A COOPERATIVE PROGRAM

BETWEEN

TEXAS 4-H SHOOTING SPORTS

AND

TEXAS PARKS AND WILDLIFE DEPARTMENT
WHIZ-BANG RULES

Whiz-Bang events consist of targets shot in 50-bird increments from five shooting stands with each shooter rotating from station to station. The game offers several different skill levels and utilizes six or eight automatic traps to simulate game birds. Targets are released in a predetermined sequence marked on a menu card in front of the shooting cage. Whiz-Bang rules must be followed at all times while conducting this event.

A. LAND
1. Minimum area 50 yards wide along shooting stand line.
2. Minimum 300 yards deep left and right of the center of shooting stand line creating an 80 degree arc for safe shot fall. (Game can be overlaid on a skeet and/or trap field)

B. EQUIPMENT
1. Six (6) or eight (8) automatic traps are recommended.
2. Machines should include a rabbit trap and a vertical trap (minimum 60 percent)
3. Five shooting stands not less than seven (7) feel tall and not more than 54 inches across the front opening
4. One tower not less than twelve (12) feet in height is recommended.
5. Controller
6. Target sequence menu cards.
7. Trap Location numbers.
8. Shooting stand numbers.

C. LAYOUT
1. Shooting stands must be in a STRAIGHT LINE (for safety) not less than four (4) yards apart or more than six (6) yards apart (recommended five (5) yards center-to-center).
2. Trap placement and target flight paths may be arranged to include the following:
   a. Left to right crossing and/or quartering away target
   b. Right to left crossing and/or quartering away target.
   c. Vertical target (Springing Teal)
   d. Rabbit target
   e. Tower target going away
   f. Incoming target.
3. For safety reasons, traps must be placed in a position that prevents broken targets from hitting the competitors and spectators or causing a competitors gun to be pointed in an unsafe direction. Traps placed parallel or too close to
the shooting stand line can create a serious hazard. Recommended five yard minimum for any traps placed in front of shooting stands. Tower placement must be a sufficient distance back or to the side of the shooting stand line to prevent broken targets from falling on the competitors. Traps placed to the side of the shooting stand line should be a sufficient distance forward or behind the shooting stands to prevent competitors from selecting a hold point too close to the shooting stand line when calling for the target.

D. RULES

1. Gun must be open and empty while changing stands.
2. Shooters may not leave their station until instructed to do so by the referee or until the last shooter has fired his/her last shot.
3. May only load gun while in shooting stand in ready position.
4. Shooter’s feet must be behind the front opening of the shooting stand except when changing stands. Shooters will be warned, a “NO-BIRD” will be called, and any continued disregard will result in losing a target or being disqualified.
5. No chokes may be changed after the round has begun. Failure to comply will result in loss of all targets attempted (in that round) after choke changed.
6. Target sequence menu card must be posted.
7. Only two (2) shells may be loaded at a time.
8. Following another shooter’s target with a firearm is not allowed.
9. Eye and ear protection are mandatory.
10. If caps are worn the bill must be facing forward.
11. “Fair pair in the air.” Should one broken target be thrown and one remains whole, the pair must be thrown again.
12. The shooter shall be allowed a combined total of three (3) malfunctions attributed to either the shooter’s gun or ammunition. Targets not attempted on the three (3) allowed malfunctions shall be treated as “NO BIRDS.” Targets not attempted due to the fourth or later malfunctions shall be scored as “LOST”.
13. If a firearm malfunctions and must be changed out, the new firearm must have the same size choke as the previous firearm (i.e. C to C, IC to IC, Mod to Mod, etc.)
14. Shooter malfunctions are not allowed, (i.e. safety on, firearm unloaded, loss of sequence, etc.) and shall be scored as “LOST”.
15. The firearm must be in a low-gun position when calling for the bird (calling “PULL”). Low-gun meaning the heel of the stock below the armpit. The simple move of the firearm straight back into the pocket of the shoulder is not allowed.
16. The same 5 pair of clay birds will be thrown at all stations for equal fairness to all shooters.
17. Firing order starts in station one (1) and proceeds through the shooters to station five (5).
18. Shooter 1 shoots the first pair, then shooter 2, 3, 4, and 5 follow suit.
19. When 5 pair have been attempted, it will be announced to “unload and change”

20. **NEW RULE** - Shooter exiting station 5 will go to station 4 and all shooters will rotate to the station to their immediate left. The shooter in station 2 then becomes the first shooter in station 1.

21. **The shooter in station 1 rotates to station 5 after each round.**

22. Should a shooter question a call, referee may poll shooters, and referee’s call is final.

23. No scores other than that of the referee and scorekeeper will be considered.

24. Referee will call targets “lost,” “dead,” etc. in a tone so as to be heard by all shooters.

25. Marked scores of an (X) or any diagonal slash (/) (\) are considered a hit; any “0” is a miss.

26. Shooters must call for targets in a voice audible enough to be heard by the puller. If not, shooter will be asked to call for targets again.

27. Target setters must be TPWD personnel or be actively involved with a 4-H shotgun team, and have worked a minimum of five (5) Whiz-Bang shoots with Charlie Wilson.

28. Target setters may not set targets for their own shoots.

29. Target setter has sole discretion of the number of traps, type of traps (rabbits, teals, etc.), trap placement, trap angles, trap speed, and color of targets.

**E. WHIZ-BANG FINALS**

1. Participants must be active members of 4-H Shooting Sports in Texas.

2. Participants will compete in only one of three age brackets, (Intermediate, Junior or Senior)

3. Participants must shoot in a minimum of four (4) Whiz-Bang events to be considered for the finals.

4. Participant’s best two (2) Whiz-Bang event scores will be added together and that total will be used to qualify.

5. If selected for the October Whiz-Bang Finals, all participants must respond by the designated date on the invitation, or the next alternate will be notified in each respective age category.

6. During the final event, participants must arrive at the location between 8:00 and 8:30AM to start by 9:00AM.

7. One practice round of 10 targets will be provided for each participant.

8. Completion, scoring, award presentation and wrap-up should end by 1:00 PM.