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4-H WESTERN HERITAGE PROJECT

INSTRUCTOR MANUAL



4-H Western Heritage Project

 Hands-on History

Henry Rifle courtesy Pioneer Museum, Bozeman, MT Photography Will Abbot 2009 ©

Lesson 1

Introduction to the 4-H Western Heritage Project

Prior to Class

Set up a table computer, projector, and projection screen or wall for an introductory presentation.

Place miniature flag set of U.S. Flag and 4-H Flag on the table.

Arrange the classroom in a theater style so that all participants can see a project screen or light colored wall throughout the presentation.

Have cardstock name plaques ready as well as markers so that each participant, both youth and adults, can write their name on their name plaque.

Set up a display table near the projector table and place case(s) of firearms utilized in the project. Keep the case(s) closed as the audience arrives to avoid handling of firearms before the presentation.

Have 4-H enrollment, authorization to fire a handgun, medical release, media release, and project eligibility assessment forms available for any 4-H family not completely enrolled.

Welcome

Have first slide of the presentation on the screen.

Welcome

Describe the purpose of this introductory first meeting.

Explain the order of presentation.

Restrooms

Pledge of Allegiance

4-H Pledge

Lesson Time

Approximately one hour plus questions.

Objectives for the Lesson

1. Familiarize 4-H members and parents with what the 4-H Western Heritage Project is including the shooting and historical components.
2. Describe safety awareness and behavioral standards.
3. Explain what is minimally required in equipment and dress for first year youth.
4. Display the types of firearms utilized in the project.
5. Gather required paperwork from 4-H members and parents.
6. Describe when and where to meet for rifle first shot fundamentals at next meeting.

Safety

1. Eye Protection Required at the Next Meeting.
2. Ear Protection Required at the Next Meeting.

Wrap Up

1. Ask that all forms not collected at this first meeting must be turned in before the next meeting at the range.
2. Summarize what was covered.
3. Be available for questions while cleaning up – there will be many.

Lesson 1

Introduction to the 4-H Western Heritage Project

Objectives

Participating youth and adults will:

1. Become familiar with the basic premise behind the 4-H Western Heritage Project in both the elements of shooting and historical learning.
2. Become familiar with the curriculum for the project.
3. Understand safety, behavioral, participation standards.
4. Learn what is at least minimally required in equipment and dress.
5. Become aware of the types of firearms utilized in the project.
6. Received the required paperwork for 4-H members and parents.
7. Learn the agenda for the coming program year.

Roles for Teens and Junior Leaders

- Make new members feel welcome.
- Pass out forms for the project.
- Pass out curriculum materials for the project.
- Gather names, phone numbers, and email addresses of those present on a sign-in sheet.
- Demonstrate the minimum, as well as advanced, standards of historic clothing for the project.
- Model firearm safety procedures when in the classroom.
- Answer questions other members might ask.

Parental Involvement

- Assist in setting up and taking down the classroom materials.
- Serve as assistant instructors.
- Provide refreshments.
- Arrange for or provide transportation.
- Reinforce safety and behavioral rules.

Best Time to Teach

First meeting of the new project year

Best Location

Classroom style

Time Required

Approximately 1 hour

Materials/Equipment

- Computer, projector, and screen
- Flag set
- 4-H Western Heritage leader's book and Youth Activity Guide
- Introductory slide show on CD
- Cardstock paper for name plaques
- Markers
- Pens
- Enrollment, permission to fire a handgun, medical release, media release forms
- Project Eligibility Assessment forms
- Period clothing
- Gun cases containing firearms used in the project include lever action rifles, single action pistols, and shotguns

References

4-H Western Heritage Project book and Youth Activity Guide

Teaching Outline

Presentation

Introductory Slide Show

1. Basics behind the 4-H Western Heritage Project
2. Video in slide show
3. What you need to get started
4. Range rules
5. What a stage looks like and safety line
6. Basic idea of target set up
7. Loading table and supervisor
8. Staging firearms
9. Shooting throughout the stage
10. Description of a scenario
11. Unloading table and supervisor
12. A safe and fun sport

Curriculum Materials

1. Quick overview of the 4-H Western Heritage full color book for leaders and optional for members
2. Overview of the 4-H Western Heritage Youth Activity Guide and advancement requirements
3. Ideas for supplemental material and projects

Firearm Presentation

1. Rifle
 - Muzzle and muzzle direction
 - Lever
 - Hammer
 - Trigger
 - Sights
 - Loading gate
 - Working the action
2. Pistols
 - Muzzle and muzzle direction
 - Hammer
 - Trigger
 - Sights
 - Loading gate
 - Working the action

Application

Due to the newness of the project, many instructors and youth have little knowledge of 4-H Western Heritage. While first shot fundamentals are vital, a short introduction to the 4-H Western Heritage provides a point of reference to the overall project. Instructors can better understand first shot fundamentals with the big picture in mind. This is very applicable to county leaders, interested youth, and parents where an introductory meeting sets the stage and puts parents at ease in preparation for the first time on the range.

Explain that there is a firing line and only the empty-handed shooter moves. The muzzle of any firearm never crosses the 170 degree safety line! Also emphasize that the range officer accompanies the shooter throughout the stage. All firearms are staged and out carried by the 4-H member.

In the overview of the full color book, take note that purchasing the book is optional. It can be expensive for some families and the material in the book should be covered in the classroom through slide shows.

Advancement levels are detailed in the Youth Activity Guide. There are three levels – each broken into sublevels for rapid advancement. Completion of one required activity and three elective activities as well as accomplishments toward self-set goals satisfies a sublevel requirement.

WATCH muzzle direction!!! Model what you want to see in youth and fellow leaders.

Point out basic parts of each firearm (muzzle, hammer, trigger, loading gate, sights, lever if equipped). With muzzle in a safe direction, work the action. Rifle must be left open and empty. Pistol must be left empty with a hammer down on a spent case (after shooting) or an empty chamber.

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3. Shotgun
 - Muzzle and muzzle direction
 - Hammer (if equipped) and/or safety
 - Trigger or triggers
 - Front bead
 - Breach lever
 - Working the action

Age Divisions

Junior- 9-11 Years Old

Intermediate – 11-13 Years

Senior Rimfire – 14-19 Years Old

Senior Central Fire – 14-19 Years

Period Dress

Boys

- Long pants, long sleeved shirt, boots (pull-on or lace-up)
- Hat – cowboy, bowler, top hat, Civil War fatigue hat, or no hat.

Girls

- Long pants, long sleeved shirt, boots (pull-on or lace-up)
- Hat – cowboy, bowler, top hat, Civil War fatigue hat, ladies hat, bonnet, or no hat.
- Dresses are period correct
- Bare shoulders are not allowed when shooting

Forms

- 4-H enrollment
- Authorization to fire a handgun
- Medical release
- Media release
- Project eligibility assessment forms

Next Meeting

First Shoot Fundamentals – Rifle

- Eye protection required
- Ear protection required
- No firearms uncased until reaching the loading and under supervision of loading table supervisor
- Bring a parent

Shotguns may be break open side-by-sides, with or without exposed hammers, slide action, or level action. Explain the cocking and uncocking of exposed hammers and the function of the double triggers if equipped. The shotgun is always left empty with the action open and the muzzle pointing in a safe direction.

- Junior - 9-11 Years Old - .22 Rimfire Rifle Only (No Pistols)*
- Intermediate – 11-13 Years Old -.22 Rimfire Rifle, .22 Rimfire Pistols, and Shotgun (.410 bore recommended)*
- Senior Rimfire – 14-19 Years Old – .22 Rimfire Rifle, .22 Rimfire Pistols, any period correct Shotgun
- Senior Central Fire – 14-19 Years Old – Central Fire Rifle, Central Fire Pistols, any period correct Shotgun

*Note: 11 year olds must indicate during registration if shooting Intermediate or Junior. The choice must comply with your state policy.

Emphasize that the minimum standards are obtainable with current clothing in most cases. As members advance in the project, they may or may not accumulate more historically correct clothing. Period correct clothing knowledge is what counts regardless of possession.

T-shirts, tank tops, shorts, baseball caps, tennis shoes, and sandals/flip flops are not allowed. A broad brimmed hat does assist in keeping hot brass from entering around the neck of a shirt when ejected from a rifle.

Girls did not wear pants. But, to encourage participation, don't require dresses.

It is IMPORTANT to make clear the Project Eligibility Assessment form. Any youth not meeting the requirements for safety and instruction will not participate in this project.

Lesson 1 - Narrative

Introduction to the 4-H Western Heritage Project

Purpose and Goals

The 4-H Western Heritage Project is a combination of 4-H Shooting Sports and a comprehensive study of the American frontier. The purpose of this project is to provide an avenue for 4-H members and adult leaders to experience the lifestyles and cultures of the Old West from the period of 1860 - 1900 through a participatory living history approach to learning.

The shooting portion of this project is arguably the fastest paced, most exciting, and spectator friendly project in 4-H shooting sports. Shooters dressed in Old West garb compete against the clock by firing at steel or cardboard targets at various distances with period firearms such as single action revolvers, lever action rifles, and double barreled shotguns. Scoring is based on accuracy and the time that elapses between the initial buzzer and the last shot. Each missed target is penalized by the addition of five seconds to a competitor's time. During a shoot, 4-H participants travel through a series of stages in a posse (group of shooters) along with an adult range officer. Stages consist of a series of targets set up at distances appropriate for revolvers, rifles, and shotguns. The props of the stage may be as elaborate as a façade of a building, like the front door of the sheriff's office, the window of the church, or just outside the door of the jailhouse, or as simple as engaging targets over a table near a campfire and bedroll.

The historical portion of this project addresses the lack of knowledge many young people have of their own country. Many formal classrooms still rely on the traditional teaching methodologies of history education: lecture and reading the textbook. An abundance of students describe history as boring, irrelevant, and lifeless and increasingly avoid history courses as they advance through school. As a result, few young people learn or enjoy learning American history and, in some measured standards, a full 88% perform below the proficiency level. This is an alarming statistic in a democratic country so dependent on an educated and engaged citizenry.

The participatory living history (PLH) approach to history education contained in the 4-H Western Heritage Project has been shown to increase youth interest in American history while making history fun and relevant. Wearing period correct clothing, firing historic firearms, developing an Old West persona, learning the how things were made in an earlier time, and even the building façades used in a shooting stage all lend to an experience not found in the formal classroom. As some 4-H members have commented, "I feel like I'm there, I'm a part of it". Participatory living history is shown to also increase youth interest in personal family history, create opportunities to visit with family elders, encourage more reading, and open members' eyes to the diversity of the American frontier and the roles of women and minorities. American history is fascinating and true accounts of personal trials, challenges, and triumphs are more thrilling than fiction.

The overall goals of the 4-H Western Heritage Project are as follows:

1. Learning and applying the fundamentals of the safe firearm handling.
2. Place 4-H life-skill development over competition.
3. Provide an enjoyable and action oriented shooting sports activity that will attract and retain 4-H members throughout their teen years.

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4. Create a safe and inclusive environment of learning for all 4-H participants regardless of race, gender, culture, or socio-economic background.
5. Promote a positive image of the 4-H Western Heritage Project, and 4-H in general, to the public at large.
6. Teach in a participatory living history style through the use of historically accurate firearms, clothing, and accessories while participating in the 4-H Western Heritage Project.
7. Preserve and gain an appreciation for the heritage of the American frontier within the time period of 1860-1900.
8. Instill in 4-H members an investigative interest in frontier history leading to personal research and increased knowledge of the Old West, their family heritage, and American history in general.
9. Recognize the accomplishments and importance of both men and women from a diversity of cultures and races that contributed to American frontier history.
10. Promote the 4-H Western Heritage Project and historical study to 4-H programs across the state and country.

Project Requirements

In order to participate in the 4-H Western Heritage Project, 4-H members must meet the following criteria:

1. Nine (9) years of age by October 1st of the current 4-H year - Small bore rifle only (.22 Rimfire). (Turning age 10 between October 1 and September 30 of the current 4-H year).
2. Eleven (11) years of age by October 1st of the current 4-H year - Long Gun and Sidearm (.22 Rimfire rifle, .22 Rimfire pistol, .410 shotgun recommended). (Turning 12 between October 1 and September 30 of the current 4-H year).
3. Have taken Hunters Education or had at least one (1) year of 4-H shooting sports range experience or have taken an equivalent firearms educational course and/or pass the safe firearm assessment test administered by a trained 4-H Western Heritage Project instructor. (see appendix)
4. Demonstrate the ability to safely handle firearms throughout the course of the project in the judgment of the 4-H instructor and fellow 4-H members and parents.
5. Have written permission from a parent or legal guardian to participate in this project in compliance with the Gun Control Act of 1968 and the Youth Handgun Safety Act of 1994. (see appendix)

Divisions

Class divisions for the 4-H Western Heritage Project are as follows:

- Junior - 9-11 Years Old - .22 Rimfire Rifle Only (No Pistols)*
- Intermediate – 11-13 Years Old - .22 Rimfire Rifle, .22 Rimfire Pistols, and Shotgun (.410 bore recommended)*
- Senior Rimfire – 14-19 Years Old – .22 Rimfire Rifle, .22 Rimfire Pistols, any period correct Shotgun
- Senior Central Fire – 14-19 Years Old – Central Fire Rifle, Central Fire Pistols, any period correct Shotgun

*Note: 11 year olds must indicate during registration if shooting Intermediate or Junior. **The choice must comply with your state policy.**

Individual programs may wish to divide members into black powder cartridge shooters, smokeless powder shooters, percussion (cap and ball) shooters under the guidance of a certified black powder instructor, or other divisions of their choice as long as the general 4-H rules are followed in each case. However, shooters cannot mix central fire and Rimfire firearms in competition.

Spirit of the Game

The 4-H Western Heritage Project is guided by a philosophy referred to as “The Spirit of the Game.” Much like all 4-H events, “The Spirit of the Game” requires that members fully participate in what the project asks. This includes clothing, equipment, and ethical standards identified or implied in the rules. Participants should not look for ways to create an advantage out of what is or is not stated as a rule or shooting procedure. In 4-H, we would call “The Spirit of the Game” nothing more than good sportsmanship. Regardless of the title, a desire to immerse oneself in the project enhances the enjoyment of all. As stated in the Code of the West, members who adhere to high principles don’t need lengthy rulebooks. Reputations last longer than the memory of competitive scores.

Creating Your Alias (Old West Name)

The 4-H Western Heritage Project does not require every member to take on an alias (assumed name), but it does add a unique element to the project. If you choose to create a name to represent a character from the Old West, it must be appropriate to 4-H and repeatable to a wide audience. You can use historic names like Wild Bill or the Sundance Kid or you can use your imagination. Be careful with names that could be considered racially or ethnically offensive. Your 4-H leader, County 4-H Shooting Sports Committee, or County Extension Agent has the final say on the approval or refusal of your alias.

Developing a historical persona is required when a 4-H member is comfortable doing so. Persona creation is detailed in the Youth Activity Guide and is part of the judged interview process when competing in a state or national contest. A 4-H member’s persona should complement their chosen attire and the firearms they would or would not carry. It is important to note that while holsters may be worn to an interview, carrying firearms, holstered or in a case, is not allowed. Posters or photographs of period correct firearms for the persona are acceptable and encouraged. Some states title the interviews as “clothing interviews”, but the judges actually consider both clothing knowledge and persona development in their final scores.

Firearm, Clothing, and Equipment Guidelines

In an attempt to promote participation among all youth and adult volunteer leaders by eliminating financial barriers, the rules relating to acceptable firearms, clothing, and other equipment are not nearly as restrictive as other Western Action Shooting organizations. The use of historically accurate firearms and attire is strongly encouraged, but not at the cost of buying a complete set of period clothing or an antique or reproduction revolver, rifle, and shotgun. For financial and safety reasons, it is best if 4-H clubs provide the firearms for the project using historical guidelines in this manual. As 4-H members progress in this project, their goal should be to accumulate these items a little at a time while learning more about the Old West era through participation and personal research.

Clothing and Equipment

Young men's clothing may consist of jeans, or other cotton, wool, canvas, or buckskin pants of western styling, and a button down long sleeved shirt. Pullover "long john" type shirts with long sleeves are acceptable. Jackets, coats, or dusters of canvas, leather, or denim are permitted as are vests. Ladies clothing can include long pants as above, a skirt, or a dress. Low front tops and bare shoulders are not recommended for ladies for safety reasons. Shorts, T-shirts, tank tops, or ski or sports clothing are not allowed.

Western style boots, either laced or slip-on, are encouraged although hunting or work style boots are acceptable. Tennis shoes and sandals are prohibited. A western style hat including cowboy hats, bowlers, civil war style caps, and sombreros are encouraged. These hats can be made of straw, palm leave, felt, or wool. Otherwise, shooters can participate hatless. The use of baseball caps is not allowed.

Holsters may be worn, but no firearm or any facsimile of a firearm may be carried in the holster on or off the shooting range. Holsters and cartridge belts must be made of leather. Nylon or plastic belts and holsters are not allowed nor is the use of Velcro. Every attempt should be made to use ammo boxes, carry bags, and other equipment that would be typical of the era of 1860-1900, although plastic or nylon equipment is allowed.

Lesson 2

First Shot Fundamentals – Rifle

Note to Instructor:

The rifle is chosen as the first firearm experience due to the easy of loading, safety considerations for inexperienced shooters, and lack of felt recoil. It is also more likely members will hit the target and feel successful with a rifle. If possible, this activity is best with .22 Rimfire rifles and moving to central fire (historic term) for older youth when the basics in safety and accuracy are mastered.

The firearm lessons of the 4-H Western Heritage Project are divided into two parts – the range and the classroom. The historical firearm presentations require a computer, projector, and screen. It is ideal if your facility has both a range and a clubhouse for a classroom where both shooting on the range and presentations can be done on the same night. Many facilities lack the classroom space. Therefore, many of the slide presentations can take place during inclement weather and the shooting portion of the project can be scheduled in the spring and summer months.

In order to hold the interest of the members, this curriculum is written beginning with first shot fundamentals followed by historical learning. A reverse order is acceptable if presentations take place in the winter before the shooting season begins. The key is to engage youth through shooting as soon as it is practical.

Prior to Class

Place paper plates or other targets about 50 feet down range.

Use shooting benches at the range or set up tables and chairs.

Place sandbags or shooting rests at each firing point.

Place cased rifles at each firing point.

Have ammunition in a separate box and ready to distribute when appropriate.

Have assessment sheets available to note behavior or a notebook to refer to later.

Welcome

Welcome
Identify restrooms
Describe the purpose of the meeting.
Explain what will be done.

Lesson Time

Approximately two hours.

Objectives for the Lesson

1. Describe safety awareness and behavioral standards.
2. Determine eye dominance for each shooter
3. Familiarize 4-H members and parents with the workings of a lever action rifle.
4. Explain sight alignment and sight picture.
 - Teach to proper loading, firing, and unloading techniques.

Safety

1. Eye Protection Required.
2. Ear Protection Required.
3. Loading, firing, and inspecting “empty” firearm under supervision.

Wrap Up

1. Summarize safety, sighting, loading, firing, and chamber inspection.
2. Announce the next lesson – pistol.
3. Be available for questions while cleaning up.

Lesson 2

First Shot Fundamentals – Rifle

Objectives

Participating youth and adults will:

1. Master the safe handling, loading, firing, and unloading of lever action rifles.
2. Identify eye dominance.
3. Understand sight alignment and sight picture.
4. Gain accuracy while shooting for a rest.
5. Become proficient when shooting from a standing position.

Roles for Teens and Junior Leaders

- Make new members feel comfortable.
- Collect any tardy forms for the project.
- Pass out ammunition when appropriate.
- Pass around and collect sign-in sheet.
- Demonstrate the proper position and techniques.
- Model firearm safety procedures.
- Answer questions other members might ask.

Parental Involvement

- Assist in setting up and taking down the range.
- Serve as assistant instructors under the supervision of certified instructors.
- Provide refreshments.
- Arrange for or provide transportation.
- Reinforce safety and behavioral rules.

Best Time to Teach

First time at the range

Best Location

Shooting range with safe backstop

Time Required

Approximately 2 hours

Materials/Equipment

- Lever Action Rifle(s)
- Ammunition (Preferably .22 Rimfire, but any light factory load will do)
- Bermed shooting area
- Bench rest or table
- Chairs
- Sandbags
- Paper plates for targets
- Eye Protection
- Ear Protection

References

4-H Western Heritage Project book

Youth Activity Guide

Teaching Outline

First Shot Fundamentals – Rifle Instructor Presentation

1. Before uncasing rifles, determine eye dominance by asking each member to look at you through the hole created when placing their fingers and thumbs of one hand over the fingers and thumb of the other hand with arms out stretched
2. Note and communicate the eye dominance of each member and explain how this affects sighting the rifle
3. Uncase a rifle, open the action, and with muzzle pointed down range, identify muzzle, barrel, stock, lever, chamber, sights, tubular magazine, hammer, and trigger
4. Explain and demonstrated safe muzzle direction
5. Describe and demonstrate working the action and what occurs – cartridge transported from tubular magazine to chamber and hammer cocked and ready to fire.
6. Explain that rifle are always left open and empty – action open with no ammunition in the rifle
7. Demonstrate cycling the action and visually inspecting the chamber
8. Describe and demonstrate setting the hammer down easy by holding it with your thumb and pulling the trigger while gentle lowering the hammer to a resting position on the empty chamber – this is the loading position of the rifle
9. Discuss trigger control
10. Open the action and set the rifle on the bench or table with muzzle pointed down range open and empty
11. **DO NOT STAND IN FRONT OF THE MUZZLE AT ANY POINT OF THIS PRESENTATION**
12. Demonstrate proper sight alignment and sight picture using a cardboard or wooden mock up.
13. Ask all present to put on ear and eye protection

Application

New shooters may not be aware of or understand eye dominance. Explain how one eye may overpower another and become the eye the shooter naturally places over the sights. Describe how a right handed shooter who is left eye dominant might attempt to place the chin over the stock to align the dominant eye with the sights on the rifle. This practice will be painful with any firearm with recoil and accuracy suffers. If possible, convince left eye dominant shooter to shoot left handed and right eye dominant shooter to shoot right handed. If this is not possible with a particular shooter, place painters tape on the dominant lens of the shooter's safety glasses. This will force the shooter to use the non-dominant eye if there is cross dominance between the eye and hand.

Often times, new shooters do not grasp the mechanics of the lever action rifle until it is demonstrated and explained.

Explain that the chamber is where the cartridge is inserted when the action is closed and then fired.

Stop and quiz the group on parts of the rifle.

Setting the hammer down easy means escorting the hammer down to a resting position with your thumb while holding the trigger. It does not mean pulling the trigger and dry firing the firearm.

Use cardboard or wood cut to the shape of the front and rear sight and align the mock sights. Complete the visual by also cutting out target and placing it in the proper position in relation to the sights. Unlike target shooting, aim for center of mass.

14. Using an experienced junior leader, demonstrate loading the tubular magazine through the loading slot or gate with five rounds of live ammunition while maintaining muzzle direction down range
15. Ask the junior leader to physically demonstrate the position of shooting from a rest
16. Ask the junior leader to cycle the action and fire the first round
17. Ask the junior leader to cycle the action and fire the next round and repeat until the four remaining rounds are fired
18. Ask the junior leader to cycle the action at least three times, leaving it open, and inspect the chamber to ensure it's empty
19. Ask for any questions from the members

First Shot Fundamentals – Rifle Member Experience

(Practice the proper loading procedure so that the magazine is loaded but the chamber is empty)

1. With the help of assistant instructors, place rifles open and empty at each firing point on the table or bench
2. With supervision for each shooter, instruct the 4-H members to cycle the lever several times with their finger out of the trigger guard
3. Ask each shooter to close the lever and set the hammer down easy from a seated position
4. Ask each shooter to manually cock the hammer with their thumb and set it down easy 5 or 6 times or until they master the maneuver without the hammer slipping from under their thumb
5. When completed, ask each member to leave the hammer down on the empty chamber
6. If using a .22 rifle, have the 4-H member load five rounds through the port of the tubular magazine. If using a larger caliber, the shooter will load five rounds

Use the loading gate on the side of the receiver if using a period correct central fire rifle.

It is vitally important that no round is left in the rifle – neither the magazine nor chamber.

Safe muzzle direction is last preventative factor

Trained parents can serve as assistants. Do not enlist parents who have no experience.

Members can shoot concurrently if there is a trained adult supervising each shooter.

If there are not more shooters than firing points, ask waiting members to remain at least 10 feet behind the firing line and to be attentive to what the shooters are doing.

There will be several shooters who accidentally dry fire the rifle. Ask each adult to help the shooter until they understand “setting the hammer down easy”.

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through the loading gate on the side of the receiver

7. There will not be a live round in the chamber if the action has not been worked
8. Using the sandbags for a rest, instruct the 4-H member to work the lever of the rifle to load the first round. Fire five rounds into a paper plate target.
9. When the range is safe, go inspect the targets.
10. Practice using sandbags until the 4-H members are consistently hitting the paper plate.
11. Always leave the rifle open and empty after a shot string is fired. Have members cycle the action several times. Inspect the chamber to ensure it's empty. It is the 4-H leader's responsibility to ensure this is done
12. Remove rifles from the bench and escort shooters down range to inspect targets

(Practice firing while standing)

1. Repeat the procedure above, but ask the 4-H members to fire from a standing position
2. Use the table or bench as a loading station, but have each 4-H member fire at a paper plate while standing
3. Once the range is safe and rifle cleared, inspect the targets
4. Reinforce sight picture and trigger control for improved accuracy
5. Practice the same sequence as time allows

Debrief

1. Was this fun?
2. Why or why not?
3. What could be done better?
4. Review parts of the rifle
5. Review safety practices
6. Announce topic for the next meeting

Inform the shooters that any hit on the target is a hit. There are no points assigned to center or peripheral hits. It is simple a hit or a miss. If they hit the paper plate, they succeeded.

The steel targets are bigger than the paper plates – so moving to steel targets will be easy.

“Open and empty” will become routine. As will cycling the action and chamber inspection.

Note any members who cannot hold up the rifle. 9-11 year old members can shoot from a rest except in competition. If they are safe and responsible, allow them to stay in the project, but discourage competition.

If they cannot perform cycling the action, consider encouraging them to wait a year.

Remember, 9-11 year olds will not be shooting pistols or shotguns. Rifle only.

Lesson 2 - Narrative

First Shot Fundamentals - Rifle

Firearms, Calibers, and Ammunition

It is recommended that .22s be used for the first few workshops while training 4-H members in safety and technique. Due to cost effectiveness, **please note that counties may choose to use .22 Rimfire rifles and sidearms throughout this project.** For safety, any firearm to be used in the 4-H Western Heritage Project or any shooting sports activity should be checked by a qualified gunsmith before shooting. It is recommended that county 4-H programs purchase all of their guns in the same caliber (i.e. two .45 revolvers and a .45 rifle). This eliminates the chance of placing the wrong caliber cartridge in a gun and helps ensure that the firearms used are in good working order.

Rifles – Any lever action, pump action, or single shot rifle chambered in a handgun cartridge is allowed. Some common cartridges are listed below. Bolt action and semiautomatic rifles are not allowed. While it is permitted to use firearms that have had “action jobs” for smoother operation, “short stroke” modifications on lever action rifles are prohibited. This rule also applies to rifles with short stoke actions installed in the factory which are prohibited. Rifles are required to operate identically to those manufactured between 1860 and 1900. Acceptable rifle sights are aperture (peep) or open sighted. No scopes are allowed.

For historical purposes, reproductions of the 1860 Henry Rifle, Winchester models 1866, 1873, and 1892, Spencer Rifles, Marlin Models 1894 and 1895, and Colt Lighting Models (pump action) are recommended. Originals in safe operating condition are certainly acceptable. Reproductions of these models are available and easily located through several distributors in the U.S. and from many local gun shops.

Calibers and Ammunition – Most handgun calibers, from .22 Rimfire to .45 Colt, capable of firing a lead or lead alloy bullet at velocities under 1000 feet per second for revolvers and 1300 feet per second for rifles are permitted. These velocities replicate the black powder rounds used from 1860-1900. **The 4-H shooting sports program does not allow the use of reloaded ammunition at any national event and does not recommend reloaded ammunition at any level. It is highly recommended that only factory loaded ammunition be used.** Factory loaded ammunition marketed as “cowboy ammunition” is available in either smokeless or black powder and will meet the velocity requirements stated above. Factory reloaded (used brass) ammunition is considered a factory load. This service is offered by some ammunition manufacturers and can be about half the cost of new factory loads.

Typical cartridges of the cowboy era include .22 Rimfire, .32-20 WCF, .32 S&W Short, .32 S&W Long, .38 Short Colt, .38 Long Colt, .38-40 WCF, .44-40 WCF, .44 S&W American, .44 S&W Russian, .45 Colt, and the .45 S&W. Modern calibers such as the .357 magnum, .38 Special, and .44 magnum may be used if factory loaded to acceptable velocities and lead bullets. The use of .22 Rimfire ammunition throughout the project is by far the most economical option when compared to centerfire cartridges.

All bullets must be made of lead or soft cast lead alloy. Because of a high chance of ricochet and the damage inflicted on steel targets, no bullets made of copper, copper jacketed, or similar makeup are allowed.

Rifle loading will be done in the following sequence:

With the rifle lying on the table with the action open and empty, the shooter will close the lever of the rifle and carefully lay the hammer down on the empty chamber. At this point the rifle can be loaded through the loading gate with the appropriate number of rounds. For .22 Rimfire rifles, lay the firearm on the table with the action open and empty and the muzzle in a safe direction. Close the lever of the rifle and carefully lay the hammer down on the empty chamber. Unscrew the magazine tube rod and remove it from the magazine. Ten rounds can then be fed through the cartridge shaped opening. Once all rounds are in the magazine, replace the tube rod and secure the screw end. The use of a ten round loading block is helpful to ensure that the correct number of rounds are loaded. The rifle is then staged with the chamber remaining empty.

Lesson 2

Historic Rifle Presentation

Note to Instructor:

Detailed information regarding the history of the Old West rifle is found throughout Chapter 2 of the 4-H Western Heritage book. It would be redundant and impractical to repeat the entire chapter in this training manual. Use the History of the Old West Rifle slide show on the disk for your presentation and the book as a reference.

Prior to Class

Set up a table computer, projector, and projection screen or wall for the rifle presentation.

Place miniature flag set of U.S. Flag and 4-H Flag on the table.

Arrange the classroom in a theater style so that all participants can see a project screen or light colored wall throughout the presentation.

Set up a display table near the projector table and place case(s) of rifles found in Chapter 2 of the 4-H Western Heritage book. Keep the case(s) closed as the audience arrives to avoid handling of firearms before the presentation.

Welcome

Have first slide of the presentation on the screen.

Welcome

Describe the purpose of the meeting.

Explain the order of presentation.

Restrooms

Pledge of Allegiance

4-H Pledge

Lesson Time

Approximately 45 minutes

Objectives for the Lesson

1. Familiarize 4-H members and parents with the many rifles and designs that led to the famous firearms of the American frontier period.
2. Describe how one design led to another.
3. Explain the business of rifle making.
4. Display as many reproduction or antique rifles as possible.
5. Describe when and where to meet for next meeting.

Safety

1. If firearms are part of the presentation, keep actions open when not demonstrating function and maintain a safe muzzle direction throughout the meeting.

Wrap Up

1. Review basics of the Old West rifle.
2. Summarize the most prominent action types.
3. Be available for questions while cleaning up – there will be many.

Lesson 2

Historic Rifle Presentation

Objectives

Participating youth and adults will:

1. Understand the early advances in design that led to the rifles of the Old West.
2. Learn the many action types of frontier rifles.
3. Gain an appreciation for the manufacturing process of early mass produced firearms.
4. Become proficient in identifying models of Old West rifles.

Roles for Teens and Junior Leaders

- Make new members feel comfortable.
- Pass around and collect sign-in sheet.
- Assist younger members fill out pages in the Youth Activity Guide.
- Answer questions other members might ask.

Parental Involvement

- Assist in setting up and taking down the classroom.
- Oversee rifles on display.
- Provide refreshments.
- Arrange for or provide transportation.
- Reinforce behavioral rules.

Best Time to Teach

Immediately before or after rifle first shot fundamentals

Best Location

Classroom

Time Required

Approximately 45 minutes

Materials/Equipment

- Historic Rifle(s)
- Computer, projector, Screen
- Old West Rifle History Presentation on CD
- Tables
- Chairs
- Pens
- 4-H Western Heritage Book

References

4-H Western Heritage Project book

Youth Activity Guide

Teaching Outline

Historic Rifle Instructor Presentation

1. Be familiar with Chapter 2 of the 4-H Western Heritage Book
2. Use the History of Old West Rifles slide presentation on CD
3. Explain the use of black powder as a propellant and the fouling it causes
4. Describe the advancement in technology introduced by the percussion cap
5. Explain how the percussion cap idea later became the primer of a central fire cartridge
6. Describe the uniqueness of the rocket ball
7. Move through the innovations that led to the modern rifle
8. Describe rifle business through Oliver Winchester's eye for success
9. Explain the many action types of rifles including revolving cylinders, levers, single shots, and slide actions
10. Display as many historic rifles as available. This adds to the presentation but it not mandatory

Debrief

1. Did you find anything surprising?
2. What action types did we cover?
3. Name some of the many innovations that occurred in the process leading to the classic lever action rifle.

Application

This presentation is meant to summarize the information found in Chapter 2 of the 4-H Western Heritage book.

Members may fill in the pages of the Youth Activity Guide while watching the presentation

Many members and parents may not know the degree of fouling left behind by black powder.

Bring a percussion cap to the class if available.

The rocket ball technology is fascinating and remains an objective of many ammunition manufacturers.

Winchester was a businessman and not an inventor.

Revolving cylinder firearms will be detailed in the pistol presentation. Explain the discomfort of firing a revolving cylinder firearm with a hand in front of the cylinder.

Examples of the rifles in this presentation are extremely helpful for youth the grasp the basic function of the firearm.

Allow member to handle the reproduction firearms if safe to do so. Remember to adhere to range safety practices of muzzle control and fingers outside the trigger guard. Keep actions open and empty when not demonstrating the function of the mechanism.

Lesson 2 - Narrative Historic Rifle Presentation

See Chapter 2 of the 4-H Western Heritage book

Lesson 3

First Shot Fundamentals – Pistol

Note to Instructor:

This activity is not allowed for youth in the 9-11 year old division which permits rifle shooting only. Please conduct this session for youth 12 years old and older. If possible, it is best to introduce 4-H members to pistol shooting with .22 Rimfire pistol and moving to central fire (historic term) for older youth when the basics in safety and accuracy are mastered.

Pistol is a historic term and a misnomer in today's lexicon. Most would refer to the siderarms used in the 4-H Western Heritage Project as revolvers. Revolver, however, is a relatively modern term. Colt referred to his pistols as the Colt's revolving cylinder pistol. Pistols had been around for centuries and the general public at the time simply shortened Colt's label to pistol.

Like rifle, the pistol section is divided into two parts – the range and the classroom. The historical firearm presentations require a computer, projector, and screen. It is ideal if your facility has both a range and a clubhouse for a classroom where both shooting on the range and presentations can be done on the same night. Many facilities lack the classroom space. Therefore, many of the slide presentations can take place during inclement weather and the shooting portion of the project can be scheduled in the spring and summer months.

In order to hold the interest of the members, this curriculum is written beginning with first shot fundamentals followed by historical learning. A reverse order is acceptable if presentations take place in the winter before the shooting season begins. The key is to engage youth through shooting as soon as it is practical.

Prior to Class

Place paper plates or other targets about 25 feet down range.

Use shooting benches at the range or set up tables and chairs.

Place sandbags or shooting rests at each firing point.

Place cased pistols at each firing point.

Have ammunition in a separate box and ready to distribute when appropriate.

Have assessment sheets available to note behavior or a notebook to refer to later.

Welcome

Welcome

Identify restrooms

Describe the purpose of the meeting.

Explain what will be done.

Lesson Time

Approximately two hours.

Objectives for the Lesson

1. Describe safety awareness and behavioral standards.
2. Reinforce eye dominance for each shooter and why it is important to follow eye dominance even with a pistol.
3. Familiarize 4-H members and parents with the workings of a single action revolver.
4. Explain sight alignment and sight picture.
5. Teach to proper loading, firing, and unloading techniques.

Safety

1. Eye Protection Required.
2. Ear Protection Required.
3. Loading, firing, and inspecting “empty” firearm under supervision.

Wrap Up

1. Summarize safety, sighting, loading, firing, and chamber inspection while rotating the cylinder.
2. Announce the next lesson – shotgun.
3. Be available for questions while cleaning up.

Lesson 3

First Shot Fundamentals – Pistol

Objectives

Participating youth and adults will:

1. Master the safe handling, loading, firing, and unloading of single action revolvers.
2. Maintain eye dominance habits.
3. Understand sight alignment and sight picture.
4. Learn the procedure of grasping the pistol with two hands and cocking with the weak-hand thumb.
5. Gain accuracy while shooting for a rest.
6. Become proficient when shooting from a standing position.

Roles for Teens and Junior Leaders

- Make new members feel comfortable.
- Collect any tardy forms for the project.
- Pass out ammunition when appropriate.
- Pass around and collect sign-in sheet.
- Demonstrate the proper position and techniques.
- Model firearm safety procedures.
- Answer questions other members might ask.

Parental Involvement

- Assist in setting up and taking down the range.
- Serve as assistant instructors under the supervision of certified instructors.
- Provide refreshments.
- Arrange for or provide transportation.
- Reinforce safety and behavioral rules.

Best Time to Teach

Second time at the range

Best Location

Shooting range with safe backstop

Time Required

Approximately 2 hours

Materials/Equipment

- Single Action Pistol(s)
- Ammunition (Preferably .22 Rimfire, but any light factory load will do)
- Bermed shooting area
- Bench rest or table
- Chairs
- Sandbags
- Paper plates for targets
- Eye Protection
- Ear Protection

References

4-H Western Heritage Project book

Youth Activity Guide

Teaching Outline

First Shot Fundamentals – Pistol Instructor Presentation

1. Place paper plates at about 25 feet down range as targets
2. Before uncasing pistols, reinforce eye dominance learned at the previous meeting at the range
3. Uncase a pistol, open the loading gate, and with muzzle pointed down range, identify muzzle, barrel, grip, hammer, chambers, sights, hammer, trigger, and ejector rod
4. Explain and demonstrated safe muzzle direction
5. Model the two-handed grasp on the pistol where the strong hand holds the grip and never loosens while the weak hand is wrapped around the strong hand and the weak hand thumb cocks the gun
6. Describe and demonstrate working the action and what occurs – cylinder rotates a live round under the hammer when the hammer is pulled back. The pistol is ready to fire in this position and must be cocked for each shot
7. Explain that pistol is always left with the hammer down on a spent case or an empty cylinder. No live round can be under the hammer
8. Demonstrate opening the loading gate, placing the hammer at half-cock, and revolving the cylinder while inspecting each chamber to ensure the pistol is empty
9. Describe leaving the loading gate open and the pistol at half cock after inspection at the unloading table
10. Describe and demonstrate setting the hammer down easy by holding it with your thumb and pulling the trigger while gentle lowering the hammer to a resting position on the empty chamber
11. Demonstrate the loading procedure by placing the hammer at half cock, opening the loading gate, and mimic

Application

Eye dominance has little effect on pistol shooters. Cross dominant shooters simply hold the pistol in front of their dominant eye. But is important in rifle and shotgun where new cross dominant shooters will try to place their chin over the stock to align their dominant eye. Recoil in this position is painful and accuracy is reduced.

If possible, convince left eye dominant shooter to shoot left handed and right eye dominant shooter to shoot right handed. If this is not possible with a particular shooter, place painters tape on the dominant lens of the shooter's safety glasses. This will force the shooter to use the non-dominant eye if there is cross dominance between the eye and hand.

Often times, new shooters do not understand the mechanics of the single action pistol until it is demonstrated and explained.

Explain that the chamber is where the cartridge is inserted.

Stop and quiz the group on parts of the pistol.

Setting the hammer down easy means escorting the hammer down to a resting position with your thumb while holding the trigger. It does not mean pulling the trigger and dry firing the firearm.

See the narrative section for a full description of this procedure.

The rifle aim for center of mass.

Working the ejector rod in this demonstration will illustrate for members how to unload the pistol.

- placing a cartridge in the first chamber, skipping a chamber, loading the next four chambers, and setting the hammer down easy on the empty chamber
12. Mimic ejecting spent cartridges with the ejector rod, rotating the cylinder to ensure the pistol is safe, and leaving the hammer at half cock with the loading gate open
 13. DO NOT STAND IN FRONT OF THE MUZZLE AT ANY POINT OF THIS PRESENTATION
 14. Demonstrate proper sight alignment and sight picture using a cardboard or wooden mock up.
 15. Ask all present to put on ear and eye protection
 16. Using an experienced junior leader, demonstrate loading the cylinder of the revolver by opening the loading gate, loading one live cartridge, skipping one chamber, loading four chambers, cocking the hammer, and setting the hammer down easy of the empty chamber while maintaining muzzle direction down range
 17. Inspect the cylinder from the side to ensure the empty chamber is under the hammer
 18. Using a two-handed grip, ask the junior leader to physically demonstrate the position of shooting from a rest
 19. Ask the junior leader to cock the hammer and fire the first round
 20. Ask the junior leader to cock the hammer and fire the next round and repeat until all remaining rounds are fired
 21. Ask the junior leader to open the loading gate, place the hammer at half cock, and eject the spent rounds using the ejector rod
 22. Ask the junior leader to rotate the cylinder at least two full rotation while inspecting the cylinder to ensure all chambers are empty.
 23. Have the junior leader leave the loading gate open and the hammer at half cock as an indication that the pistol have been inspected
 24. Ask for any questions from the members

Load one, skip one, load four places the empty chamber under the hammer of a six shot revolver when the hammer is cocked and set down easy.

The cylinder of Ruger revolvers will rotate when the loading gate is open without having to place the hammer at half cock. Follow the same loading procedure to arrange the empty chamber under the hammer.

Important Note: most .22 revolvers have a rebated chamber where the rim of the cartridge rests in a counter sunk recess making a visual inspection through the side of the cylinder difficult. With a permanent white paint stick or marker, draw a line on the outside of the cylinder along the chamber that is to be loaded first. After the load one, skip one, load four procedure is completed and the hammer cocked and set down easy, the white line should be visible just to the right of the top strap. If properly starting the loading procedure with the marked chamber, the empty chamber will be under the hammer.

Rotating the cylinder with the gate open allows for a visual inspection of each chamber.

REMEMBER: An open loading gate and a half-cocked pistol is not a guarantee that the gun is empty. Don't assume anything. This is simply one indication that an inspection has taken place. Continue to adhere to muzzle control standards.

Due to the blast of hot gas expelled between the cylinder and the barrel, stress keeping hands and fingers well behind the cylinder.

It is also possible that a small fragment of lead can be discharged through the cylinder gap.

First Shot Fundamentals – Pistol Member Experience

(Practice the proper loading procedure so that the empty chamber is under the hammer)

1. With the help of assistant instructors, place pistols with the hammer at half cock and the loading gate open at each firing point on the table or bench
2. With supervision for each shooter, instruct the 4-H members to rotate the cylinder and inspect for any loaded chambers
3. With an empty pistol verified, ask the members to close the loading gate
4. Next ask shooters to fully cock the hammer and set it down easy from their seated position
5. Ask each shooter to manually cock the hammer with their thumb and set it down easy 5 or 6 times or until they master the maneuver without the hammer slipping from under their thumb
6. When completed, ask each member to leave the hammer down on the empty chamber
7. Practice the two-handed grip on the pistol and cocking with the weak hand thumb
8. Using spent cases (not live ammo!) ask each member to opening the loading gate, place the hammer at half cock, and load one, skip one, and load four empty cases
9. Now ask each member to cock the pistol and set the hammer down easy on the empty chamber
10. Visually inspect each pistol while in the hands of the shooter and verify the empty chamber is under the hammer
11. Explain to each shooter what you are looking for
12. Repeat this process until shooters are competent
13. Once the loading sequence is mastered, ask each shooter, under individual supervision, to load one, skip one, and load four with live ammunition

Trained parents can serve as assistants. Do not enlist parents who have no experience.

Setting the hammer down easy is a vitally important skill.

There will be some accidental dry fires when the shooter's thumb slips off the hammer

Cocking the hammer with the strong hand thumb requires the shooter to loosen their grip while raising their thumb. This could cause the pistol to fall from their hand and discharge with the muzzle not in a safe direction.

A two-handed grip on the pistol provides safety and stability and is the fastest way to fire a single action revolver.

When the pistol is loaded properly, a slip off the thumb will send the hammer down on the empty chamber and not cause an accidental discharge. This is why the loading sequence is so important

Look for the absence of brass under the hammer or the white line to the right of the top strap. The white line is only an effective indicator if this chamber is loading first and the next chamber is skipped.

If there not more shooters than firing points, ask waiting members to remain at least 10 feet behind the firing line and to be attentive to what the shooters are doing.

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14. Each supervising adult must ensure that the empty chamber will be under the hammer when the pistol is ready to position for firing
15. Have the members cock the hammer and set it down easy on the empty chamber
16. The pistol is ready to fire five rounds
17. Direct each shooter to place the bottom of the grip on a sandbag or solid rest. Do not place the barrel on a solid rest or the discharge will blast the sandbag from the front of the cylinder
18. Be sure no shooter has any part of their hand in front of the cylinder
19. Once in position on the rest, instruct each shooter to cock the hammer with their weak side thumb and fire at the center of the target
20. Reinforce sight alignment and trigger control
21. Have each shooter fire the remaining four cartridges
22. Once completed, have each shooter open the loading gate, pull the hammer to half cock, and use the ejector rod to unload the gun
23. Ask each shooter to rotate the cylinder at least two time while supervisors look for loaded chambers
24. Remember muzzle direction at all times
25. When the range is safe and pistols cased, go inspect the targets.
26. Continue practicing with while using sandbags until the 4-H members are consistently hitting the paper plate.
27. Reinforce proper sight alignment
28. Always leave the pistol unloaded, inspected, and with the loading gate open and the hammer at half cock
29. Remove pistol from the bench every time you escort shooters down range to inspect targets

Visually inspect cartridge placement and/or the position of the white line on the cylinder

Always keep muzzles point in a safe direction

It is tempting to place the barrel on the sandbag or rest. Again, this will blast the rest with burning powder.

Watch the position of their hands.

Trigger squeeze is important for accuracy.

Several shooters can do this activity concurrently if table or bench space allows. Make sure arms are outstretched with elbows bend slightly and no cylinder is in line with another shooter.

Shaved lead can exit between the cylinder and barrel of a worn or malfunctioning gun. If this is witnessed, make the gun safe and remove it from the line immediately.

This is the same procedure done at the unloading table.

DO NOT walk out in front of any muzzle.

Safe muzzle direction is last preventative factor

(Practice firing while standing)

1. Repeat the procedure above, but ask the 4-H members to fire from a standing position
2. Use the table or bench as a loading station, but have each 4-H member fire at a paper plate while standing
3. Once the range is safe and pistols cleared, inspect the targets
4. Reinforce sight picture and trigger control for improved accuracy
5. Practice the same sequence as time allows

Debrief

1. Was this fun?
2. Why or why not?
3. What could be done better?
4. Review parts of the rifle
5. Review safety practices
6. Announce topic for the next meeting

Inspect cylinders to determine if the gun is safe each and every time shooters unload spent cartridges.

Note any members under the age of 12 are not allowed to shoot pistols.

Also note shooters ability to handle the pistol and load safely. If unable, indicate this on the project eligibility assessment sheet.

Lesson 3 - Narrative

First Shot Fundamentals - Pistols

Firearms, Calibers, and Ammunition

Sidearms – Any revolver in safe operating condition, including double action revolvers capable of performing as single actions, in a traditional handgun chambering is allowed (see caliber and ammunition section in rifle). Semiautomatic pistols are not allowed. Open sights are required on all revolvers. No telescopic scopes, laser or other types of electronic sight is allowed. Historic reproductions of the Colt Conversion Models (cap and ball firearms modified to fire metallic cartridges), Colt 1872 Open Top Models, 1873 Colt Single Action Army styles, Colt Bisley, 1875 Remington, Smith and Wesson American, and the Smith and Wesson Russian are recommended. Again, originals are welcome if safe and reproductions of these models are available and readily located through several distributors in the U.S. and from many local gun shops.

Important Notice to 4-H Leaders: In compliance with the Gun Control Act of 1968 and the Youth Handgun Safety Act of 1994, all 4-H members under the age of 18 must provide a signed permission form from their parent or legal guardian in order to handle and fire a sidearm. An example of this form is provided in the appendix of this document. Remember that only 4-H trained instructors can serve as supervisors in 4-H shooting sports.

Typical cartridges of the cowboy era include .22 Rimfire, .32-20 WCF, .32 S&W Short, .32 S&W Long, .38 Short Colt, .38 Long Colt, .38-40 WCF, .44-40 WCF, .44 S&W American, .44 S&W Russian, .45 Colt, and the .45 S&W. Modern calibers such as the .357 magnum, .38 Special, and .44 magnum may be used if factory loaded to acceptable velocities and lead bullets. The use of .22 Rimfire ammunition throughout the project is by far the most economical option when compared to centerfire cartridges.

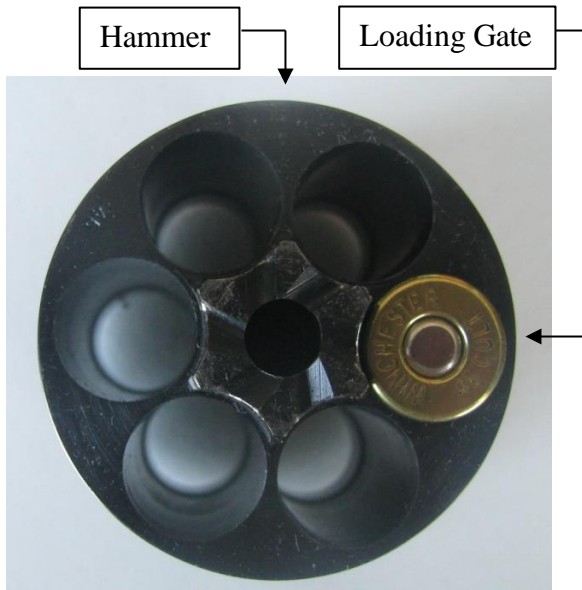
Black Powder Firearms - Black powder “cap and ball” percussion revolvers are acceptable, but only under the supervision of an instructor trained in the 4-H Muzzle Loading discipline as well as the 4-H Western Heritage Project discipline.

Cap and ball percussion revolver shooters may use round balls or conical bullets of a make similar to those of the cowboy era. No jacketed sabots are allowed.

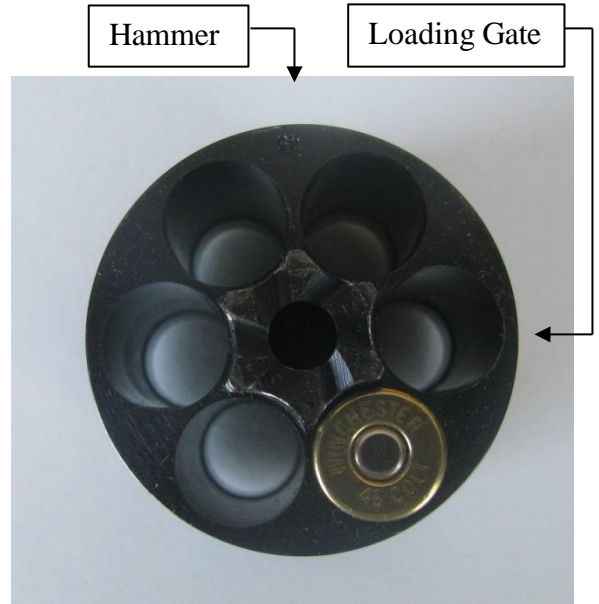
Revolvers are always loaded with the hammer down on an empty chamber. To accomplish this, the shooter will follow the following loading sequence:

With revolver lying on the loading table, the shooter will open the loading gate of the revolver and then place the hammer at the half cock position. The shooter will then load one round in the nearest chamber, then rotate the cylinder past the next chamber leaving it empty, and then load a round in the next 4 chambers. Once the last round is loaded, the shooter will not move the cylinder. Next the shooter will pull the hammer all the way back, hold it with their thumb, pull the trigger to release the hammer, and then, with their thumb, place the hammer all the way down. This procedure will ensure that the hammer is resting on the empty chamber that was skipped during the loading process. It also provides any empty chamber for the hammer to fall on if it slips off the thumb of the shooter. The loading table supervisor will make certain this procedure is done correctly before the shooter is allowed to begin the stage.

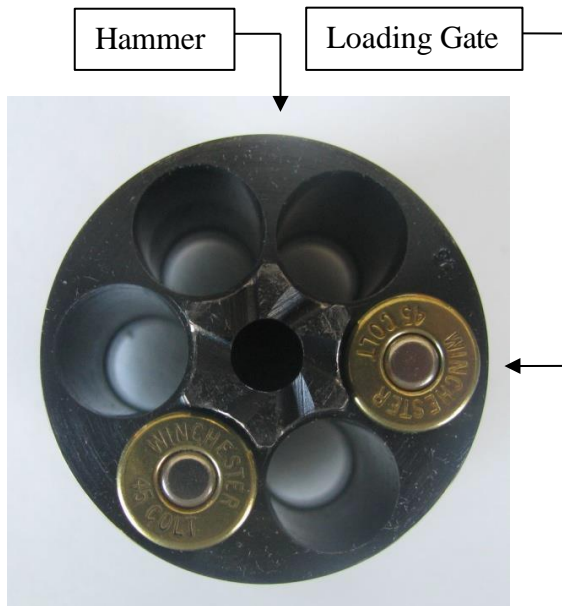
See Diagrams Below



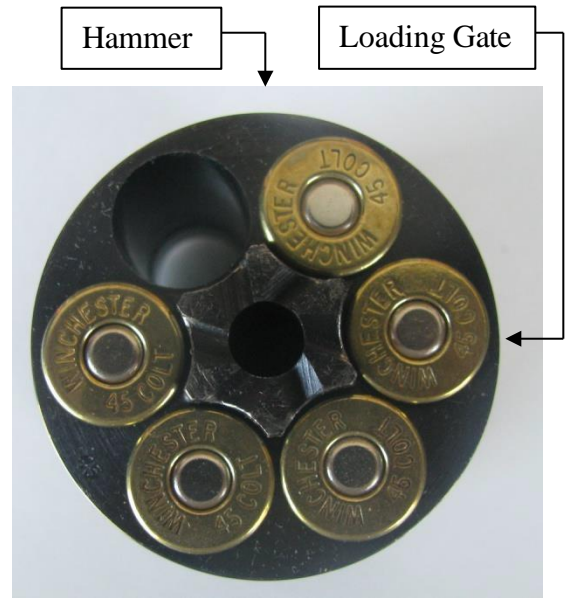
Load One



Skip One

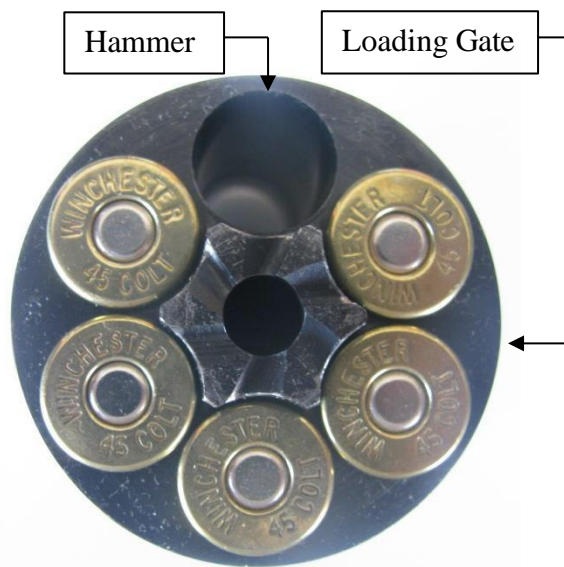


Continue Loading with
Four More Rounds



Don't Move Cylinder
After 5th Round is Loaded

Loading Sequence Continued Next Page



Cock Hammer and Let Down Easy on Empty Chamber

Confirmation that the hammer of a revolver is laying on an empty chamber is easily accomplished by visually inspecting the back of the cylinder from the side of the gun. A quick glance will reveal whether or not a cartridge case is under the hammer. Remember that the muzzle must remain pointed down range at all times.

When using a .22 revolver with a recessed chamber it is often difficult for the loading table supervisor to see the position of the empty chamber. Designating the first chamber loaded by painting a white (or orange) line on the cylinder, or marking it in some way, is **required** and greatly assists the loading table supervisor in ensuring a properly loaded .22 revolver. Take particular care with .22 revolvers that have more than six chambers.

Lesson 3

Historic Pistol Presentation

Note to Instructor:

Detailed information regarding the history of the Old West pistol is found throughout Chapter 1 of the 4-H Western Heritage book. It would be redundant and impractical to repeat the entire chapter in this training manual. Use the History of the Old West Revolver slide show on the disk for your presentation and the book as a reference.

Prior to Class

Set up a table computer, projector, and projection screen or wall for the rifle presentation.

Place miniature flag set of U.S. Flag and 4-H Flag on the table.

Arrange the classroom in a theater style so that all participants can see a project screen or light colored wall throughout the presentation.

Set up a display table near the projector table and place case(s) of pistols found in Chapter 1 of the 4-H Western Heritage book. Keep the case(s) closed as the audience arrives to avoid handling of firearms before the presentation.

Welcome

Have first slide of the presentation on the screen.

Welcome

Describe the purpose of the meeting.

Explain the order of presentation.

Restrooms

Pledge of Allegiance

4-H Pledge

Lesson Time

Approximately 45 minutes

Objectives for the Lesson

1. Familiarize 4-H members and parents with the many pistols and designs that led to the famous firearms of the American frontier period.
2. Describe how one design led to another.
3. Explain the difference between Sam Colt and Oliver Winchester.
4. Display as many reproduction or antique pistols as possible.
5. Describe when and where to meet for next meeting.

Safety

1. If firearms are part of the presentation, keep actions open when not demonstrating function and maintain a safe muzzle direction throughout the meeting.

Wrap Up

1. Review basics of the Old West pistol.
2. Summarize the most prominent action types.
3. Be available for questions while cleaning up – there will be many.

Lesson 3

Historic Pistol Presentation

Objectives

Participating youth and adults will:

1. Understand the early advances in design that led to the pistols of the Old West.
2. Learn the action types of frontier pistols.
3. Gain an appreciation for the manufacturing process of early mass produced firearms.
4. Become proficient in identifying models of Old West pistols.

Roles for Teens and Junior Leaders

- Make new members feel comfortable.
- Pass around and collect sign-in sheet.
- Assist younger members fill out pages in the Youth Activity Guide.
- Answer questions other members might ask.

Parental Involvement

- Assist in setting up and taking down the classroom.
- Oversee pistols on display.
- Provide refreshments.
- Arrange for or provide transportation.
- Reinforce behavioral rules.

Best Time to Teach

Immediately before or after pistol first shot fundamentals

Best Location

Classroom

Time Required

Approximately 45 minutes

Materials/Equipment

- Historic Pistol(s)
- Computer, projector, Screen
- Old West Pistol History Presentation on CD
- Tables
- Chairs
- Pens
- 4-H Western Heritage Book

References

4-H Western Heritage Project book

Youth Activity Guide

Teaching Outline

Historic Pistol Instructor Presentation

1. Be familiar with Chapter 1 of the 4-H Western Heritage Book
2. Use the History of Old West Revolvers slide presentation on CD
3. Review the use of black powder as a propellant and the fouling it causes
4. Describe the advancement in technology introduced by the percussion cap in pistols
5. Move through the innovations that led to the modern pistol from percussion pistols to cartridge conversions to metallic cartridge firing pistols
6. Explain that while Oliver Winchester was a businessman, Samuel Colt was both a businessman and prolific inventor and machinist
7. Explain the many action types of pistols including revolving cylinders, levers, single action, and double actions
8. Display as many historic pistols as available. This adds to the presentation but it not mandatory

Debrief

1. Did you find anything surprising?
2. What action types did we cover?
3. Name some of the many innovations that occurred in the process leading to the classic single action pistol

Application

This presentation is meant to summarize the information found in Chapter 1 of the 4-H Western Heritage book.

Members may fill in the pages of the Youth Activity Guide while watching the presentation

Many members and parents may not know the degree of fouling left behind by black powder making double action pistols difficult to operate.

Bring a percussion cap to the class if available.

Winchester was a businessman and not an inventor.

Reinforce the discomfort of firing a revolving cylinder firearm with a hand in front of the cylinder.

Examples of the pistols in this presentation are extremely helpful for youth the grasp the basic function of the firearm.

Allow member to handle the reproduction firearms if safe to do so. Remember to adhere to range safety practices of muzzle control and fingers outside the trigger guard.

Lesson 3 - Narrative Historic Pistol Presentation

See Chapter 1 of the 4-H Western Heritage book

Lesson 4

First Shot Fundamentals – Shotgun

Note to Instructor:

This activity is not allowed for youth in the 9-11 year old division which permits rifle shooting only. Please conduct this session for youth 12 years old and older. If possible, it is best to introduce 4-H members to shotgun shooting with low recoil ammunition.

Like rifle and pistol, the shotgun section is divided into two parts – the range and the classroom. The historical firearm presentations require a computer, projector, and screen. It is ideal if your facility has both a range and a clubhouse for a classroom where both shooting on the range and presentations can be done on the same night. Many facilities lack the classroom space. Therefore, many of the slide presentations can take place during inclement weather and the shooting portion of the project can be scheduled in the spring and summer months.

In order to hold the interest of the members, this curriculum is written beginning with first shot fundamentals followed by historical learning. A reverse order is acceptable if presentations take place in the winter before the shooting season begins. The key is to engage youth through shooting as soon as it is practical.

Prior to Class

Place cardboard or other targets about 25 feet down range.

Use shooting benches at the range or set up tables for instruction.

Shooting will take place in the standing position only, so do not include chairs that 4-H members may trip over.

Place cased shotguns at each firing point.

Have ammunition in a separate box and ready to distribute when appropriate.

Have assessment sheets available to note behavior or a notebook to refer to later.

Welcome

Welcome
Identify restrooms
Describe the purpose of the meeting.
Explain what will be done.

Lesson Time

Approximately 1 1/2 hours.

Objectives for the Lesson

1. Describe safety awareness and behavioral standards.
2. Reinforce eye dominance for each shooter and why it is important to follow eye dominance with a shotgun.
3. Familiarize 4-H members and parents with the workings of a double barrel or a slide action shotgun.
4. Explain sight alignment and sight picture with a single front bead as a mechanical sight.
5. Teach to proper loading, firing, and unloading techniques.

Safety

1. Eye Protection Required.
2. Ear Protection Required.
3. Loading, firing, and inspecting “empty” firearm under supervision.

Wrap Up

1. Summarize safety, sighting, loading, firing, and chamber inspection.
2. Announce the next lesson – Gunleather.
3. Be available for questions while cleaning up.

Lesson 4

First Shot Fundamentals – Shotgun

Objectives

Participating youth and adults will:

1. Master the safe handling, loading, firing, and unloading of Old West style shoguns.
2. Maintain eye dominance habits.
3. Understand sight alignment and sight picture with a front bead.
4. Learn the procedure of grasping, raising, and placing on the shotgun on the shoulder.
5. Learn shotgun loading techniques.
6. Learn shotgun cocking techniques and the open and empty protocol when firing is complete.
7. Become proficient when shooting from a standing position.

Roles for Teens and Junior Leaders

- Make new members feel comfortable.
- Collect any tardy forms for the project.
- Pass out ammunition when appropriate.
- Pass around and collect sign-in sheet.
- Demonstrate the proper position and techniques.
- Model firearm safety procedures.
- Answer questions other members might ask.

Parental Involvement

- Assist in setting up and taking down the range.
- Serve as assistant instructors under the supervision of certified instructors.
- Provide refreshments.
- Arrange for or provide transportation.
- Reinforce safety and behavioral rules.

Best Time to Teach

Third time at the range

Best Location

Shooting range with safe backstop

Time Required

Approximately 1½ hours

Materials/Equipment

- Double barrel side by side or slide action shotgun(s). Lever action also allowed if available
- Ammunition (.410 to 12 gauge low recoil)
- Bermed shooting area
- Bench rest or table
- Cardboard or other targets
- Eye Protection
- Ear Protection

References

4-H Western Heritage Project book

Youth Activity Guide

Teaching Outline

First Shot Fundamentals – Shotgun Instructor Presentation

1. Place cardboard or other targets at about 15 – 20 feet down range as targets
2. Before uncasing shotguns, reinforce eye dominance learned at the previous meetings at the range
3. Uncase a shotgun, open the locking lever (double barrel side by side) or the action (pump or lever), and with muzzle pointed down range, identify muzzle, barrel, stock, hammer, chamber(s), front bead, hammer, slide (if equipped) and trigger
4. Explain and demonstrated safe muzzle direction
5. Model a firm mount on the shoulder while facing down range
6. Describe and demonstrate working the action and what occurs – side by side breaks open or pump slides open
7. Explain how to place your cheek on the stock and align your eye with the front bead then transition to the target
8. Explain that the shotgun is always left open and empty with the muzzle pointing in a safe direction
9. Demonstrate opening the action, loading the double barrels, and then cocking the hammers when the muzzle is toward the target if a hammered shotgun is present. If internally hammered, point out the safety on the tang
10. Demonstrate the function of the two hammers if using a hammered shotgun
11. Demonstrate closing the action and loading the magazine with two rounds if using a pump or lever action
12. Explain that slide or lever action shotguns can be loaded one shot at a time through an open action if preferred
13. Describe leaving the action open and empty for inspection at the unloading table

Application

This is where eye dominance is very important due to the recoil of the shotgun.

Do not allow cross dominant shooters to put their chin over the stock.

If possible, convince left eye dominant shooter to shoot left handed and right eye dominant shooter to shoot right handed. If this is not possible with a particular shooter, place painters tape on the dominant lens of the shooter's safety glasses. This will force the shooter to use the non-dominant eye if there is cross dominance between the eye and hand.

Stop and quiz the group on parts of the shotgun.

Often times, new shooters do not understand the mechanics of the locking lever and can't get the shotgun open.

Explain that the chamber is where the cartridge is inserted.

Don't allow shooters to attempt lowering the hammer over a live shell. Simply open the action if not firing the live shell.

With eye aligned, place the front bead on the center of mass.

It is faster to load one shell at a time through the open action of a slide action shotgun

14. DO NOT STAND IN FRONT OF THE MUZZLE AT ANY POINT OF THIS PRESENTATION
15. Ask all present to put on ear and eye protection
16. Using an experienced junior leader, demonstrate loading the shotgun
17. When loaded and with the muzzle in a safe direction, ask the junior leader to close the action
18. With shotgun firmly planted on the should and muzzle pointed toward the target, allow the junior to cock the hammers or disengage the safety from a standing position
19. Ask the junior leader to fire the first round and then the second round from a standing position
20. Have the junior leader to open the action and pull out the spend rounds if a double barrel shotgun is used or open the action on a slide or lever action shotgun
21. Inspect the chambers
22. Ask the junior leader to demonstrate laying the shotgun on the bench or table with the muzzle safely pointed down range and the action open
23. Ask for any questions from the members

First Shot Fundamentals – Shotgun Member Experience

(Practice the proper loading procedure so that the empty chamber is under the hammer)

1. With the help of assistant instructors, place shotguns with the actions open and muzzles down range at each firing point on the table or bench
2. With supervision for each shooter, instruct the 4-H members to close the actions of the empty shotguns and mount the shotgun on their shoulder with their cheek on the stock in a standing position
3. Adjust the mount position as necessary
4. Explain that feet should be shoulder width apart, weight leaning slightly forward, and adjust each stance as necessary

Trained parents can serve as assistants. Do not enlisted parents who have no experience.

Because double barreled shotguns can only host two rounds, slide and lever action shotguns must also be limited to two rounds

Load shotgun shells from a box, bucket, or loading block. Loading from the body is not allowed.

Open and empty

If there not more shooters than firing points, ask waiting members to remain at least 10 feet behind the firing line and to be attentive to what the shooters are doing.

This sequence goes quickly. Therefore shooters will not be waiting long for their turn. Instructors can move several shooters through the line at a rapid rate requiring just a couple of shotguns.

If more than one action type is available, allow shooters to try each type.

5. With stance understood, have the shooters work the hammers or the safety
6. If using a hammered shotgun, lower the hammers for each shooter so the start the loading process with the hammers down
7. Each shooter may now open the action and load one or two rounds into the shotgun
8. Reposition in the correct stance and allow each shooter to cock the hammers of disengage the safety
9. Direct each shooter to fire one round when ready
10. Once back in position, allow the second round to be fired
11. Have each shooter open the action and remove any spent cases
12. Inspect the chamber(s)
13. Shooters may now lay the shotgun on the table or bench with the action open
14. Remember muzzle direction at all times
15. When the range is safe and shotguns cased, go inspect the targets.
16. Practice the same sequence as time allows

Debrief

1. Was this fun?
2. Why or why not?
3. What could be done better?
4. Review parts of the shotgun
5. Review safety practices
6. Announce topic for the next meeting

.410 shotguns are appropriate for younger or slighter 4-H members.

The weight forward stance allows shooters to re-engage targets quickly. A narrow and rearward stance send the shooter off balance with recoil.

DO NOT walk out in front of any muzzle.

Safe muzzle direction is last preventative factor

Note shooters physical ability to handle the shotgun and load safely. If unable, indicate this on the project eligibility assessment sheet

Lesson 4 - Narrative

First Shot Fundamentals - Shotguns

Firearms, Gauges, and Ammunition

Shotguns – Any shotgun used in the 4-H Western Heritage Project must be in safe operating condition. Break open (single barrel or double barrel) shotguns without the use of automatic ejectors are allowed. Period correct lever action and pump actions shotguns may also be used, but cannot be loaded with any more than two shells at a time. Bolt action or semiautomatic shotguns are not allowed. Due to chamber irregularities and the high pressure generated by smokeless powder, it is not recommended to use modern ammunition in antique shotguns. Reproductions of the Colt 1878 Exposed Hammer Side by Side/Double Barrel Shotgun, the Colt 1883 Internal Hammer Side by Side/Double Barrel Shotgun, the Winchester 1887 Lever Action Shotgun, and the Winchester 1897 Pump Action Shotgun are recommended. With the popularity of Western Action Shooting, there are several sources on the market for these firearms.

Acceptable shotgun gauges include 12, 16, 20, 28 and .410 bore with #7 ½ shot or smaller pellet size. Only 2 ½ inch .410 bore shotshells are allowed. Three inch .410 bore shotshells are prohibited. Shotgun rounds must be low velocity and loaded with lead shot only with pellet size no larger than #7 ½. Low velocity, light shotgun loads are more than sufficient to knock down shotgun targets. The recoil generated by heavy shotgun loads will needlessly punish the shoulder of young shooters, cause target damage, and increase the risk of ricochet.

Lesson 4

Historic Shotgun Presentation

Note to Instructor:

Detailed information regarding the history of the Old West shotgun is found throughout Chapter 3 of the 4-H Western Heritage book. It would be redundant and impractical to repeat the entire chapter in this training manual. Use the History of the Old West Shotgun slide show on the disk for your presentation and the book as a reference.

Prior to Class

Set up a table computer, projector, and projection screen or wall for the shotgun presentation.

Place miniature flag set of U.S. Flag and 4-H Flag on the table.

Arrange the classroom in a theater style so that all participants can see a project screen or light colored wall throughout the presentation.

Set up a display table near the projector table and place case(s) of shotguns found in Chapter 3 of the 4-H Western Heritage book. Keep the case(s) closed as the audience arrives to avoid handling of firearms before the presentation.

Welcome

Have first slide of the presentation on the screen.

Welcome

Describe the purpose of the meeting.

Explain the order of presentation.

Restrooms

Pledge of Allegiance

4-H Pledge

Lesson Time

Approximately 45 minutes

Objectives for the Lesson

1. Familiarize 4-H members and parents with the many shotguns and designs that led to the famous firearms of the American frontier period.
2. Describe how one design led to another.
3. Explain the utility of the Old West shotgun.
4. Display as many reproduction or antique shotguns as possible.
5. Describe when and where to meet for next meeting.

Safety

1. If firearms are part of the presentation, keep actions open when not demonstrating function and maintain a safe muzzle direction throughout the meeting.

Wrap Up

1. Review basics of the Old West shotgun.
2. Summarize the most prominent action types.
3. Be available for questions while cleaning up.

Lesson 4

Historic Shotgun Presentation

Objectives

Participating youth and adults will:

6. Understand the early advances in design that led to the shotguns of the Old West.
7. Learn the action types of frontier shotguns.
8. Gain an appreciation use of shotguns on the frontier.
9. Become proficient in identifying models of Old West shotguns.

Roles for Teens and Junior Leaders

- Make new members feel comfortable.
- Pass around and collect sign-in sheet.
- Assist younger members fill out pages in the Youth Activity Guide.
- Answer questions other members might ask.

Parental Involvement

- Assist in setting up and taking down the classroom.
- Oversee shotguns on display.
- Provide refreshments.
- Arrange for or provide transportation.
- Reinforce behavioral rules.

Best Time to Teach

Immediately before or after pistol first shot fundamentals

Best Location

Classroom

Time Required

Approximately 45 minutes

Materials/Equipment

- Historic shotgun(s)
- Computer, projector, Screen
- Old West Shotgun History Presentation on CD
- Tables
- Chairs
- Pens
- 4-H Western Heritage Book

References

4-H Western Heritage Project book

Youth Activity Guide

Teaching Outline

Historic Shotgun Instructor Presentation

1. Be familiar with Chapter 3 of the 4-H Western Heritage Book
2. Use the History of Old West Shotguns slide presentation on CD
3. Move through the innovations that led to the modern shotgun
4. Describe shotgun actions including the Colt revolving shotgun, Winchester's lever action shotgun, slide or pump action shotguns, and single shot and double barrels
5. Explain the most shotguns were not short barreled, but used to provide meat for the table
6. Display as many historic shotguns as available. This adds to the presentation but it not mandatory

Debrief

1. Did you find anything surprising?
2. What action types did we cover?
3. Name some of the action types of frontier period shotguns.

Application

This presentation is meant to summarize the information found in Chapter 3 of the 4-H Western Heritage book.

Members may fill in the pages of the Youth Activity Guide while watching the presentation

Think about placing your hand in front of the cylinder on a revolving shotgun!

What does riding shotgun really mean?

The historically correct term for the man with a shotgun next to the stagecoach driver in "shotgun messenger".

Shotguns were inexpensive and easy to maintain. Many were treated harshly.

Examples of the shotguns in this presentation are extremely helpful for youth to grasp the basic function of the firearm.

Allow members to handle the reproduction firearms if safe to do so. Remember to adhere to range safety practices of muzzle control and fingers outside the trigger guard.

Lesson 4 - Narrative Historic Shotgun Presentation

See Chapter 3 of the 4-H Western Heritage book

Lesson 5

History of Gunleather

Note to Instructor:

Many of the slide presentations can take place during inclement weather and the shooting portion of the project can be scheduled in the spring and summer months.

It is important to remind youth that many of the questions on the state and/or national history exam are directly related to the material covered in the slide shows.

Prior to Class

Have first slide of the presentation on the screen.

Welcome

Describe the purpose of the History of Gunleather meeting.

Explain the order of presentation.

Restrooms

Pledge of Allegiance

4-H Pledge

Welcome

Welcome

Identify restrooms

Describe the purpose of the meeting.

Explain what will be done.

Lesson Time

Approximately one hour plus questions.

Objectives for the Lesson

1. Comprehend how the development of gunleather followed the development of firearms.
2. Learn the historical period particular gunleather articles were available.
3. Distinguish the differences in the development of gunleather between military and civilian use.
4. Identify the differences between historical correctness and movie gunleather.
5. Assist 4-H members in selecting historically correct gunleather for their persona.

Safety

1. Adhere to muzzle direction and other safety standards if bringing firearms to the presentation.

Wrap Up

1. Summarize key points of the presentation.
2. Announce the next lesson – Hats, Boots, and Chaps.
3. Be available for questions while cleaning up.

Lesson 5

History of Gunleather

Objectives

Participating youth and adults will:

1. Learn how the development of gunleather followed the development of firearms.
2. Associate a particular gunleather design with its correct period in history.
3. Comprehend the difference between military and civilian gunleather development by historical period.
4. Understand period correctness as opposed to what is seen in the movies.
5. Learn to choose appropriate gunleather that corresponds with the time period the 4-H member depicts for their persona.

Roles for Teens and Junior Leaders

- Make new members feel comfortable.
- Pass around and collect sign-in sheet.
- Model gunleather if available.
- Answer questions other members might ask.

Parental Involvement

- Assist in setting up and taking down the classroom.
- Serve as assistant presenters.
- Provide refreshments.
- Arrange for or provide transportation.
- Reinforce safety and behavioral rules.

Best Time to Teach

Any time shooting at the range is not practical

Best Location

Classroom style

Time Required

Approximately 1 hour

Materials/Equipment

- Computer, projector, and screen
- Flag set
- 4-H Western Heritage leader's book and Youth Activity Guide
- Gunleather slide show on CD
- Cardstock paper for name plaques
- Markers
- Pens
- Period correct gunleather

References

4-H Western Heritage Project book

Youth Activity Guide

Teaching Outline

Lesson 5 – History of Gunleather Instructor Presentation

1. Be familiar with Chapter 4 of the 4-H Western Heritage Book
2. Use the History of Old West Gunleather slide presentation on CD
3. Stress the historic use of pommel holsters
4. Explain the holsters of the pre-California gold rush era (Eastern holsters)
5. Describe the California pattern holster characteristics
6. Explain the transition to the Mexican loop holster and why the change was necessary
7. Describe the military holster and how it was worn
8. Discuss concealed carry for sidearms and why shoulder holsters were used
9. Describe the Bridgeport Rig
10. Present the history of rifle carry
11. Describe military rifle carry and civilian rifle scabbards
12. Discuss Western movies and holster depictions, particularly the Buscadero holster
13. Discuss Western movies and rifle scabbard depictions

Debrief

1. What did you learn?
2. Did you find anything surprising?
3. What holster types did we cover?
4. Name some of the many innovations that occurred in the process leading to the modern gunleather.

Application

This presentation is meant to summarize the information found in Chapter 4 of the 4-H Western Heritage book.

Members may fill in the pages of the Youth Activity Guide during the presentation.

Pommel holsters were utilized well into the Old West period.

The California pattern holster is credited as the first true Western holster.

This follows the acceptance of metallic cartridges.

Demonstrate how the reverse draw from a military-style holster requires the wearer to body sweep themselves with the muzzle of the pistol. This is not a factor in 4-H Western Heritage because sidearms are not draw from a holster.

Not all innovations catch on generally.

Military rifle carry was not as convenient or as comfortable as civilian carry.

Movies were the impetus for the development of the Buscadero holster.

Many films depict the use of saddle scabbards for rifles a decade too early. They were not a Civil War item.

Lesson 5 - Narrative History of Gunleather

See Chapter 4 of the 4-H Western Heritage book

Lesson 6

Hats, Boots, and Chaps

Note to Instructor:

Many of the slide presentations can take place during inclement weather and the shooting portion of the project can be scheduled in the spring and summer months.

It is important to remind youth that many of the questions on the state and/or national history exam are directly related to the material covered in the slide shows. This information also applies to the creation of a historic persona. Both the history exam and persona interview scores figure into the 4-H member's final score at the state and national championship level.

Prior to Class

Have first slide of the presentation on the screen.

Welcome

Describe the purpose of the Hats, Boots, and Chaps presentation.

Explain the order of presentation.

Restrooms

Pledge of Allegiance

4-H Pledge

Welcome

Welcome

Identify restrooms

Describe the purpose of the meeting.

Explain what will be done.

Lesson Time

Approximately one hour plus questions.

Objectives for the Lesson

1. Recognized historic headwear, footwear, and cowboy gear of the frontier period.
2. Learn the historical period particular hats, boots, and chaps were available.
3. Understand the diversity of hats, boots, and chaps of the Old West period and appropriate choices for particular careers.
4. Identify historically correct hat creases.
5. Recognize the Mexican or Spanish influence on hats and chaps.

Safety

1. Adhere to muzzle direction and other safety standards if bringing firearms to the presentation.

Wrap Up

1. Summarize key points of the presentation.
2. Announce the next lesson – Men’s and Women’s Clothing.
3. Be available for questions while cleaning up.

Lesson 6

Hats, Boots, and Chaps

Objectives

Participating youth and adults will:

1. Learn how Eastern U.S. fashion influenced Western wear.
2. Comprehend the beginnings of the cowboy hat.
3. Understand the diversity of Western headwear as related to occupation.
4. Recognize the basic patterns of women's headwear as fashion evolved.
5. Learn characteristics of authentic footwear for men and women.
6. Become familiar with different styles of chaps, their Spanish and Mexican ancestry, and when each style was first introduced.

Roles for Teens and Junior Leaders

- Make new members feel comfortable.
- Pass around and collect sign-in sheet.
- Model period correct hats, boots, and chaps that if available.
- Answer questions other members might ask.

Parental Involvement

- Assist in setting up and taking down the classroom.
- Serve as assistant presenters.
- Provide refreshments.
- Arrange for or provide transportation.
- Reinforce safety and behavioral rules.

Best Time to Teach

Any time shooting at the range is not practical

Best Location

Classroom style

Time Required

Approximately 1 hour

Materials/Equipment

- Computer, projector, and screen
- Flag set
- 4-H Western Heritage leader's book and Youth Activity Guide
- Hats, Boots, and Chaps slide show on CD
- Cardstock paper for name plaques
- Markers
- Pens
- Period correct gunleather

References

4-H Western Heritage Project book

Youth Activity Guide

Teaching Outline

Lesson 6 – Hats, Boots, and Chaps Instructor Presentation

1. Be familiar with Chapter 5 of the 4-H Western Heritage Book
2. Use the Hats, Boots, and Chaps slide presentation on CD
3. Consider the historical influences on cowboy hat development
4. Discuss John Stetson's foresight
5. Describe period correct hats creases
6. Remind members of the diversity of hat styles available - more than just the cowboy hat
7. Eastern styles moved West
8. Boots have been around for centuries
9. Discuss the characteristics of "cowboy" boots
10. Present early makers of cowboy boots
11. Describe other types of footwear
12. Consider women's footwear with buttons or laces
13. Describe the function of hobnails
14. Present the early beginnings of chaps
15. Discuss the basic types of chaps and when each appeared in the Frontier period

Debrief

1. What did you learn?
2. Did you find anything surprising?
3. What hat appeals to you the most?
4. What are the differences between historic cowboy boots and modern cowboy boots?
5. Which set of chaps were most prevalent in the Old West period

Application

This presentation is meant to summarize the information found in Chapter 5 of the 4-H Western Heritage book.

Members may fill in the pages of the Youth Activity Guide during the presentation.

Hats were worn by men every day as part of their proper dress.

Top hats were actually out of fashion, but still worn by many.

Beaver was the most popular hats making material, but rabbit and nutria was common as well. Straw hats were also available.

Cowboy boots were made for riding, not walking. Higher heel and wider spur shelf. Two piece construction for most of the period and later had stitching on the shaft.

Square toed shoes or wide rounded toes. Pointed toe area was a design late in the period.

Remember to pronounce chaps as "shaps" due to the Spanish based ancestry.

Batwings not introduced until late in the frontier era.

Lesson 6 - Narrative Hats, Boots, and Chaps

See Chapter 5 of the 4-H Western Heritage book

Lesson 7

Men's and Women's Clothing

Note to Instructor:

Many of the slide presentations can take place during inclement weather and the shooting portion of the project can be scheduled in the spring and summer months.

It is important to remind youth that many of the questions on the state and/or national history exam are directly related to the material covered in the slide shows. This information also applies to the creation of a historic persona. Both the history exam and persona interview scores figure into the 4-H member's final score at the state and national championship level.

Prior to Class

Have first slide of the presentation on the screen.

Welcome

Describe the purpose of the Men's and Women's Clothing presentation.

Explain the order of presentation.

Restrooms

Pledge of Allegiance

4-H Pledge

Welcome

Welcome

Identify restrooms

Describe the purpose of the meeting.

Explain what will be done.

Lesson Time

Approximately one hour plus questions.

Objectives for the Lesson

1. Learn the basics of period correct attire for both men and women of the Old West.
2. Understand the influences of the Eastern U.S. and Europe on fashion.
3. Identify fashion or work wear innovations originating in the American West.
4. Identify differences between historic and modern clothing design.
5. Become familiar with historic fabrics and what they are made of.
6. Comprehend what was "appropriate" clothing for women in the 19th century when compared to today.
7. Begin preparation to answer questions asked by judges during a clothing/persona interview.

Safety

1. Adhere to muzzle direction and other safety standards if bringing firearms to the presentation.

Wrap Up

1. Summarize key points of the presentation.
2. Announce the next lesson – Dependent upon project leader.
3. Be available for questions while cleaning up.

Lesson 7

Men's and Women's Clothing

Objectives

Participating youth and adults will:

1. Learn how Eastern U.S. fashion influenced Western wear.
2. Comprehend the basics of period correct clothing.
3. Learn appropriate clothing required for their chosen persona.
4. Distinguish between natural fabric of the 1800s and the synthetic fabric of today.
5. Learn the base material in natural fabric.
6. Learn how to begin the creation of their persona.
7. Recognize the Western influence on clothing of the American frontier.
8. Create answers to questions judges may ask during the clothing/persona interview.

Roles for Teens and Junior Leaders

- Make new members feel comfortable.
- Pass around and collect sign-in sheet.
- Model period correct clothing if available.
- Answer questions other members might ask.

Parental Involvement

- Assist in setting up and taking down the classroom.
- Serve as assistant presenters.
- Provide refreshments.
- Arrange for or provide transportation.
- Reinforce safety and behavioral rules.

Best Time to Teach

Any time shooting at the range is not practical

Best Location

Classroom style

Time Required

Approximately 1 hour

Materials/Equipment

- Computer, projector, and screen
- Flag set
- 4-H Western Heritage leader's book and Youth Activity Guide
- Men's and Women's Clothing slide show on CD
- Cardstock paper for name plaques
- Markers
- Pens
- Period correct clothing

References

4-H Western Heritage Project book

Youth Activity Guide

Teaching Outline

Lesson 7

Men's and Women's Clothing Instructor Presentation

1. Become familiar with Chapter 6 of the 4-H Western Heritage Book
2. Use the Men's and Women's Clothing slide presentation on CD
3. Discuss the basics of men's clothing
 - Drawers
 - Undershirt
 - Partial button down shirts
 - Collar vs no collar
 - Button on collars
 - Collar stud
 - Pants without belt loops
 - Suspender buttons
 - Suspenders
 - Belt (cinch) on back of pants
 - Vests
 - Sack coat, frock coat, overcoat
 - Dusters
 - Ties and Neckerchiefs
 - Buckskin and fringe
4. Describe the basic of Women's clothing
 - Drawers
 - Under corset
 - Corset
 - Stockings
 - Crinoline or bustles
 - Petticoats
 - Over corset
 - Dresses
 - Skirt and bodice
 - Overcoat
 - Work dresses
 - Basic timeframe of fashion changes
 - Women in pants

Application

This presentation is meant to summarize the information found in Chapter 6 of the 4-H Western Heritage book.

Members may fill in the pages of the Youth Activity Guide during the presentation.

Men's clothing fashion changed very little compared to women's fashion.

The basic men's underwear was drawers and undershirts.

Shirts were pull-over and buttoned only partially down the front.

Fixed collars were seen most prevalent on workwear while more formal shirts had banded collars with the option to button on a disposable collar.

Key pant features are button fly, no belt loops, high rise, and fixed adjustable belt on back.

Not every man liked suspenders.

Lots of extra pockets when wearing a vest.

Dusters were provided by stagecoach companies to protect passenger's clothing.

Discussing the sequence in which women dressed is an eye-opener.

Formal fashion could require 32 pounds of clothing for women.

Corsets were worn under workwear.

Crinoline shifted to bustles around 1880.

Only women of low quality wore pants.

4-H WESTERN HERITAGE PROJECT INSTRUCTOR MANUAL

5. Consider the Eastern influences on clothing and fashion
6. Consider European influences on fashion
7. Details the material uses to make different fabrics
8. Compare natural fabric to manmade fabric
9. Discuss fashion influenced by the American frontier
 - Primarily cowboy fashion including pants, vests, and spurs
10. Assist 4-H members in creating their persona

Debrief

1. What did you learn?
2. Did you find anything surprising?
3. What clothing appeals to you the most?
4. Describe questions judges might ask during a clothing/persona interview
 - What profession do you represent?
 - When were you born (persona)?
 - Why are you dressed this way?
 - What could be more authentic about your outfit?
 - See the clothing/persona score card.

Formal wear was very closely tied to European and Eastern United States fashion.

Cotton, wool, silk, and satin were most prevalent.

Levi Strauss created very durable pants in California.

Buckskin was used from early times, but not comfortable. Western men did not wear buckskin as much as the movie portray. Buckskin does not breathe and gets sticky.

See the persona development sections in Levels 1, 2, and 3 of the Youth Activity guide.

Lesson 7 - Narrative

Men's and Women's Clothing

See Chapter 6 of the 4-H Western Heritage book

Lesson 8

Setting Up The Stage

Note to Instructor

This is a very involved lesson and can seem overwhelming at first glance. The material, however, is largely logical and will prove understandable as the stage emerges. Take it one step at a time and break the material into sections. Shooting the stage with fellow instructors on an evening prior to the meeting is a good way to gain an understanding of the procedures involved and a legitimate excuse for an instructor to fire a few rounds downrange.

Prior to Class

- Have steel or cardboard targets accessible to 4-H members.
- Have basic layout plan in mind.
- Tables available for loading, unloading, or shooting if necessary
- Locate and have available props for building façade or tables
- Temporary fence posts for safety line
- String or rope for safety line
- Explain the purpose and order of the meeting.
- Restrooms
- Pledge of Allegiance
- 4-H Pledge

Welcome

- Welcome
- Identify restrooms
- Describe the purpose of the meeting.
- Explain what will be done.

Lesson Time

Approximately 2 hours.

Objectives for the Lesson

1. Learn the basics of setting up a stage for 4-H Western Heritage shooting.
2. Understand the audience safety line and the 170 rule.
3. Identify logical placement options for targets.
4. Learn the procedure at the loading and unloading tables.
5. Understand firearm staging and placement
6. Learn a simply shooting scenario.
7. Use all of the loading, shooting, and unloading procedures while slowly shooting the first stage.
8. Become familiar with the rules of the range and shooting a stage while shooting the first stage.

Safety

1. Eye protection for all present including audience.
2. Ear protection for all present including audience.
3. Adhere to all loading, shooting, and unloading safety procedures.

Wrap Up

1. Summarize key points of the meeting including safety and shooting techniques.
2. Announce the next meeting.
3. Be available for questions while cleaning up.

Lesson 8

Setting Up The Stage

Objectives

Participating youth and adults will:

1. Learn the basics of setting up a stage.
2. Understand the where the safety line is located and why it's in place.
3. Recognize the 170 degree rule and muzzle direction.
4. Learn target placement for rifle, pistol, and shotgun.
5. Learn the base material in natural fabric.
6. Comprehend the procedure at both the loading and the unloading table.
7. Understand firearm staging and placement.
8. Experience a simple shooting scenario including loading, slowly shooting the first stage, and unloading.
9. Become familiar with the rules of the range and of 4-H Western Heritage Project shooting while shooting the first stage.

Roles for Teens and Junior Leaders

- Make new members feel comfortable.
- Pass around and collect sign-in sheet.
- Model stage set up assistance, loading, staging, shooting, and unloading procedures.
- Answer questions other members might ask.

Parental Involvement

- Assist in setting up and taking down the stage.
- Serve as loading and unloading table supervisors under the direction of a certified 4-H Western Heritage Instructor.
- Provide refreshments.
- Arrange for or provide transportation.
- Reinforce safety and behavioral rules.

Best Time to Teach

After the completion of all first shoot fundamental lessons.

Best Location

Shooting range with a safe backstop. Bermed on three sides is ideal.

Time Required

Approximately 2 hours

Materials/Equipment

- Flag set
- 4-H Western Heritage leader's book and Youth Activity Guide
- At least one rifle, two pistols, and one shotgun
- Appropriate ammunition
- Steele or cardboard targets and stands
- Tables
- Loading blocks if available
- Period correct clothing

References

4-H Western Heritage Project book

Youth Activity Guide

Teaching Outline

Lesson 8 – Setting Up The Stage

1. Become familiar with rules, loading, staging, shooting, and unloading procedures in this manual
2. Begin by setting a stage with the help of the 4-H membership and parents
3. Shooting Positions:
 - All firearms are cased during this portion of the meeting
 - If a building façade is available and portable, arrange with the shooting side facing downrange
 - Some ranges have established and dedicated bays with permanent buildings. If so, begin with target placement
 - If no buildings are available, place tables at shooting positions
 - Identify where the shooter will be standing when engaging the rifle targets, again when engaging the pistol targets, and once again when engaging the shotgun targets. This will dictate where the targets should be placed
4. Rifle Targets
 - With the assistance of 4-H members and parents, set up five rifle targets in a line facing the shooting position no further than 25 yards from the shooting position for rifle
 - Targets must all face the firing line and parallel with the firing line. Do not place targets in an arc shape to face the shooter as the shooter pivots from one target to another. Arcing targets,

Application

Read the narrative section completely and discuss any questions with fellow instructors or assistants.

It is best to have a diagram drawn up so all can visualize the stage.

Follow the dress code. No shorts, tank tops, sandals, or flip flops. Long pants and boots, pull on or lace up, recommended at practice and required during competition.

Make sure the firearm can be safely placed in each position. This is especially suspect if utilizing window sills that are too narrow. If too narrow, place a card table in front of the window and stage the firearms on the card table.

Targets must be non-humanoid in shape. This includes cowboys, Native Americans, zombies, and aliens. Casket shapes are not encouraged.

Rifle targets are usually on a stand higher than pistol targets.

It is tempting to set up targets perpendicular to the barrel of the firearm so the shooter is directly facing the target as they sweep with the firearm. DO NOT do this. Lead fragments will reach the audience if the targets don't face the firing line.

particularly steel, can deflect lead fragments toward the audience.

- If possible, rifle targets should be higher than pistol targets. Use stands with longer legs to elevate the rifle targets
- Steel targets must be strong enough to withstand repeated hits by lead bullets
- Steel targets cannot be fixed at 90 degrees to the ground. The top of the target must be tilted forward 15 to 25 degrees to direct bullets toward the ground. An alternative is a target that swings backward, even slightly, when hit. This takes up bullet energy and directs bullets toward the ground
- Cardboard targets are allowed, but difficult to score. The “ding” of a bullet on a steel target assists in determining a hit. If using cardboard, bullet holes need to be covered between shooters

5. Pistol Targets

- With the assistance of 4-H Members, set up five pistol targets in a line no further than 8 yards from the shooting position for pistol
- Pistol targets cannot obscure the rifle targets
- Like rifle targets, the face of the pistol targets must be parallel to the entire length of the firing line. Do not set up targets in an arc shape or ricochets may reach the audience
- Targets parallel to the entire length of the firing line also keeps the muzzle of the firearms

Hot loads or jacketed bullets destroy steel targets and are dangerous to the shooter and audience members.

Lead bullets generally disintegrate into dust. Targets angled toward the ground direct the dust to the ground. Non-fixed targets do the same thing.

Despite best efforts, lead fragments do occasionally come back at the shooter and audience. This is why eye protection for all at the range is vitally important. Fragments will not cause injury unless striking the eye. Shotgun splash is the most common.

Move to steel targets when feasible.

At this point in the project, an easy course of fire is recommended. Allow the shooters to experience success and put the most attention on firearm safety procedures and familiarizing the 4-H members with the firearms. There is a lot of remember early in the project. A difficult scenario is counterproductive.

Pistol targets may be placed in front of rifle targets, but lower to not obstruct the rifle targets. Alternatively, pistol and rifle targets can be placed in completely different areas of the stage.

- downrange when shooting rather than sideways if shooting an arc shaped arrangement
6. Shotgun Targets
- Shotgun targets should be knock down targets that fall backward when hit solidly with shot
 - Place 3-4 shotgun targets in a line no more than 8 yards from the shotgun shooting position
 - Like rifle and pistol targets, shotgun targets at an angle with the firing line can send shot splash back toward the audience
 - Utilizing at least three shotgun targets will require the shooter to reload at least one shell. This is good practice for reloading the shotgun on the line
7. Scenario
25. You may describe the shooting scenario at this point or wait until the loading and unloading tables are in place before the procedure is reviewed
- If describing the scenario now, keep it simple. Use simple sweeps for left to right twice with rifle and pistol or left to right and then right to left with rifle and pistol. Getting tricky with this initial scenario only confuses and frustrates new shooters.
 - Shotgun targets should be engaged in any order
 - Knock down targets must fall
 - There is no time penalty awarded for a missed shotgun target. The penalty is having to take the time to reload and shoot again
8. Safety Line
- Now escort the 4-H members to the audience side of the firing line or façade

In a pinch, use anything that will fall over.

Keep shotgun targets parallel with the firing line.

If using three shotgun targets, shooters may load two rounds, reloading two rounds, and have one left unfired. If so, have them dump the live round just like a spent round and the range officer sets the hammer down easy when restaging in preparation for the next shooter in line.

Don't confuse the shooters. They have a lot to learn before worrying about a complicated scenario.

The penalty for missing a shotgun target is the time it takes to reload and re-engage.

- Place a safety line at least 10 feet behind the firing line
- This line is usually a temporary fence using removable fence posts and string or rope to separate the audience from the stage
- The line is a visible barrier that reminds audience members and waiting shooters to keep a safe distance from the shooter. It will not prevent determined individuals from entering the safety area. Keep an eye out for young children escaping their parents

9. Loading Table

- When facing downrange, place a loading table behind the safety line and to the left of the stage
- Angle the table so that muzzle direction while loading is pointed into a side berm and not downrange or breaking the 170° line. This allows the next shooter to load while another shooter is shooting
- If no side berms exist and the only safe direction to load is downrange, the stage must be cleared before loading can begin
- There must be enough room on the loading table to accommodate firearms and ammunition boxes

10. Unloading Table

- When facing downrange, place an unloading table behind the safety line and to the right of the stage
- Angle the table so that muzzle direction while unloading is pointed into a side berm and not downrange or breaking the 170 line. This allows the next

Young children can often run under the string or rope and don't recognize the line as a reminder not to enter the safety zone. If children are too young for safety glasses, they should not be present.

When purchasing club firearms, select those with identical calibers. This will remove the potential of inserting the wrong cartridge in a firearm. Cartridges in .44 and .45 can be mixed up. If mixed calibers are used, load one caliber and place the ammunition under the table before loading the next caliber.

Those designated as unloading table supervisor often consider the role as casual. The role, however, is vital and requires astute attention. **THIS IS THE LAST PLACE A LIVE ROUND CAN BE DISCOVERED BEFORE THE FIREARM LEAVES THE AREA.**

shooter to unload while another shooter is staging their firearms

- If no side berms exist and the only safe direction to unload is downrange, no firearm staging can take place while the unloading table is in use. The range must be clear
- Place a bucket under the unloading table for spent brass

11. The 170° Muzzle Direction Line

- This is the imaginary line no muzzle can cross
- Consider the line as a cone that extends above and below the shooter
- Muzzles down and slightly backwards will break the 170° muzzle direction line as will muzzles over the shoulder
- Breaking this line is a major safety violation and can be a stage disqualification if the error occurs during a competition
- 4-H members not capable of maintaining proper muzzle direction will not be allowed to continue in the project until their ability improves

12. Explain the Cease Fire Procedure to Make the Firearms Safe

- If a cease fire is called while the shooter has a rifle with the hammer back in the firing position, the shooter simply opens the action. A live round will be ejected, but with the action open the firearm is safe. The range officer safety removes the rifle from the shooters hands
- If a cease fire is called while the shooter has the shotgun cocked

Old wooden buckets or nail kegs add to the authenticity of the stage. Galvanized buckets are more authentic than 5-gallon buckets.

The loading table supervisor, range officer, and unloading table supervisor are responsible for keeping muzzles in a safe direction. Do not allow the 170° line to be broken.

Remember the assessment form.

Retrieve the live round when it is safe to do so.

over a live round, the shooter simply opens the action. A live round will be ejected if using a pump or lever gun, but with the action open the firearm is safe. The range officer safety removes the rifle from the shooters hands

- If using a break open shotgun, open the action but the shooter will not attempt to remove the exposed live rounds. The range officer removes the shotgun from the shooters hands with the action open
- If a cease fire is called while the shooter has a pistol cocked over a live round, the shooter removes their finger from the trigger guard. The range officer places their thumb between the hammer and the frame of the pistol and removes the pistol from the shooters hand
- All firearms will be taken to the unloading table and unloaded. The shooter will be awarded a re-shoot

13. Explain the Shooting Scenario

- If not explained earlier, describe the scenario to all shooters
- Describe the shooting sequence: sweeps, order firearms are fired (rifles, pistols, shotgun, etc.), and the shooters line to begin the sequence

14. Shooter's Line

- Each scenario begins with a line spoken by the shooter. Inform the group of the chosen line
- Lines are usually from a Western movie and should be short and non-offensive

Remove live rounds when it is safe to do so.

Practice this maneuver with an empty gun before a cease fire occurs. Be prepared.

It is often uncertain where a shooter left off. Therefore unload all the firearms and start over.

Use simple sweeps and describe a procedural penalty. But don't count procedurals other than in a private conversation with the shooter.

Do not use lines that sound like a challenge to a gunfight or are violent in content.

- Later in the program, the range officer starts the timer after the line is stated
- Do Not use a timer for several sessions at the range. Encourage safe, slow, and accurate shooting. Shooting under time often causes anxiety for shooters and subconsciously prompts fast shooting before skill level improves

15. Starting at the Unloading Table

- Recruit a returning shooter to model loading table procedures
- If starting with a new group, recruit a teen to model the loading table procedures
- Training a parent as loading table supervisor can occur before the meeting or during the meeting
- If training a parent during the meeting, the certified instructor must immediately oversee the procedures until confident in the loading table supervisor
- Keep in mind that certified instructors are responsible for the safety of each 4-H member and others at the range. Remain vigilant even when help is available
- With the first shooter at the unloading table, uncase a rifle, two pistols, and a shotgun and place on the loading table with muzzles pointed at the left side berm or downrange if no side berms exist
- The rifle must be open and empty
- The shotgun must be open and empty
- The pistols must be at half cock with the loading gate open

Even experienced adults in training have a change in demeanor when the timer buzzer goes off. Reserve this experience for a time when the 4-H members are ready to advance.

If you open a case and the muzzles of the firearms inside the case are pointed behind the firing line, close the case and spin it around before taking out the firearms.

- Instruct the shooter to cycle the action three time to ensure an empty gun. Next close the lever of the rifle and set the hammer down easy on the empty chamber
- Instruct the shooter to load ten rounds into the magazine of the rifle
- The shooter will then place the rifle out of the way with the muzzle in a safe direction
- Instruct the shooter to move to the first pistol
- Check to confirm an empty gun
- Load a round in the first chamber, skip one, and load four
- Cock the hammer to position the empty chamber and instruct the shooter to set the hammer down easy on the empty chamber
- The loading table supervisor must inspect the pistol to be sure the empty chamber is under the hammer
- Repeat on the second pistol
- The shotgun will be staged open and empty

16. Staging the Firearms

- With loading completed, the firearms are ready to be staged
- If shooting rifle only, most young members will shoot two rifles.
- The shooter will carry one rifle upright and tilted downrange with the muzzle lifted higher than their head. The range officer will carry the second rifle in the same manner
- If shooting a rifle, two pistols, and a shotgun, the shotgun can be staged open and empty with a box, loading block, or bucket of shells within reach. The shotgun

Remind shooters that loading procedures were introduced in first shot fundamentals. Procedures are identical here.

A wooden loading block with ten holes drilled for the rifle cartridges and two rows of five holes for the pistol cartridges assists in an accurate number of rounds being placed in each firearm.

Revolvers in .22 caliber often have rebated chambers. Mark the first chamber loaded then skip one and load four more. If the marked chamber is visual on the immediate right side of the top strap, the empty is under the hammer.

Some revolvers allow the cylinder to spin as soon as the loading gate is open and do not require the hammer to be in a half-cocked position. If so, the same sequence is used once the loading gate is closed.

The loading table supervisor visually inspects the cylinder to make certain the empty chamber is under the hammer.

Firearm carry differs slightly from state to state, particularly pistols. Consult with your state 4-H shooting sports coordinator.

can remain staged after it is fired and emptied unless the next shooter is using a different shotgun. In this case, the shotgun must be safely carried to the unloading table

- The shooter may carry both pistols to the line by wrapping a hand around the cylinder of each gun with no fingers in the trigger guard. Carrying the pistols in such a manner offers full control without engaging the hammer or trigger of either pistol. Barrels must be tilted slightly downrange and muzzles held higher than the head
- The range officer follows with the rifle, held with two hands, and will instruct the shooter to stage the pistols at the appropriate firing position.
- The range officer than stages the rifle at the rifle firing position
- The shooter has the right to reposition any firearms to their liking as long as the trigger is over the table, windowsill, or whatever platform exists
- No trigger can be over air

17. Place the Shooter at the First Shooting Position

- Hands are off the firearms
- Instruct the audience to put on eye and ear protection
- Announce the range is going hot
- Ask the shooter if they understand the course of fire
- Explain the course of fire if necessary
- Instruct the shooter to say the line
- Instruct the shooter to commence fire

Pistols carried by the grip allows for the trigger finger to enter the trigger guard inadvertently. A pistol is much more secure when carried with a hand wrapped around the cylinder.

If carrying the rifle, the range officer can free one hand and correct the 4-H member if necessary. This is not possible if the range officer has a pistol in each hand.

Depending on building façades and scenarios, long guns may be staged standing with the barrel up and tilted slightly downrange. There must be a barrel notch in the structure to keep the firearm from falling over.

Occasionally scenarios may allow a shooter to begin with a rifle or shotgun at port arms. Most scenarios call for hands-off and near the waist.

Coaching shooters throughout the course of fire is encouraged – even during competition - and particularly to avoid a safety violation. If coaching a shooter, coach all shooters identically.

18. Shooting the Stage

- The sequence of firearm use may be in any order. The sequence below is just an example
- After the rifle targets are engaged and ammunition expended, the shooter restages the rifle open and empty
- With no firearms in hand, the shooter moves to the next position
- The first pistol is shot until empty and restage with the hammer down on an empty case
- Repeat with second pistol - shoot five round and restage with the hammer down on an empty case. In other words, the shooter simply restages the pistol after the last shot
- Move with empty hands to the shotgun position
- Pick up the shotgun with muzzle always pointed downrange
- If break open with hammers, load two rounds for a box, loading block, loose on the table, or from a bucket
- Close the action and then cock the hammers
- If using an internal hammer side-by-side shotgun, load the barrels and then disengage the safety
- Pump and lever action shotguns can only be loaded with two rounds at a time
- Engage the shotgun targets until all have fallen, reloading as necessary
- Rounds are sometimes dropped by the shooter at this point of the stage. A dropped round is a dead round. Do not allow the shooter

If the shooter begins to leave the rifle with the action closed, direct them to open the action.

Remember the two-handed pistol grasp. Never allow the strong hand to open and the strong hand thumb to cock the hammer. Instruct shooters to use the weak hand thumb to cock the hammer. This is safe as well as fast.

Moving with a firearm in hand is prohibited. Slight adjustments in stance are allowed with a pivot foot planted.

Cocking the shotgun and loading with the hammers back is not allowed. The muzzle must be downrange before the hammers are cocked.

Safeties must be engaged until ready to fire.

Stop a shooter who is attempting to retrieve a dropped round.

to attempt to pick up the dropped round. Muzzle control is more important than a round on the ground. Allow the shooter to get another round from the box, table, or bucket

- Dropped rounds are not penalized unless the shooter attempt to retrieve it. Retrieval is a minor safety violation
- When completed, break open the shotgun, dump empty hulls, and restage open and empty
- If a loaded cartridge is present (didn't need the last round), do not allow the shooter to de-cock the hammer over the live round. Dump it out like an empty shell and the range officer set the hammer down easy when restaging the shotgun
- Pump and lever action pumps are restaged with the action empty and empty
- The shooting scenario is now complete

19. Moving to the Unloading Table

- If the next shooter is sharing the shotgun, the shotgun can remain staged with the barrels downrange, but not in a direction where 4-H members or adult assistants walk in front of the muzzle when resetting targets
- The shooter carries the pistols to the unloading table in the same manner as when staging. Each hand around a cylinder and muzzles slightly tilted downrange and held higher than the head
- The range officer may follow with the rifle while keeping the

Shooters are encouraged to load two rounds in a double barrel even if only one target is left standing. This saves time in the case of a miss by not having to load another round. If the knockdown target goes down on the first shot, a live round will be present in the other barrel.

Be certain that the hammer is down and the action open and empty at the completion of the stage.

The shotgun can be removed from the line if there is certain over the direction of the muzzle.

muzzle tilted downrange and above the head

- The action of the rifle must be cycled several times and the chamber visually inspected and confirmed empty by the unloading table supervisor
- The range officer can carry the empty and open rifle to the loading table for the next shooter to load
- The shooter remains at the unloading table with the pistols and opens the loading gate.
- The shooter places the hammer at half-cock to free the cylinder and removes spent cases
- The shooter then rotates the cylinder at least twice with the unloading table supervisor visually inspecting to ensure all chambers are empty
- Repeat with the next pistol
- When the pistols are safe, they may be moved to the loading table with each hand around a cylinder and fingers out of the trigger guard, muzzles tilted slightly downrange, and held about the head

20. Target Reset and Picking Up the Spent Brass

- The range officer may instruct waiting 4-H members or assisting adults to reset knockdown targets and pick up spent brass once the firearms are at the loading table in an arrangement where muzzle direction is toward a side berm
- If muzzles must be pointed downrange, target reset and brass picking cannot occur until the

Firearms must be empty!

Because of the light loads used in 4-H Western Heritage, spent pistol cases usually fall out on their own when the loading gate is opened and the cylinder rotated with the barrel up. If not, instruct the shooter to use the ejector rod.

This is the last chance to catch a live round before a firearm is carried away from the unloading table! Be vigilant!

Once 4-H members get the routine down, there is less and less waiting between shooters. With everyone chipping in, the stages go much faster.

- firearms are unloaded and moved to the loading table
- Spent brass is dropped in the bucket at the unloading table
 - Remember to avoid allowing helpers to walk in front of the muzzle of the restaged shotgun
21. Debriefing the Waiting Shooters
- Now is a good time to review the stage
 - Do not keep score this early in the program
 - Were there any misses?
 - Was the shooting sequence followed correctly?
 - Explain a procedural and the procedural penalty of 10 seconds added to the shooter's score. Only one procedural may be called per stage
 - Were there any safety violations?
 - Common minor safety violations include a live round found in a firearm at the unloading table, restaging a rifle or shotgun with the action closed, picking up a dropped round, and leaving the hammer back on a pistol
 - Minor safety violations add 10 seconds to the shooters time and if multiple violations are called, each violation is a 10 second penalty
 - Major safety violations include breaking the 170° muzzle direction line, dropping a firearm, discharging a firearm not downrange
 - Major safety violations are cause for a stage disqualification or match disqualification depending on the decision of the range officer. These violations cannot happen and are treated with

Identifying misses and procedurals is best when a teen assistant serves as the first shooter. They can miss or mix up the scenario intentionally as a demonstration.

Do not purposefully commit a safety violation.

Examples will occur as more shooters attempt the stage. The range office should coach the shooter to prevent safety violations.

Breaking the 170° muzzle direction line is the most common violation. Warnings may suffice during practice. Continued disregard with this rule is grounds for dismissal from the project.

extreme concern. Ingrain this in the shooters' minds at every meeting

22. Begin the Loading Procedure for the Next Shooter

- Begin the sequence all over again while following the identical procedure with each shooter

Debrief

4. What did you learn?
5. Did you find anything surprising?
6. Name major safety rules.
7. What was the hardest part of shooting a stage?
8. Any questions or concerns?
9. Are Old West firearms fun?
10. Why or why not?

Provide waiting shooters with a job to keep them busy. This could include picking up brass, resetting targets, retrieving more ammunition, getting gun cased out of the way, or anything that needs to be done.

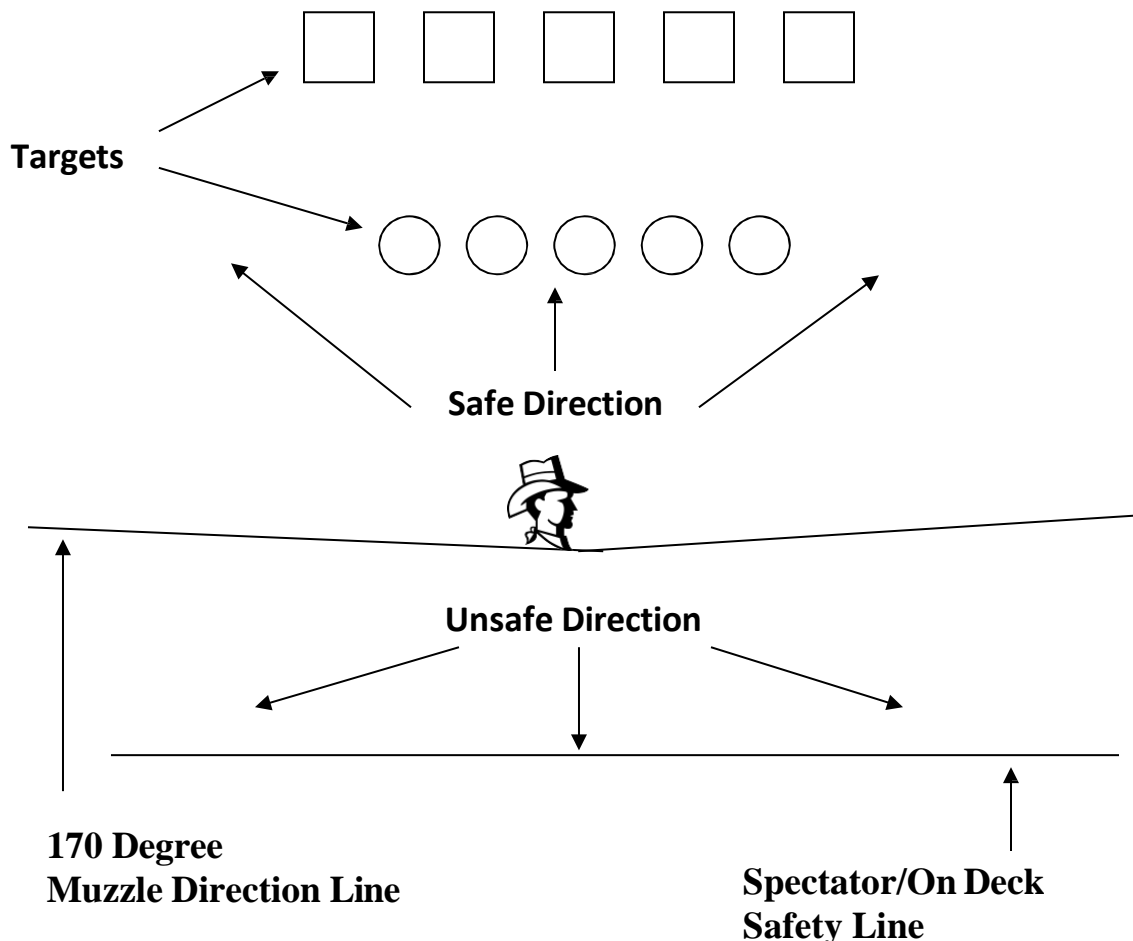
Encourage western dress at every practice.

Lesson 8 - Narrative Setting Up The Stage

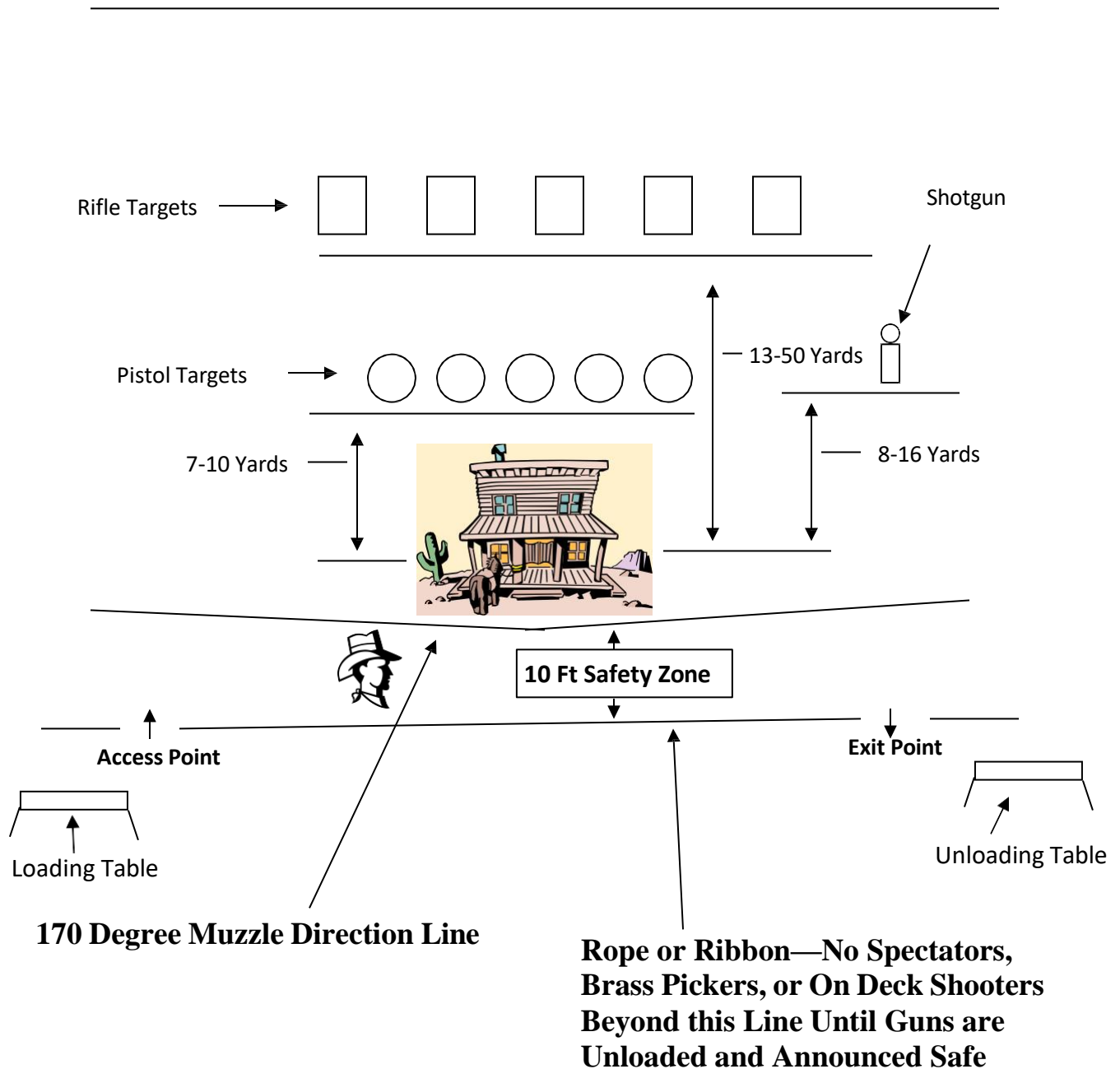
4-H Western Heritage Shooting is intended to be a safe and enjoyable learning experience. It is not a precision shooting competition. For this reason, large targets at reasonable distances are used to facilitate success. Small targets and long distances can frustrate and discourage newer shooters. Everyone wants to hit their targets. Shooters who accumulate too many misses begin to perceive the targets as too difficult to hit. Often times discouraged youth will drop out of the project due to a feeling of failure or embarrassment. Don't take the fun out of the 4-H Western Heritage Project. It only defeats the purpose.

No target in the 4-H program will be in the human form or readily perceived as a human form. Metal, cardboard, or paper targets at least 16 inches by 16 inches should be used. Reactive targets such as falling plates can enhance shooter feedback and spectator appeal. There are no "official" rules, but the following distance guidelines may help you get started:

Revolver Targets – 7 to 10 yards
Shotgun Targets – 8 to 16 yards
Rifle Targets – 13 to 50 yards



Typical Target Placement



4-H WESTERN HERITAGE PROJECT INSTRUCTOR MANUAL

Personnel

It is recommended that each stage be under the supervision of four (4) non-shooters which must include at least one 4-H trained adult. Their roles are Range Officer/Timer, Loading Area Supervisor, Unloading Area Supervisor, and Hit and Miss Recorder. For the sake of time, it is appropriate for the other members of the posse at the stage to pick up empty brass after the shooter has completed the stage, the firearms are made safe, and the Range Officer instructs them to do so.

Role of the Range Officer

The role of the Range Officer is to safely assist the shooter through the course of fire. Advising proper procedure and constraining the shooter from unsafe acts is expected when appropriate to minimize procedural and safety penalties whenever possible. It is also the responsibility of the Range Officer to count the rounds expended by the shooter. If the shooter does not empty their firearm (usually 5 shots in each revolver and 10 in the rifle) the range officer will order the shooter to fire their remaining rounds down range. This eliminates a gun with live rounds being carried to the unloading table. Often times, the Range Office takes on the responsibility of carrying the timer as he/she shadows the 4-H shooter. The Range Officer serving as the Timer is the most practical way to run a stage.

It is expected that the Range Officer will be the responsible party for observing and resolving all safety related matters occurring in the loading, unloading, and firing line areas. However, any shooter who observes a safety infraction not seen by the Range Officer(s) should call the infraction to the Range Officer's attention, at which time the matter will be resolved.

Role of the Loading Table Supervisor

The Loading Table Supervisor's role is to make certain that the revolvers are loaded with the appropriate number of rounds (usually 5) and that the hammer is resting on an empty chamber before the revolvers are staged and that the rifle magazine is also loaded appropriately with the hammer resting on an empty chamber. Junior rifles and Intermediate pistols are loaded by the Loading Table Supervisor. The Loading Table Supervisor also makes certain that the caliber correct ammunition is loaded into each firearm. Using a single caliber throughout the project great reduces this risk. It is the responsibility of the Loading Table Supervisor that all muzzles remain pointed in a safe direction throughout the loading process.

Role of the Unloading Table Supervisor

The Unloading Table Supervisor's role is to require the shooter to safely make safe each firearm while keeping the muzzles pointed in a safe direction. This includes observing the shooter work the action of a rifle and inspecting the chamber to be sure it is empty, asking the shooter to unload the revolvers and spin the cylinders to be certain the revolver is empty, and similarly inspecting the chamber or chambers of the shotgun. If a loaded round makes its way to the unloading table, the Unloading Table Supervisor is required to notify the Range Officer immediately. It is the shooter's and Range Officer's responsibility to make certain that all loaded rounds are expended during the stage. Once each firearm is declared safe by the Unloading Table Supervisor, the firearms may be safely carried back to the loading table or other designated area with the muzzles always pointed in a safe direction.

Loading/Unloading

All loading and unloading shall be conducted only in the designated areas such as the loading or unloading table and only when the designated area is manned by a 4-H leader. Follow the same procedures as detailed in First Shot Fundamentals.

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Senior shooters will load, stage, and unload his/her own firearms while under supervision, except for those physically challenged or inexperienced who may request assistance. Junior rifle and Intermediate pistols will be loaded by the loading table supervisor. Any misloaded firearm by the loading table supervisor will constitute a reshoot.

When shooters or adult leaders are carrying firearms to the loading or unloading table, rifle muzzles must be held in a vertical position with muzzles above the head. Revolvers must be carried by grasping around the cylinder and pointing the muzzle in a safe direction. Revolvers may not be carried by the grip or with a finger in the trigger guard.

Staging the Firearms

At no time while carrying firearms, including while staging, are fingers allowed in the trigger guard unless the shooter is on the firing line in the act of shooting. Shooters failing to observe this rule may be disqualified from competition.

All staged guns shall have their barrels pointed safely down range. All long guns staged horizontally shall be staged lying flat. If staged vertically, all long guns must be placed in a rack with a barrel notch to eliminate any chance of the gun falling over. To save time, the range officer may stage a firearm, but the shooter is allowed to reposition the firearm.

Rifles may be staged down range from the shooter with the magazine loaded, action closed, hammer down, and chamber empty.

Guns are never staged with their muzzles on the ground.

Revolvers must be staged on a flat, skid resistant surface at least 9 inches wide and 1 foot long such as a window sill or table. The skid resistant surface may be buckskin, a wool blanket, or other traditional style item. In the absence of this, carpet samples may be used.

Shotguns are always staged open with magazine and chambers empty and are loaded on the clock unless the stage begins with the shotgun in the shooter's hands. (Muzzle loading shotguns may be charged but not capped.) All empty shells must be ejected before grounding/restaging the firearm.

Shotguns with exposed hammers will be staged with hammers down, actions open and empty, and safeties on if so equipped. All other shotguns, including internal hammered double barreled, will be staged with actions open and empty with safeties on. Shooters will load shotguns when preparing to fire, close the breach, and then cock the hammers or disengage the safety.

All firearms will be staged with the trigger over a surface when staged horizontal. Triggers resting off the surface are prohibited. The 4-H shooter is not allowed to carry firearms from place to place during a stage or have pistol in their holster. This rule will prevent mishaps that may occur when a revolver is drawn from the holster or while re-holstering the revolver. No more than two rounds may be loaded into shotguns at any time. (Applies to pump or lever action shotguns)

Dry firing is never allowed and results in a stage disqualification. Dry firing is defined as the act of cocking the hammer or working the action and pulling the trigger as if to cause the gun to fire normally.

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No one other than the shooter and Range Officer are allowed in the 10 foot wide Safety Zone directly behind the firing line once the shooter is prepared to begin. If at a range with permanent loading tables in the safety zone, the Loading Table Supervisor is required to move behind the safety zone line as soon as their job is done and the guns are staged. The Unloading Table Inspector may enter the safety zone at the instruction of the Range Officer when the stage is completed. If the range is bermed on both sides of the stage and the loading and unloading tables can be positioned behind the safety zone and separated from the audience, loading and unloading may be done while a shooter is actively engaging a stage. This facilitates a faster flow of shooters through the stage, but is dictated by the layout of the shooting range.

Shooting the Stage

If no starting position is given the shooter shall stand fully erect with firearms staged, hands at the side not touching any firearm. If beginning the scenario with the shotgun, shooters may not start with ammunition in hand. The shotgun will be loaded from a bucket, a box of ammo, or a loading block placed at the shotgun's location in the scenario or ammunition may be positioned on a table or flat surface by the shooter. No ammunition is carried on the shooters person.

Changing location with a firearm during a stage, loaded or unloaded, is prohibited at all times. There is absolutely no running or walking with a loaded or unloaded firearm during the live shooting phase of the stage. Shooting position adjustment is permitted. All shooting with a particular firearm must be completed and the firearm re-staged before the competitor moves to the next part of the stage. Once the firearm is cocked, one foot must remain in place on the ground until the firearm is made safe. Participating 4-H members may not change location during a stage while in possession of any firearm.

Revolvers will be shot with a two-handed grip only with neither hand in front of the cylinder. This grip allows a shooter to cock the revolver with their weak hand wrapped around their strong hand which, in turn, is holding the gun. Unlike a one-handed grip style, the two-hand grip style does not require the hand to be opened, the thumb on the strong hand moved to cock the hammer, and the grip weakened from shot to shot. Using the two-handed grip greatly reduces the chance that the gun might slip and pivot the barrel in an unsafe direction. Obviously the two-handed grip rule does not allow 4-H shooters, under any circumstance, to fire two revolvers at the same time. A shooter shall not cock any pistol until the firearm is pointed safely down range and is actively engaged in shooting a stage. De-cocking a revolver, rifle, or external hammer shotgun may **not** be done with a live round under the hammer. De-cocking may not be done to avoid a penalty if cocked at the wrong time or position. The penalty for de-cocking is a Stage Disqualification.

Revolvers are to be re-staged with hammer down on a spent case or empty chamber at the conclusion of the shooting string. A shooting string is defined as shots from one type of firearm prior to the next type of firearm being engaged.

Long guns will be re-staged with the action open and empty with the barrel(s) pointed safely down range.

Once a pistol is cocked, the round under the hammer must be expended in order for it to be returned to a safe condition except in the case of a cease fire. Once a rifle is cocked, either the round under the hammer must be expended or the action opened in order for the rifle to be returned to a safe condition. No cocked or loaded firearm is allowed to leave the shooters hand except for a malfunction. This also means from one hand to the other. Shotgun shells may be removed, if necessary, without penalty in order to return the firearm to a safe condition.

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All knockdown shotgun targets must be reengaged until down.

All knockdown targets (shotgun, rifle, or revolver) must fall over to be considered a hit. Special consideration is allowed for 4-H members using .22 caliber ammunition at the discretion of the range officer/project leaders.

Ammunition dropped by a shooter in the course of reloading any firearm (most likely a shotgun) during a stage or “ejected” from any firearm is considered “dead” and may not be recovered until the shooter completes the course of fire. The round must be replaced from the source as required by stage description. If the round is never fired, such as ejected from a rifle, it is counted as a missed shot.

There is no breaking of the 170 degree safety plane with the muzzle direction of any firearm at any time during the stage.

A dropped loaded or unloaded firearm ends the stage for a shooter as a stage disqualification or a match disqualification at the discretion of the range officer and/or the project leaders. The responsibility of recovering a firearm that falls on the ground lies with the adult range officer/timer or an adult posse leader only. This individual will recover the gun, examine it, clear it, and take it to the unloading table.

If a competitor has a firearm malfunction that cannot be cleared on the line, the shooter may not leave the berm/stage until the firearm has been cleared at the unloading table or if instructed by the range officer.

Refusal to follow the range officer’s direction regarding safety or procedural rules will be grounds for expulsion from the 4-H Western Heritage Project.

Cease Fire Procedure

Upon hearing the command "cease fire," or being made aware of other danger signals, the shooter will immediately cease firing and keep their firearm pointed down range with the muzzle in a downward position. On open action or a hammer down on a spent case is considered safe allowing the range officer or another adult to assist.

If the hammer is in the cocked position when a cease fire is called, the lever of the rifle must be opened or the action of a shotgun must be opened. If a revolver is cocked when the “cease fire” is called the shooter will keep their finger out of the trigger guard, keep the muzzle in a safe direction, and allow the Range Officer to assist them by placing his or her thumb between the hammer and the frame and taking the pistol to the unloading table.

When Shooting is Completed

Each shooter is required to retrieve his or her firearms with the help of the adult 4-H leader and go directly to a manned unloading table after the stage is completed. The Unloading Officer or Range Officer MUST inspect all firearms before they can be declared safe.

The range officer may invite helpers in the Safety Zone if muzzle direction allows. If muzzle are directed downrange, brass pickers and target setters must wait until the range is safe.

All rifles and pump or lever action shotguns must have their action cycled for the inspecting official. Shotguns may remain open and empty at the staging location once inspected by the

4-H WESTERN HERITAGE PROJECT INSTRUCTOR MANUAL

range officer, but only if the next shooter is using the same shotgun. Pistols unloaded through the loading gate and the cylinder turned at least twice while visually inspected by the unloading table supervisor. Once each chamber is confirmed empty, the loading gate remains open the the hammer at half-cock.

All firearms can be moved, under supervision, to the loading table if used by the next shooter or cased if not used by the next shooter.

Scoring and Timing

4-H Western Heritage Shooting is a timed event and is scored in seconds beginning at the sound of the first beep from the range officer's hand-held timer and ending at the sound of the last shot. A five (5) second penalty is added to the shooter's time for each missed shot during any given stage. A ten (10) second penalty is added for unintentional mistakes termed "procedurals" and minor safety violations. The recorded elapsed time, plus penalties, of each stage are added together for a final score. Final scores are used to rank competitors from the quickest time to the longest time.

Misses – a miss is defined as the failure of the shooter to strike the intended target with a bullet or pellet from the appropriate type of firearm or not knocking over a knockdown target. Examples of this would be simply missing a rifle target while engaging with a rifle or failing to hit a knockdown target with enough force to knock it down. (At times, .22s may not have enough force to knock down some knockdown targets. Special considerations are allowed). A missed shotgun knockdown target must be reengaged until down. There is no miss penalty if a shotgun target remains standing. The penalty is the time required to reload the shotgun and reengage the missed target. Each miss results in a five (5) second penalty.

Procedural Penalty – a procedural is a mistake that occurs when a competitor fails to complete the stage the way it was designed. Examples of procedurals would include firing at a pistol target with a rifle, not following the course pattern as the range officer described (firing a sweep in an improper sequence), or failure to complete any portion of the stage. Procedurals result in a ten (10) second penalty and only one (1) can be assessed per stage.

Failure to place guns or ammunition at the designated position(s) is the fault of the competitor and scored as a procedural unless the competitor is able to correct the situation, unassisted, before the timer starts. Once the timer starts, no guns can be re-staged. Remember, the 4-H program does not allow members to change locations with a firearm in hand.

Minor Safety Violation – A safety violation is considered minor when the incident does not put anyone in direct or immediate danger. Examples of minor safety violations include the failure to leave a rifle action open at the end of its use during a stage, the failure to restage a sidearm at the end of a shooting string, or a live round in a gun discovered at the unloading table. Minor Safety Violations result in a ten (10) second penalty per occurrence at each stage. A Range Officer may issue a warning in the place of a 10 second penalty at their discretion as long as this decision is consistent.

Major Safety Violation – A safety violation is considered major when the incident endangers any person at the event. Major Safety Violations include an accidental discharge that impacts anywhere other than downrange, breaking the 170 degree safety rule, allowing the muzzle of the firearm to sweep anyone in the audience or on the range, dropping a gun, or any other occurrence that has the potential for personal injury. The penalty for a Major Safety Violation is disqualification from the stage or match at the discretion of the 4-H range officer present at that

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stage. With proper training and practice, major safety violations will be rare or nonexistent in the 4-H Western Heritage Project. **It is the responsibility of the adult range officer to shadow the 4-H member during the course of fire in order to be in the physical position to prevent any safety violations.**

Intentional Procedural – An Intentional Procedural occurs when a competitor purposely or intentionally disregards the stage instructions in order to obtain a competitive advantage. This may occur when a competitor feels they could take a penalty and still shoot a faster time than if they followed the proper procedure. This is considered a violation of the Spirit of the Game and 30 seconds is added to a competitor's time in addition to other penalties.

Appeals – If the competitor believes a ruling is in error, the 4-H member alone may politely appeal the decision to the group of trained 4-H shooting sports leaders present. Appeals must be made before the posse leaves the stage. The group's decision will be based solely on the rules pertaining to the safety violation and is final regardless of the size of the group.

Reshoots - Reshoots may be awarded for ammunition or firearm malfunctions if the problem is out of the control of the shooter. This rule is in place because most 4-H programs share firearms and ammunition among many shooters. Therefore, equipment becomes extremely fouled and cartridges are often provided to the shooter. If there is a range failure (failure of props, timer, or a loading table supervisor or the range officer's mistake) beyond the competitor's control, a reshoot may also be granted. On a reshoot, the competitor starts over clean, carrying only accrued safety and procedural penalties forward.

Rules of the Range

Range Safety Rules and Regulations (Adapted from the National Congress of Old West Shootists and the Single Action Shooting Society)

General Safety Rules

All participants must attend a safety meeting before shooting in any event.

Treat and respect every firearm as if it were loaded.

Always keep the muzzle of any firearm pointed in a safe direction.

All firearms will be placed on the loading table under supervision of a 4-H leader. This includes both club guns and privately owned firearms. No 4-H member or spectator will be allowed to wear firearms.

No loaded firearms except at the firing line or loading table.

All long guns will have actions open at all times except on the firing line or when in a case.

No fanning or twirling a firearm at any time.

No fast draw competition. No quick-draw at any time.

Shooters are responsible for the safe condition of their firearms. County 4-H Western Heritage Project leaders who have a concern, or are alerted to a concern by others present, may request to inspect any firearm at any time. If the firearm is considered unsafe by the 4-H range officer

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and/or a committee of 4-H Western Heritage Project leaders, it may not be used in the project until repairs are made. This decision is final.

Eye and ear protection is required for all competitors and spectators. Safety glasses with side shields are recommended. Ear muff-style hearing protectors are allowed, as are modern-designed shooting glasses.

No alcohol is allowed. No illegal controlled substances at any time. No smoking at any time.

Interpersonal Conflicts WILL NOT be tolerated. Good sportsmanship is expected at all times.

Remember to think safety first and always! Shooters and spectators are encouraged to speak up if they witness anyone handling a firearm improperly, but they must also remain courteous. If someone points out that a shooter is handling a firearm carelessly, the shooter should be grateful, not upset. It's better to be corrected than have someone get hurt.

Remember the Spirit of the Game!

Lesson 9

Introducing the Timer

Note to Instructor

Prior to Class

Have steel or cardboard targets accessible to 4-H members.
Have basic layout plan in mind.
Tables available for loading, unloading, or shooting if necessary
Locate and have available props for building façade or tables
Temporary fence posts for safety line
String or rope for safety line
Explain the purpose and order of the meeting.
Restrooms
Pledge of Allegiance
4-H Pledge

Welcome

Welcome
Identify restrooms
Describe the purpose of the meeting.
Explain what will be done.

Lesson Time

Approximately 2 hours.

Objectives for the Lesson

Safety

1. Eye protection for all present including audience.
2. Ear protection for all present including audience.
3. Adhere to all loading, shooting, and unloading safety procedures.

Wrap Up

1. Summarize key points of the meeting including safety and shooting techniques.
2. Announce the next meeting.
3. Be available for questions while cleaning up.

General Safety Rules

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No loaded firearms except at the firing line or loading table.

All long guns will have actions open at all times except on the firing line or when in a case.

No fanning or twirling a firearm at any time.

No fast draw competition. No quick-draw at any time.

Shooters are responsible for the safe condition of their firearms. County 4-H Western Heritage Project leaders who have a concern, or are alerted to a concern by others present, may request to inspect any firearm at any time. If the firearm is considered unsafe by the 4-H range officer and/or a committee of 4-H Western Heritage Project leaders, it may not be used in the project until repairs are made. This decision is final.

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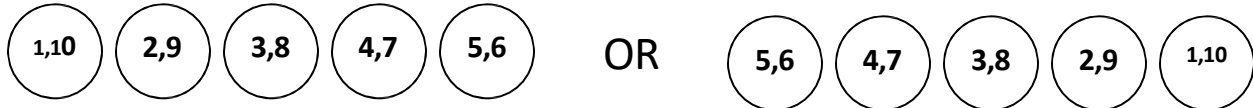
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Remember the Spirit of the Game!

Pendulum Sweep



Left to Right then Right to Left

Right to Left then Left to Right

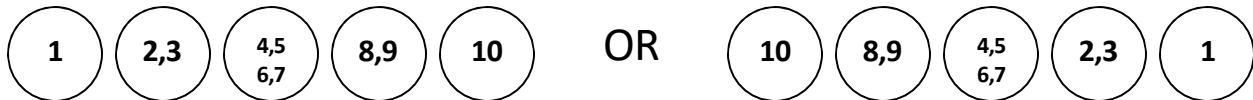
Ten Rounds for Rifle

Two Handguns Required

Switch Handguns for Shots 6-10



Desperado Sweep



Left to Right in Above Sequence

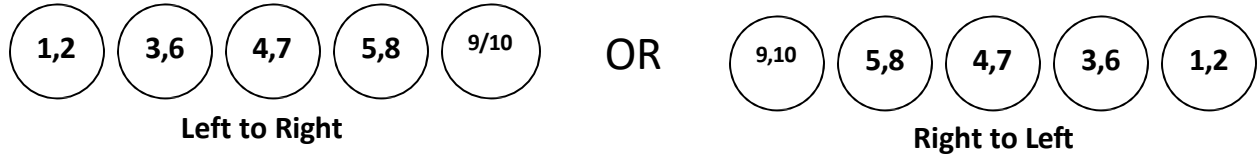
Right to Left in Above Sequence

Ten Rounds for Rifle

Two Handguns Required

Switch Handguns for Shots 6-10

Rattler Sweep

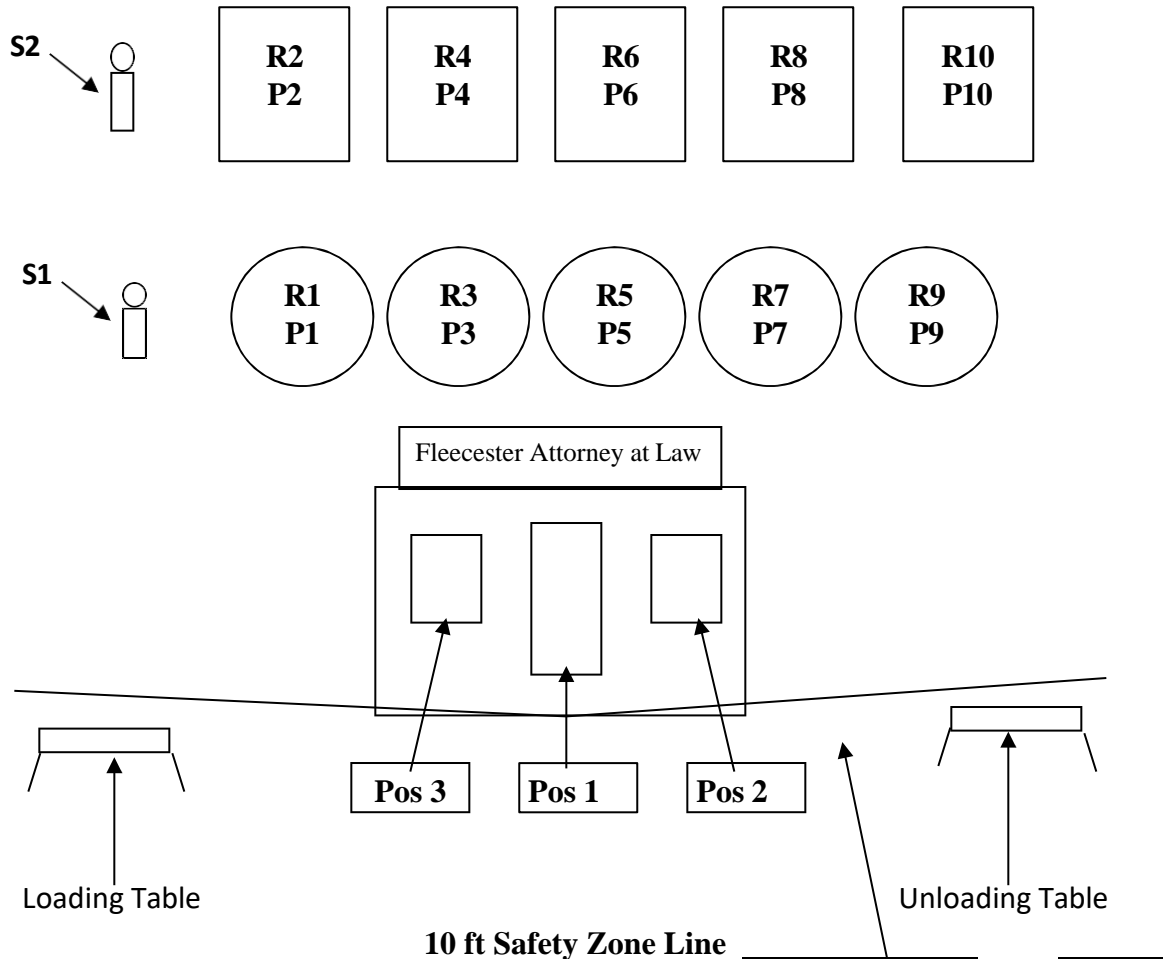


Ten Rounds for Rifle

Two Handguns Required

Switch Handguns for Shots 6-10

Scenario Examples



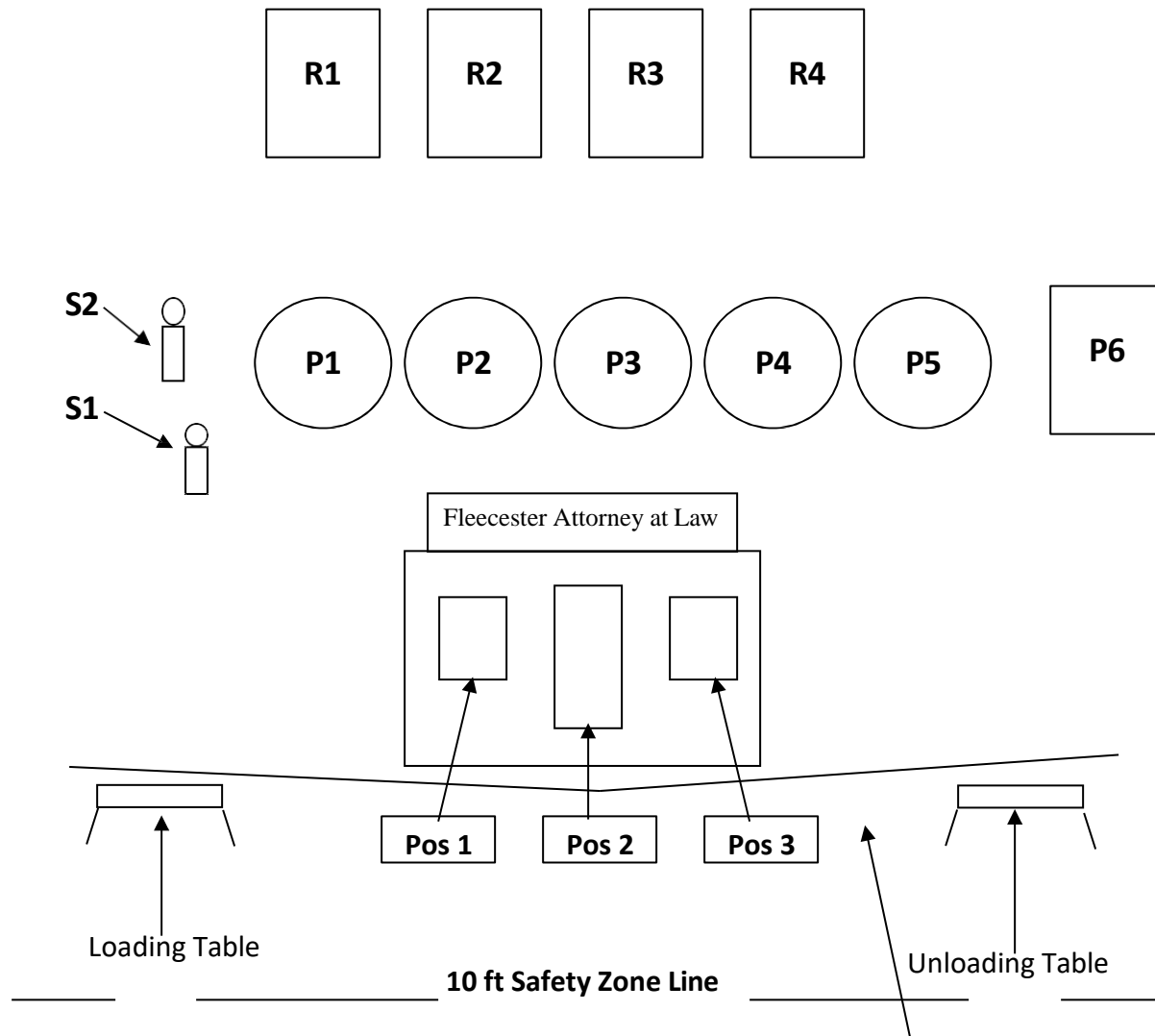
Ammo Count: 10 Rifle, 10 Pistol, 2 Shotgun
Rifle loaded with ten rounds staged at position 1
2 pistols loaded with five rounds each staged at
position 2. Shotgun open and empty staged at position
3.

Procedure: Start at position 1 with rifle in hand and
pointed safely down range. At the buzzer, rack a
round in the chamber and put one round on all
rifle/pistol targets in an alternate pattern. Stage rifle
open and empty at position 1. Move to position 2.
With pistols, put one round on all pistol/rifle targets in
an alternate pattern and changing pistols midway.
Restage pistols and move to position 3. Pick up
shotgun and knock down S1 and S2 in any order.
Repeat if necessary. Both must fall. Move to
unloading table.

170 Degree Muzzle Direction Line

R = Rifle Targets
P = Pistol Targets
S = Shotgun Targets
Pos = Position of Shooter

Scenario Examples



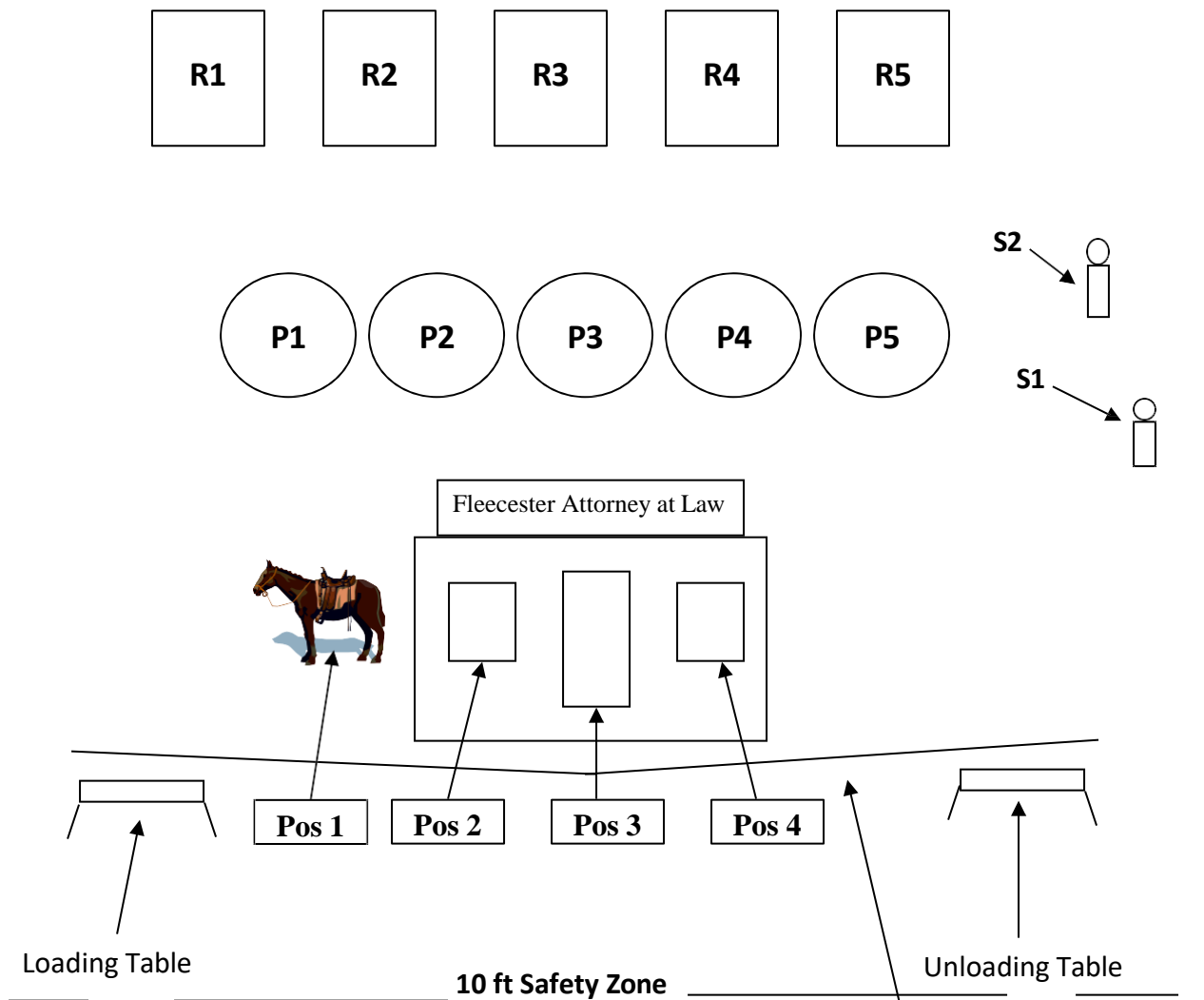
Ammo Count: 10 Rifle, 10 Pistol, 2 Shotgun
Shotgun open and empty staged at position 1.
2 pistols loaded with five rounds each staged at
position 2. Rifle loaded with ten rounds staged at
position 3.

Procedure: Start at position 1. At buzzer, pick up
shotgun with both hands, load and knock down S1 and
S2. Repeat until both targets are down. Restage
shotgun open and empty. Move to position 2. With
pistols, engage P1,P6,P2,P6,P3,P6,P4,P6,P5, P6
changing pistols midway. Restage pistols and move to
position 3. Pick up rifle, shoot R1, R2, R2, R3, R3,
R3, R4, R4, R4, R4. Leave rifle open and empty.
Move to unloading table.

170 Degree Muzzle Direction Line

R = Rifle Targets
P = Pistol Targets
S = Shotgun Targets
Pos = Position of Shooter

Scenario Examples



Ammo Count: 10 Rifle, 10 Pistol, 2 Shotgun
 Rifle loaded with ten rounds staged at position 2.
 2 pistols loaded with five rounds each staged at position 3.
 Shotgun open and empty staged at position 4.

Procedure: At buzzer, retrieve paper from saddle bag at position 1 (fake horse) and move to position 2. Pick up rifle and rattle sweep rifle targets R1, R1, R2, R3, R4, R2, R3, R4, R5, R5. Stage rifle open and empty in the rack. Take your paper to position 3 and with pistols rattle sweep pistol targets P1, P1, P2, P3, P4, P2, P3, P4, P5, P5 changing pistols midway. Restage pistols and move to position 4. Don't forget your paper. Pick up your shotgun and knock down shotgun targets S1 and S2. Repeat if necessary. Both must fall. With shotgun open and empty, move to unloading table.

170 Degree Muzzle Direction Line

R = Rifle Targets
P = Pistol Targets
S = Shotgun Targets
Pos = Position of Shooter

**MEETING BY MEETING
LESSON PLANS**

4-H WESTERN HERITAGE PROJECT INSTRUCTOR MANUAL

Meeting 1 – Orientation

The first meeting of your new county project should be designed to introduce 4-H Western Action Shooting and the Montana 4-H Western Heritage Project to potential members and their parents. Your audience will be curious, but may very likely not know the first thing about western action shooting. Your job is to present the project as a safe learning experience while maintaining the level of enthusiasm shown by the 4-H members.

What you need:

1. Indoor Space
2. Table
3. Computer, Projector, and Screen
4. Chairs arranged theater style
5. Sample firearms are optional (check with the hosting facility concerning firearm policy)
6. Old West clothing is optional, but encouraged

Sample Agenda:

Welcome and Introductions

- Introduce yourself and any co-leaders
- Talk about your experience in Western Action Shooting even if it's limited.
- Ask the 4-Hers to introduce themselves and relate their shooting sports experience.
- Invite 4-H members and parents to ask questions throughout the meeting.

What is 4-H Western Action Shooting – The basics

- Using Old West Style firearms
- Dressing Old West clothing
- Shooting under time
- Penalties for misses
- Discuss in no great detail at this point

Show a video or internet clip of shooters in action

Present the “Introduction to 4-H Western Action Shooting” slide show. (Provided on CD)

Review clothing requirement and expectations

- Let parents and members know that most can participate with clothes they already have at home. Dress in Old West clothing as a demonstration if available.

Firearms

- Showcase any firearms you may have brought with you
- If you have firearms available for use in the first few lessons, ask members not to bring their own.

Provide a quick overview of what the schedule and topics will be for the year (Feel free to adjust schedule to meet your county program)

- Pistol History and Training – Pistol Shooting Begins
- Rifle History and Training – Rifle Shooting Begins
- Shotgun History and Training – Shotgun Shooting Begins
- Holster History (all guns are staged and holster use is not allowed) and Shooting a Course
- More course shooting
- Clothing History and more shooting
- Shooting Under Time (If ready)
- Hat History – More shooting under time
- Boot History – More shooting under time

Set the date and time of next meeting

4-H WESTERN HERITAGE PROJECT INSTRUCTOR MANUAL

Meeting 2 – Pistol

This meeting has two primary purposes; presenting the history of the Old West sidearms and learning to shoot single action revolvers. Instructors may split this workshop into two meetings by presenting the history CD at one and shooting at the second. Counties may also choose to present all of the history lessons at separate meetings during the winter and move permanently to the range as weather permits. Decide what's best for your program.

What you need: History Presentation

1. Indoor Space
2. Table and chairs arranged theater style
3. Computer, Projector, and Screen
4. Sample firearms as available. (At least one cap and ball revolver and one cartridge revolver is best.)

What you need: Pistol Training

1. Single Action Revolvers (Preferably .22 rimfire, but any light factory load will suffice)
2. Bermed shooting area
3. Bench rest or table
4. Chair
5. Sandbags
6. Paper plates for targets

Sample Agenda:

Practice the proper loading procedure so that the hammer of the revolver rests on an empty chamber

- Pull the hammer to the half cock position
- Open loading gate
- Use **empty** brass cases for practice. Load one, skip one, and then load four. Once the fifth round is chambered, do not move the cylinder or a live round will be under the hammer when cocked.
- Cock hammer to full cock. Using thumb, set the hammer down easy. If a slip occurs, the hammer should fall on the empty chamber. If not done properly, the hammer will fall on a spent case. Make sure the 4-H member realizes that if live rounds were inserted and the proper loading sequence was not followed, a slip could discharge a cartridge. A visual inspection from the side of the cylinder will verify that the empty chamber is under the hammer. **DON'T FORGET TO KEEP THE MUZZLE POINTED IN A SAFE DIRECTION.**
- Unload using the ejector rod.
- Repeat using spent cases until all 4-H members have had a turn loading and unloading the revolver and are comfortable with the procedure.

Practice sight alignment and sight picture using sandbags.

- Explain the proper sight alignment using a diagram or model
- Demonstrate the two-handed grip and how to cock the hammer with the weak thumb.
- Talk about trigger control.
- Load live ammo using the proper loading sequence of loading one, skipping one, and loading four.
- Set the hammer down easy on the empty chamber.
- Use the sandbags for a rest. Make sure that no one has their hand in front of the cylinder and that the cylinder is above the rest. Otherwise the hand and sandbag will catch the blast of the round fired. The trigger guard or the hands around the grip can be rested on the sandbag.
- Fire at the paper plates five times, then, when the range is safe, go inspect the targets.
- Practice with the sandbags until the 4-H members are consistently hitting the paper plate.
- Each 4-H member must eject any spent cartridge cases after finishing a shot string. It is the 4-H leader's responsibility to ensure this is done.

Practice firing while standing.

- Use the table or bench as a loading station, but have each 4-H member fire at a paper plate while standing.
- Once the range is safe, inspect the targets.
- Reinforce sight picture and trigger control for improved accuracy.
- Practice the same sequence as time allows - do not proceed with further lessons until all shooters are ready.

Meeting 3 – Rifles

Much like the pistol lesson, this meeting has two primary purposes; presenting the history of the Old West rifles and learning to shoot lever action guns. Instructors may split this workshop into two meetings by presenting the history CD at one and shooting at the second. Counties may also choose to present all of the history lessons at separate meetings during the winter and move permanently to the range as weather permits. Again, decide what's best for your program.

What you need: History Presentation

1. Indoor Space
2. Table and chairs arranged theater style
3. Computer, Projector, and Screen
4. Sample firearm(s) as available

What you need: Rifle Training

1. Lever Action Rifle(s) (Preferably .22 rimfire, but any light factory load will do)
2. Bermed shooting area
3. Bench rest or table
4. Chair
5. Sandbags
6. Paper plates for targets

Sample Agenda:

Practice sight alignment and sight picture.

- Explain the proper sight alignment using a diagram or model
- Talk about trigger control.

Practice the proper loading procedure so that the magazine is loaded but the chamber is empty.

- Rifles should be open and empty when laid on the table or bench.
- Close the lever and set the hammer down easy.
- If using a .22, have the 4-H member load five rounds from the front of the tubular magazine. If using a larger caliber, the shooter will load five rounds through the loading gate.
- There will not be a live round in the chamber if the action has not been worked.
- Using the sandbags for a rest, instruct the 4-H member to work the lever of the rifle to load the first round. Fire five rounds into a paper plate target.
- When the range is safe, go inspect the targets.
- Practice with the sandbags until the 4-H members are consistently hitting the paper plate.
- Always leave the rifle open and empty after a shot string is fired. It is the 4-H leader's responsibility to ensure this is done.

Practice firing while standing.

- Use the table or bench as a loading station, but have each 4-H member fire at a paper plate while standing.
- Once the range is safe, inspect the targets.
- Reinforce sight picture and trigger control for improved accuracy.
- Practice the same sequence as time allows.

Meeting 4 – Shotguns

Again, this meeting has two primary purposes; presenting the history of the Old West shotguns and learning to safely handle and shoot them. Instructors may split this workshop into two meetings by presenting the history CD at one and shooting at the second. Counties may also choose to present all of the history lessons at separate meetings during the winter and move permanently to the range as weather permits. Again, decide what's best for your program.

What you need: History Presentation

1. Indoor Space
2. Table and chairs arranged theater style
3. Computer, Projector, and Screen
4. Sample firearm(s) as available

What you need: Shotgun Training

1. Double barrel or pump shotgun
2. Very light factory loads in any gauge of your choice
3. Bermed shooting area
4. Bench rest or table
5. A knock down target or two (could be a steel cowboy shotgun target or a piece of wood)

Sample Agenda:

Practice sighting down the barrel.

- Explain the proper sight alignment.
- Discuss mounting the shotgun to the shooter's shoulder paying special attention to getting the butt of the shotgun tight against the shooter's shoulder.

Practice the proper loading procedure.

- Shotguns should be open and empty when laid on the table or bench.
- Load two rounds. (When using a pump shotgun, only two rounds are allowed at a time)
- Ask the 4-H member to fire at the knock down target from a standing position. (Use two knock down targets if possible). This may involve pulling back the hammers on a "mule" ear shotgun or becoming familiar with a safety mechanism.
- When the first two rounds are fired, instruct the 4-H member to load and fire two more.
- If using a pump action shotgun, the instructor may demonstrate loading and firing one round at a time after the first two rounds are fired. This procedure is usually quicker than loading two rounds at a time.
- If the target has not been knocked down, the shooter may continue until the target is down.
- Once completed, shotguns must be open, empty and laid on the table or bench.
- It is the 4-H leader's responsibility to ensure this is done.

Continue practicing

- Use the table or bench as a loading station and have each 4-H member fire at the knock down target(s) until he or she is comfortable with the loading and firing sequence.
- Practice the same sequence as time allows.

Meeting 5 – Holsters and Staging the Firearms

Even though holstered guns are not allowed in 4-H Western Action Shooting, Old West holster history is an interesting topic. Youth will find that many, if not most, of the holsters featured in their favorite western movies or TV shows were not invented until the early 1920s. Rifle scabbards are also covered in this lesson. Use the CD presentation provided. At the range, this meeting will be the first time 4-H members shoot staged guns in cowboy shooting scenario. Have someone present at the loading and unloading table to declare the guns safe. A trained leader is required to shadow the shooters throughout the course. This leader must be close enough to prevent the shooter from turning toward the audience. Shooters must become accustomed to being shadowed when they shoot – the adult groups conduct their events the same way. Eventually the leader will also be carrying a timer and must be close enough to the shooter to register each shot.

What you need: Holster Presentation

1. Indoor Space
2. Table and chairs arranged theater style
3. Computer, Projector, and Screen
4. Sample holster(s) as available

What you need: Full Stage Training

1. Rifle, Shotgun, and Revolver
2. Appropriate ammo
3. Bermed shooting area
4. Loading and unloading table
5. Tables or boxes to stage the guns
6. Steel or paper targets for rifle, shotgun, and pistols

Sample Agenda:

Fully explain the stage.

- Make the stage simple. Avoid complicated sweeps and long range targets.
- Fully explain the stage and what's expected.
- Demonstrate the stage by walking through it and using your finger.

Stage the guns.

- Ask the first 4-H member to proceed to the loading table with guns open and empty.
- Have the 4-Her load the guns as practiced in earlier meetings.
- Escort the 4-H member to the prearranged place to stage each firearm. The Loading Table Supervisor or another adult leader may help the shooter stage the guns correctly.

Getting the first shooter on the line.

- Place the first shooter at the starting point and ask for any questions.
- Stress that time is not an emphasis at this point. Each 4-H member should shoot the course calmly and safely. Focus on procedure.
- Make sure the range is clear and give the order to start.
- Shadow the shooter throughout the course.
- Do not allow any steps to be taken with a gun in hand. The shooter will pick up each gun where it is staged, fire it down range until empty, and leave the shotgun and rifle restaged open and empty. Pistols are restaged pointing down range. If the shooter does not empty the gun, instruct them to shoot until empty. Never leave a live round in a restaged gun.
- Procedural mistakes will happen. The shooter may engage the pistol targets with the rifle or vice versa. It doesn't matter. The purpose is to allow 4-H members the experience to understand and feel comfortable with the set up and to shoot safely. Address and correct all safety violations immediately.

Unload.

- Once the course has been shot, instruct the 4-H member to move to the unloading table.
- Since no holsters are used, there will be too many guns for one person to carry. Help out.
- When unloaded and each gun is declared safe, move to loading table open and empty and pick up brass.

Meeting 6 – Clothing and Practice

Looking the part is as much fun as shooting. Well almost. Go over period dress using the CD presentation that is provided. Cover shirts, pants, bandanas, and other clothing pieces. At the range, continue practicing stages and setups. Start simple, but when the shooters are ready, throw in a new sweep or stage sequence.

What you need: Clothing Presentation

1. Indoor Space
2. Table and chairs arranged theater style
3. Computer, Projector, and Screen
4. Sample clothing as available

What you need: Full Stage Training

1. Rifle, Shotgun, and Revolver
2. Appropriate ammo
3. Bermed shooting area
4. Loading and unloading table
5. Tables or boxes to stage the guns
6. Steel or paper targets for rifle, shotgun, and pistols

Sample Agenda (Identical to Meeting 5):

Fully explain the stage.

- Make the stage simple. Avoid complicated sweeps and long range targets.
- Fully explain the stage and what's expected.
- Demonstrate the stage by walking through it and using your finger.

Stage the guns.

- Ask the first 4-H member to proceed to the loading table with guns open and empty.
- Have the 4-Her load the guns as practiced in earlier meetings.
- Escort the 4-H member to the prearranged place for each firearm. The Loading Table Supervisor or another adult leader may help the shooter stage the guns correctly.

Getting the first shooter on the line.

- Place the first shooter at the starting point and ask for any questions.
- Stress that time is not an emphasis at this point. Each 4-H member should shoot the course calmly and safely. Focus on procedure.
- Make sure the range is clear and give the order to start.
- Shadow the shooter throughout the course.
- Do not allow any steps to be taken with a gun in hand. The shooter will pick up each gun where it is staged, fire it down range until empty, and leave the shotgun and rifle restaged open and empty. Pistols are restaged pointing down range. If they shooter does not empty the gun, instruct them to shoot until empty. Never leave a live round in a restaged gun.
- Procedural mistakes will happen. The shooter may engage the pistol targets with the rifle or vice versa. It doesn't matter. The purpose is to allow 4-H members the experience to understand and feel comfortable with the set up and to shoot safely. All safety violations must be addressed seriously and corrected immediately.

Unload.

- Once the course has been shot, instruct the 4-H member to move to the unloading table.
- Since no holsters are used, there will be too many guns for one person to carry. Help out.
- When unloaded and each gun is declared safe, move to loading table open and empty.
- Give the order to pick up brass once the guns have been declared safe.

Meeting 7 – Hats, Boots, and Practice

Use the presentation on CD to provide an overview of period hats and boots. Encourage the 4-H members to investigate historical figures in the time period they are most interested in and to start putting together the appropriate pieces. At the range, continue practicing stages and setups. Challenge the shooters as they master the easier courses of fire. Keep it different and fun. Throw in new target are staging ideas.

What you need: Hats and Boots Presentation

1. Indoor Space
2. Table and chairs arranged theater style
3. Computer, Projector, and Screen
4. Sample hats and boots as available

What you need: Full Stage Training

1. Rifle, Shotgun, and Revolver
2. Appropriate ammo
3. Bermed shooting area
4. Loading and unloading table
5. Tables or boxes to stage the guns
6. Steel or paper targets for rifle, shotgun, and pistols

Sample Agenda:

Fully explain the stage.

- Start simple. Once warmed up, get creative.
- Fully explain the stage and what's expected.
- Demonstrate the stage by walking through it and using your finger.

Stage the guns.

- Ask the first 4-H member to proceed to the loading table with guns open and empty.
- Have the 4-Her load the guns as practiced in earlier meetings.
- Escort the 4-H member to the prearranged place for each firearm. The Loading Table Supervisor or another adult leader may help the shooter stage the guns correctly.

Getting the first shooter on the line.

- Place the first shooter at the starting point and ask for any questions.
- Stress that time is not an emphasis. But if the shooters are ready to step things up, allow them to shoot as quickly as they can accurately and safely. Each 4-H member should still shoot the course calmly and safely.
- Make sure the range is clear and give the order to start.
- Shadow the shooter throughout the course.
- Do not allow any steps to be taken with a gun in hand. The shooter will pick up each gun where it is staged, fire it down range until empty, and leave the shotgun and rifle restaged open and empty. Pistols are restaged pointing down range. If the shooter does not empty the gun, instruct them to shoot until empty. Never leave a live round in a restaged gun.
- As the courses increase in challenge, procedural mistakes will happen more often. Laugh about procedural mistakes – adult shooters make mistakes all the time. Address all safety violations very seriously.

Unload.

- Once the course has been shot, instruct the 4-H member to move to the unloading table.
- Since no holsters are used, there will be too many guns for one person to carry. Help out.
- When unloaded and each gun is declared safe, move to loading table open and empty.
- Give the order to pick up brass once the guns have been declared safe.

Meeting 8 – Continue to have Fun – Introduce the Timer if Ready

Continue to present a history lesson as each time you meet. Topics could include saddles, chuck wagons, Old West ammo, famous people, or anything you feel comfortable with. Do not, however, glamorize gun fights and gunfighters. Gunfighters are certainly part of the Old West, but seldom the heroes seen in the movies. Keep shooting and have fun. Only use a timer device if the 4-H members are ready. Shooting under time causes most shooters to make more errors. If you see this happening, discontinue the use of the timer and proceed much like earlier meetings.

What you need: Course Training

1. Rifle, Shotgun, and Revolver
2. Appropriate ammo
3. Bermed shooting area
4. Loading and unloading table
5. Tables or boxes to stage the guns
6. Steel or paper targets for rifle, shotgun, and pistols

Sample Agenda:

Fully explain the stage.

- Start simple. Once warmed up, get creative.
- Fully explain the stage and what's expected.
- Demonstrate the stage by walking through it and using your finger.

Stage the guns.

- Ask the first 4-H member to proceed to the loading table with guns open and empty.
- Have the 4-Her load the guns as practiced in earlier meetings.
- Escort the 4-H member to the prearranged place for each firearm. The Loading Table Supervisor or another adult leader may help the shooter stage the guns correctly.

Getting the first shooter on the line.

- Place the first shooter at the starting point and ask for any questions.
- Stress that time is not an emphasis. But if the shooters are ready to step things up, allow them to shoot as quickly as they can accurately and safely. Each 4-H member should always shoot the course calmly and safely.
- Make sure the range is clear and give the order to start.
- Shadow the shooter throughout the course. If using the timer, remember to keep it above the shooting shoulder of the 4-H member.
- Do not allow any steps to be taken with a gun in hand. The shooter will pick up each gun where it is staged, fire it down range until empty, and leave the shotgun and rifle restaged open and empty. Pistols are restaged pointing down range. If the shooter does not empty the gun, instruct them to shoot until empty. Never leave a live round in a restaged gun.
- As the courses increase in challenge, procedural mistakes will happen more often. Laugh about procedural mistakes – adult shooters make mistakes all the time. Address all safety violations very seriously.

Unload.

- Once the course has been shot, instruct the 4-H member to move to the unloading table.
- Since no holsters are used, there will be too many guns for one person to carry. Help out.
- When unloaded and each gun is declared safe, move to loading table open and empty.
- Give the order to pick up brass once the guns have been declared safe.

Meeting 9 and Beyond

Keep shooting and have fun. Shoot under time as appropriate. Work on technique and any other tips that will help the shooter improve their time score. Gauge the shooter's progress and, if appropriate, plan a mini tournament at the end of the year. Give out awards for the best shooters, most improved, best dressed, most helpful, fewest mistakes, etc. Make sure everyone gets recognized for something they have accomplished.

What you need: Course Training

1. Rifle, Shotgun, and Revolver
2. Appropriate ammo
3. Bermed shooting area
4. Loading and unloading table
5. Tables or boxes to stage the guns
6. Steel or paper targets for rifle, shotgun, and pistols

Sample Agenda:

Fully explain the stage.

- Start simple. Once warmed up, get creative.
- Fully explain the stage and what's expected.
- Demonstrate the stage by walking through it and using your finger.

Stage the guns.

- Ask the first 4-H member to proceed to the loading table with guns open and empty.
- Have the 4-H member load the guns as practiced in earlier meetings.
- Escort the 4-H member to the prearranged place for each firearm. The Loading Table Supervisor or another adult leader may help the shooter stage the guns correctly.

Getting the first shooter on the line.

- Place the first shooter at the starting point and ask for any questions.
- Stress that time is not an emphasis. But if the shooters are ready to step things up, allow them to shoot as quickly as they can accurately and safely. Each 4-H member should always shoot the course calmly and safely.
- Make sure the range is clear and give the order to start.
- Shadow the shooter throughout the course. If using the timer, remember to keep it above the shooting shoulder of the 4-H member.
- Do not allow any steps to be taken with a gun in hand. The shooter will pick up each gun where it is staged, fire it down range until empty, and leave the shotgun and rifle restaged open and empty. Pistols are restaged pointing down range. If the shooter does not empty the gun, instruct them to shoot until empty. Never leave a live round in a restaged gun.
- As the courses increase in challenge, procedural mistakes will happen more often. Laugh about procedural mistakes – adult shooters make mistakes all the time. Address all safety violations very seriously.

Unload.

- Once the course has been shot, instruct the 4-H member to move to the unloading table.
- Since no holsters are used, there will be too many guns for one person to carry. Help out.
- When unloaded and each gun is declared safe, move to loading table open and empty.
- Give the order to pick up brass once the guns have been declared safe.

APPENDIX

Handgun Use Permission Form



4-H Western Heritage Project



The Youth Safety Handgun Act (http://www.atf.gov/pub/fire-explo_pub/i53002.pdf) as included in the Gun Control Act of 1968 puts restrictions on the use and possession of handguns by youth under 18 years of age. Youth participating in the 4-H Western Heritage Project must, at all times, follow all provisions of this act. Therefore, 4-H Western Heritage Project Leaders will require “the prior written consent of the juvenile’s parent or guardian who is not prohibited by Federal, State, or local law from possessing a firearm.” This written permission must be in possession of the youth or on file with a 4-H Western Heritage Project Leader – even if a parent/guardian is present. Please fill out the form below with the name of the youth, a parent’s name, address, as well as their signature, and that of a witness and dates. If participating with another club or 4-H Western Heritage event, the 4-H member can provide a copy of this form to any 4-H Western Heritage Project Leader. Failure to have this document will require officials to disqualify the shooter to avoid violation of federal law.

I/we _____, parent/guardians of _____,
(print shooter’s name), grant permission to participate with a handgun in the 4-H Western Heritage Project and Events sponsored by County, State, and National 4-H organizations as per The Youth Safety Handgun Act.

Signature of 4-H Shooter _____

Signature of Parent/guardian _____

Address _____

City, State, & Zip _____

Phone _____

Email _____

Date _____

Witness Signature _____

Date _____

PROJECT ELIGIBILITY ASSESSMENT

In order to participate in the 4-H Western Heritage Project, members must:

1. Be 9 years of age by October 1st of the current 4-H year. (age 10 between October 1 and September 30 of the current 4-H year)
2. Have taken Hunters Education or had at least one (1) year of 4-H shooting sports range experience or have taken an equivalent firearms educational course and/or pass the safe firearm assessment test administered by a trained 4-H Western Action Shooting instructor.
3. Demonstrate the ability to safely handle firearms throughout the course of the project in the judgment of the 4-H instructor and fellow 4-H members and parents.
4. Have written permission from a parent or legal guardian to participate in of this project in compliance with the Gun Control Act of 1968 and the Youth Handgun Safety Act of 1994 (for 12 years old and up – no handgun use for members under 12).

_____ Member is 9 years of age by October 1st of the current 4-H year.

_____ Member has written permission from a parent or legal guardian to participate in of this project in compliance with the Gun Control Act of 1968 and the Youth Handgun Safety Act of 1994(for 12 years old and up – no handgun use for members under 12).

_____ Member has passed all points of the safety assessment test below administered by the trained 4-H Western Heritage Project Leader.

The Member:

_____ Has the physical ability to safely manage the firearms used in this project.

_____ Exhibits the presence of mind to always keep the muzzle of each firearm pointed in a safe direction.

_____ Demonstrates the ability to safely load and unload each of the firearms used in this project.

_____ Understands why and demonstrates how to clear and make safe the actions of the rifles, shotguns, and cylinders of the revolvers used in 4-H Western Action Shooting.

_____ Pays attention to the 4-H Leader and follows all verbal or written safety instructions and commands.

_____ Is courteous to all adults and fellow 4-H members.

_____ If using their personal firearms, safely brings them to the loading table with actions open and empty and safely returns them to their vehicle in a like manner.

_____ Exhibits an attitude appropriate for an advanced 4-H shooting sports project like the 4-H Western Heritage Project.

_____ Clearly understands the authority of the 4-H Western Heritage Project certified leader and that the 4-H leader's decisions are final in all matters related to the 4-H Western Heritage Project.

Verified by: _____ Date: _____

Working with your local Adult Western Action Shooting Club

Across the country, Western Action Shooting is one of the fastest growing shooting sports. In or near many communities, the National Congress of Old West Shootists (NCOWS) or the Single Action Shooting Society (SASS) has an adult club of cowboy shooters already established. Nearly all of them are active each month in their local shoots. Nearly all of the also have some sort of shooting range already established. These men and women can be a wonderful asset for your young 4-H members.

In working with NCOWS or SASS clubs, keep the following in mind:

- Approach the club at their officer meetings and make your intentions well known up front. These are good people; deal straight with them.
- Offer to participate in their club's service projects. Most of them will "adopt" your 4-H project and see young shooters as the life blood of their sport. These service projects are good opportunities to work side-by-side with the club members and show them you are serious about helping out - not simply taking advantage of them. Most of them are good-natured, charitable, and well intentioned folks. It can be easy to wear them out. Make sure your 4-H club is doing its part.
- Many times, these cowboys and cowgirls offer to let you shoot their guns and ammunition. This is very generous, but remember that reloaded ammunition, particularly that offered by someone with unknown credentials, can put a 4-H leader in an awkward position liability-wise.
- As you continue your relationship, keep the NCOWS or SASS Club leadership informed on how your project is doing. There are slight differences, such as no holsters, that the adult club members must be made aware of.
- Make sure that the 4-H members express gratitude for the NCOWS or SASS cowboys, club, leaders, and range on a regular basis. This gratitude will help ensure the future of the relationship.
- Many of the cowboys and cowgirls welcome the opportunity to come to your indoor meetings to discuss the history of the period, authentic clothing, and certainly Old West firearms. Make sure you communicate effectively what the project is about and exactly what you need them to cover.

Following these suggestions may help ensure a longtime, beneficial relationship with a group that has a lot to offer your program.

Sample 4-H Western Heritage Project Instructor Certification Level 1 Training Outline

(Note to instructor: This outline is designed for two instructors for the first five students and an additional instructor for every five additional students. More than one student can participate in first shot fundamentals concurrently if the proper number of instructors are present.)

(15 Minutes)

Welcome and Introductions

- Make Name Plaques

Course Plan

- Goals and Objectives
 - Provide the Knowledge and Ability to Teach Others the 4-H Western Heritage Project Safely.
 - Instill the Spirit of the Game.
 - Develop the Ability to Incorporate Positive Youth Development, Life Skills, and STEM Activities into the 4-H Western Heritage Project.
 - Provide Practical Solutions to Questions Concerning Club Start-up.

(15 Minutes)

Program Overview

- Introductory Slide Show

(Due to the newness of the project, many instructors and youth have little knowledge of 4-H Western Heritage. While first shot fundamentals are vital, a short introduction to the 4-H Western Heritage provides a point of reference to the overall project. Instructors can better understand first shot fundamentals with the big picture in mind. This is very applicable to county leaders, interested youth, and parents where an introductory meeting sets the stage and puts parents at ease in preparation for the first time on the range.)

(30 Minutes)

First Shot Fundamentals – Rifle

(Rifle allows all ages to shoot at the first range meeting)

- Muzzle, Action, Trigger – Basic Parts of the Firearm and Safety on the Range
- Cocking and De-cocking Hammer Safely (A vital skill also used later in pistol)
- Working the action on an empty lever or slide action rifle (.22 or Central Fire)
- Sight Alignment and Site Picture
- Loading Sequence with 5 Live Rounds (Empty Brass Will Not Cycle)
- Firing 5 Live Rounds From a Rest
- Cycling the Action Several Times and Leaving Action Open to Ensure Safe Rifle

First Shot Fundamentals – Shotgun (May be conducted by a second instructor with half the class in a different bay. Rotate class when first half is done)

- Muzzle, Action, Trigger – Basic Parts of the Firearm and Safety on the Range
- Cocking and De-cocking Hammer Safely (if exposed hammer shotgun)
- Shouldering and Sighting the Shotgun (Empty)

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- Loading Empty Cases
- Unloading Empty Cases
- Loading Live Rounds
- Firing Live Rounds From a Standing Position
- Emptying Empty Cases and Making the Firearm Safe

(15 Minutes)

Introduction to Curriculum

- Leader Training Manual
- 4-H Western Heritage Book
- Youth Activity Guide
- Website Companion

(15 Minutes)

Introduction to Slide Shows (Make aware with a few sample slides per slide show):

History of the Lever Action Rifle

- Winchester and Competitors Lever Action Rifle Slide Show

History of the Old West Shotgun

- Old West Shotgun Slide Show

History of the Revolver

- Colt and Competitors Revolver Slide Show

History of Old West Holsters

- Frontier Gun Leather Slide Show
- Exhibit Reproductions of Originals

History of Frontier Clothing

- Frontier Clothing Slide Show
- Exhibit Reproduction Clothing and Discuss Historic Features

History of Hats, Boots, and Chaps

- Hats, Boots, and Chaps Slide Show
- Look at Popular Hat Creases and Boot Origins

(1 Hour)

First Shot Fundamentals – Pistol (Age Appropriate)

- Muzzle, Action, Trigger – Basic Parts of the Firearm and Safety on the Range
- Sight Alignment and Site Picture
- Cocking and De-cocking Hammer Safely
- Loading Sequence with Empty Brass
- Checking the Empty Chamber – Under the Hammer
- Unloading Procedure
- Loading Live Rounds

4-H WESTERN HERITAGE PROJECT INSTRUCTOR MANUAL

- Firing Live Rounds From a Rest
- Unloading Empty Brass
- Making the Firearm Safe

(30 Minutes)

Setting Up the 4-H Western Heritage Shooting Range

- Target Positions and Distances
- Basic Firing Sequences

Rules – Overview (Re-inforce during range time)

- Walk through Instructors Manual
- Model a Stage on the range (without firearms)
 - Safety Violations
 - Round Left in Gun
 - Dropped Round
 - Muzzle Direction
 - Rifle Re-staged with Action Closed
 - Procedurals
 - Shooting the Sequence Out of Order
 - Saying your Line
 - Following Non-shooting Directions
 - Modeling the Role of the Range Officer and Coaching Along the Way

(1 Hour)

Range Time

- Shoot an Entire Stage with .22s and shotgun with instructor as range officer – model each role.

(15 Minutes)

Educational Research

- Increasing Interest in U.S. History
- The Importance of Authenticity

(15 Minutes)

Introduction to Using the Youth Activity Guide

- Quick Overview of developing a persona
- Quick Overview of Code of the West
- Youth Curriculum Activity – STEM – Mechanics of the Firearm
- Youth Curriculum Activity – STEM – Combustibility of Fabric
- Point out making felt with wool and making fabric dye with plants
- Point out - Youth Curriculum Activity – STEM – Bullet weights, felt recoil, and point of impact on distant paper target

(90 Minutes)

Range Time

- Review positive youth development and relate to discipline on the range
- Run Two Complete Stages – One with .22/one with Central Fire
- Participants will Rotate Through all Leadership Roles including Shooter, Range Officer, Loading Table Supervisor, Unloading Table Supervisor, Target Re-set, Brass Recovery, etc. Coaching techniques using positive youth development practiced throughout.

(1 Hour)

Back at the Range

- Design a stage scenario or two for practicum
- Set up a stage or two depending on class size
- Practice shooting the stages while participants again rotate through all roles including shooter, range officer, loading table supervisor, unloading table supervisor, target re-set, brass recovery, etc. Coaching techniques using positive youth development practiced throughout.

(90 Minutes)

Back at the Range - Continued

- Practicum – Running the range. Student instructors rotate roles with each new student

(30 Minutes)

Debrief

- Connect the Spirit of the Game to 4-H Values
- Brain Storm Club Start-up Ideas
- Question and Answer Session
- Test

UPDATES TO WESTERN HERITAGE MANUAL

2025

1. Added Curriculum Authorization Statement
2. Added Sample Level 1 Training Outline