

Star Valley Wyoming YHEC 2026 - Rules and Regulations

Date: Friday June 12th and Saturday June 13th 2026

Location: Turner Property 5191 county road, 123 Turnerville WY

Check in: 8:30 am

Start time: 9:00 am we will start with a Mandatory Safety Meeting Friday the 16th Event will run till 4pm and resume Saturday at 9 until all teams are finished. Awards Ceremony to follow shortly after last team is done on Saturday. Plan full days for both!

Eligibility:

Ages 8 to 18 years (as of Jan 1, 2026)

Junior Division- 8-11 years

Intermediate Division-12-14 years ***Hunters Safety Card Required for 12 -18 yr olds***

Senior Division- 15-18 years

Responsibility Events:

1. Hunter Responsibility Exam
2. Hunter Safety Trail
3. Wildlife Identification
4. Orienteering Challenge

Shooting Events:

1. .22 Rifle
2. Shotgun
3. Muzzleloading
4. Archery

Safety:

Our Number one Focus Will always be SAFETY!!

1. All Firearms and Archery equipment will be pointed in a safe direction at all times!
2. All firearms and Bows will be **Unloaded** and **Cased** if not on the firing line.
3. Use gun/bow racks when available.
4. Arrows must be cased or in a quiver when not on the firing line ready to fire.
5. All participants **MUST** wear eye and ear protection at all times while on firing line.
6. Make sure all guns and bows are safe to fire and appropriate safety is on until firing.
7. Firearms and bows may never be left unattended at the event.

Event Rules and Regulations:

1. **Responsibility Exam-** This is an exam testing knowledge one would use on the hunter safety courses. Ethical hunter questions, gun and bow questions, safe shooter and more. Possibility of 150pts (JR) 250pts (INT) 300pts (SR)

Prohibited: Use of outside resources, guide books, talking amongst participants.

2. **Hunter Safety Trail-** This is a walk through set up of shoot don't shoot scenarios. Participants will be given a mock Hunting License and explanation of tags they have before starting. This trail will

stimulate actual hunting occurrences such as, animal identification, posted signs, fence and water crossing, safe gun handling, appropriate tag usage and completion. Maximum possible points 300

Prohibited- No talking to other participants or coaches about the trail. No pictures, No guide books or recourses.

- 3. Wildlife Identification:** This event is using your knowledge and skills to identify animals could be by tracks, pelts, fur pieces, bones, antlers, scat etc. Possible 300 points

Prohibited- use of guide books, picture or description references, no electronic devices. No communication amongst participants.

- 4. Orienteering Course:** This Event will Challenge the participant to use their map and compass skills. They will use skills of pacing, compass bearings, map reading. Possibility of 300 points

Prohibited- no calculators, no talking amongst participants, no electronics or reference books.

- 5. Shotgun Challenge:** Participants will move through a multiple station hunter clay course designed to simulate hunting conditions. The scorers will call lost for any targets they determine are missed. Any challenge to a call must be made immediately by the participant. Senior division participants will start at the "ready position"; calling for targets requires the gun to be off the shoulder, with the butt plate below the shoulder the firearm may not be shouldered until the target is visible. Junior and Intermediate division participants will be allowed to begin with the gun shouldered prior to calling for the bird. 12, 20, 28- and .410-gauge shotguns will be permitted. Juniors will shoot 15 single targets; Intermediates will shoot 20 targets consisting of singles and possibly report-pairs; Seniors will shoot 25 targets consisting of singles, report-pairs and true pairs. Each hit target will be worth 10 points. Intermediates and seniors should have a shotgun capable of holding two shells. Only factory loaded target shells with shot size between 7.5 and 9 will be permitted. JR 150pts, Int 200pts, SR 250pts possible

Prohibited Items: Release triggers, shot size larger than 7.5, shot size smaller than 9

- 6. .22 Rifle Challenge:** Participants will take shots at NRA life size paper, knock down or silhouette game targets varying in distance from 15 to 75 yards, with scoring areas over the vitals that are considered the center of mass of the game. Participants will shoot 10 shots in each position, from 1) Short range 30 yards or less from standing position; no props permitted; 2) Medium range 60 yards or less participants may use any shooting position, excluding prone; 3) Long range 75 yards or less, participants may utilize any shooting position. Only standard .22 caliber rifles designed primarily for hunting will be permitted, all action types, **excluding fully automatic**, will be permitted. The rifle may not exceed eight pounds-eight ounces (8.5 lbs.) in weight without a sling and must have a minimum trigger pull of two pounds. Rifles may be equipped with a hunting sling not to exceed 1.5-inch width. Rifles may also be equipped with Sporter type thumb-hole stock (nonadjustable). Sights will be open, peep with a standard front post and bead, or hunting scopes nine power or less. Maximum possibility of 300 points.

Prohibited Items: Clothing with adding padding, stiffness or shirt cup designed to assist shooter in remaining steady, shooting mats, adjustable competition sling swivel, kneeling roll, competitive

thumbhole stocks, palm rests or forearm stocks exceeding 2 inches wide or 2 inches deep as measured from the center line of the bore, scopes fixed or variable power optics with capabilities greater than nine power, range finders, peep sights with rear aperture less than two millimeters, binoculars, monocular or spotting scopes, more than one shooting position per shooting sequence, shooting sticks.

7. Hunting Muzzleloading Challenge:

Participants are shooting at Metal Gong style targets with various size and varying in distance from 20 to 50 yards. Each participant will shoot 3 shots in each position. 1st Position is at close range 20 yards standing, then 30 yard or less standing, sitting or kneeling, Last position is prone at 50 yards or less. Participants may use any flintlock or percussion musket cap or 209- primer type Muzzleloading rifles .510 caliber or smaller will be permitted, Muzzleloader may have a set trigger (not to be set until ready to fire), muzzleloaders may be equipped with a sporter type thumbhole stock (non-adjustable), muzzleloader may also be equipped with a sling not to exceed 1.5-inch in width. Muzzleloaders will have open sights. Muzzleloaders may be loaded with single projectile patched balls or pure lead bullets. Participants using their own muzzleloaders will be required to snap a cap with the barrel pointed downrange prior to beginning the course of fire.

Prohibited Items: Shooting mats, scopes or telescopic sights, range finders, binoculars, monocular or spotting scopes, more than 60 grains of black powder or Pyrodex by volume, pure lead bullets/balls weighing more than 385 grains, kneeling rolls, adjustable competition sling swivels, Muzzleloaders larger than .510 caliber, more than one shooting position per shooting sequence, wooden ramrods, metal jacketed bullet Sabots, Score will be Hit or Miss, Hit is 30 points Miss is 0 with 300pts possible.

8. Hunting Archery Challenge: Participants will be taking shots at targets varying in distance from 10 to 40 yards. Targets will be either NRA life size game target or 3D game targets with scoring areas directly over vital areas of the animal. Shooter may use only one bow (exemption bow malfunction), only hunting type compound, recurves or long bows. Bows may be equipped with hunting type sights, self-adjusting sight (i.e. Sight master). Maximum of 300 points possible.

Prohibited Items: Cable stops, extended sight bars that measures farther than six inches from the back of the riser of bow to the front of sight, manually adjustable sights may have no more than six sight pins or be adjusted to more than six sight positions, more than one stabilizer, stabilizers over twelve inches, range finders, crossbows, broad-head hunting tips, arrow shafts that do not have target or field points, sights that have lens with or without magnification, shocker points, bludgeon points.

Scoring is 0 , 5, 8, 10 possible per target with 300 total pts possible.

Please Bring your Equipment if available...

Bow with 6 arrows

.22 rifle, Shotgun, Muzzleloader

We are trying to gather loaner equipment as well so that we have extras on hand. If you have any extra equipment, you'd be happy to share or loan out for the event we would appreciate it!

Ammunition and Target: We will provide all targets needed. We are working on Collecting Ammo for each event.(.22 rifle, 12 and 20ga shotgun, Muzzleloading supplies,) If you shoot a different gauge shotgun please bring your own ammo, You may bring your own Ammo for any event however NO RELOADED AMMO only Factory loads are used. We will also have Muzzleloading ammo (balls, patches, powder, etc.) available for 32 cal. and 50 cal. Other than that, please plan to bring your own. **** In the event that we are unable to obtain enough Ammo we will let you know in advance to make other arrangements or changes as needed.**

TIE Breaker Criteria: Individual scores will be broken by 1.) Highest scored Hunter Responsibility exam; 2.) Hunter Safety Trail 3.) Highest Combined score of Responsibility events and 4.) Combined high score of the four shooting events