.
   c. The Line is Ready

4. Shooters Load Your Firearm
   a. Single load only.
   b. DO NOT FIRE.

5. Commence to Fire
   a. Fire designated rounds.
   b. When finished shooting, lay firearm down with action open and muzzle down range.

6. Cease Fire
   a. Muzzle down range, action open and lay firearms down.
   b. It may mean:
      i. Problem on the line.
      ii. That particular discipline or round is over.
      iii. A new set of targets
      iv. Examine your targets down range.
      v. Range is unsafe.

7. Is The Line Clear?
   a. If you hear a “no,” see what the problem is.

8. Range is Closed
   a. Shooter cases the firearm, picks up his/her equipment and paraphernalia and removes it from the firing line.
   b. Absolutely no handling of uncased firearm.
Air Rifle Classification

Plinker Class
Benjamin 397
Daisy 840
Daisy 880
Daisy Powerline 856
Daisy Red Ryder 1938
Daisy Powerline .177 (177x)
Crossman Powermaster 66/66C
Crosman 664KT
Crosman 650
Crosman 760
Crosman 781
Crosman 782
Crosman 785
Crosman 795
Crosman 7781
Crosman 1760
Crosman 1077
Crosman 1389
Crosman2100/2100B
Avanti Champion 499B
Avanti Mentor 845
Daisy 7840
Daisy 2856
Tech Force 34
Additional rifles will be added as needed

Sporter Class
Beeman GS 1000
Benjamin HW30
Benjamin 5397
Benjamin Legacy 1000AR
Gamo Hunter 220
Gamo Hunter 440
Gamo Young Hunter
Gamo Shadow 1000
Gamo Shadownmatic
Gamo Silver Shadow
Benjamin RM777
Crosman CH2000 Challenger
Daisy M853 Legend/953
RWS Model 24
RWS Model 34
Tech Force Model 21
Tech Force Model 99
Walther 94 Leveraction CO2
Additional rifles will be added as needed

Unlimited Sporter Class
Avanti/Daisy 753 Elite
Beeman R1
Beeman R7
Beeman R9
Beeman NW97
Daisy XSV40 (Valiant)
Daisy M888
Gamo CFX Royal
Gamo Hunter 1250
Gamo Stutzen Air Rifle
JG Anschart
RWS 48
RWS 52
RWS 54
Weihrouch HW77
Weihrouch HW97
Crosman 2104
Additional rifles will be added as needed

Local Hotels and Campgrounds

Super 8 In Osseo, WI
50663 Oak Grove Rd, Osseo, WI 54758
715) 597-5000

Econo Lodge Inn & Suites
4608 Royal Dr, Eau Claire, WI 54701
(715) 833-8818

Holiday Inn in Eau Claire
4751 Owen Ayres Ct, Eau Claire, WI 54701
(715) 830-9889

Whispering Pines Resort/Campground
N12788 S Prairie Rd, Osseo, WI 54758
(715) 597-2004

Metropolis Hotel
5150 Fairview Dr, Eau Claire, WI 54701
(715) 852-6000
Directions:  From Eau Claire: Take HWY 37 South to Mondovi and turn Left onto HWY 10  
From I-94: Exit at the Osseo Exit and take HWY 10 West  
From West on HWY 10: Take HWY 10 East through Mondovi  
Drive about 1 mile east of Mondovi. Turn south on Alleman Road. Take a left onto Youth Rd. Go past the trap range and into the club. Registration will be held in the clubhouse.

Mondovi Conservation Club  
W450 Youth Road  
Mondovi, WI 54755