

Adams County 4-H Shooting Sports Equipment List 2024-2025

What follows is a list of required equipment for each discipline offered through Adams County Shooting Sports. Use this document and the Shooting Sports Members Guide to prepare yourself for the season.

PLEASE NOTE: The program has several loaner firearms/bows that are intended for new members to use while trying out the project, not for the entire season.

What you need at every practice for ALL disciplines:

- Eye protection (safety glasses or glasses, except Archery)
- Ear protection (foam ear plugs, custom ear plugs, or muffs, except Archery)
- Colorado Hunter Education course completion certificate (Hunter Safety Card; must have only if you intend to compete at county and state shoots)
- Practice punch card (if you do not bring this to practice, you will not receive credit)
- *Premier Exhibitor punch card (if you plan on participating in Premier Exhibitor)
- Range fees (see member's guide)

Shotgun

- Firearm: 12 ga or 20 ga shotgun
 - Auto, over/under, single shot (optional)
- Ammo
- Optional:
 - Shooting vest
 - Shell pouch
 - Gloves

.22 Pistol

- Firearm: 10" max barrel for paper and 12" max barrel for silhouettes (Western Heritage).
- Ammo with extra magazines
- Range bag
- Case

.22 Rifle

- Firearm: Bolt action rifle (preferred)
- Ammo
- Shooting mat
- Kneeling roll
- Case
- Range Bag

Continued in back

Air Pistol

- Firearm: Air pistol that member can pump by themselves
- Ammo
- Case
- Range Bag

Air Rifle

- Firearm: Air rifle that member can pump by themselves
- Ammo
- Shooting mat
- Kneeling roll
- Case
- Range Bag

Western Heritage

- Firearms:
 - Lever action rifle
 - Single action revolver (Qty 2)
 - Double Barrel Shotgun
- Ammo
- Clothing (character-dependent)
- Cart/wagon for carrying firearms & supplies
- Cases

Muzzleloading

- Firearm: traditional or inline rifle
- 2F or 3F Powder
- Lead balls & 0.010 or 0.015 patches
- Percussion caps
- Powder flask
- Powder measure
- Short starter
- Range rod
- Cleaning accessories
- Capper

Archery

- Recurve or compound bow
- Arrows (no fiberglass or wood)
- Rigid arm guard
- Hip quiver
- Finger tab, glove, release

***Premier Exhibitor**

- Premier Exhibitor punch card, get punches at any practice you attend regardless of discipline.
- For more information on Premier Exhibitor requirements scan the QR Code.