Label the types of bows and parts of the archery equipment using the letters listed at the bottom of the page. Then find the words in the puzzle below.

**LONG BOW**
- A - CABLES
- B - COMPOUND BOW
- C - CREST
- D - CROSSBOW
- E - ECCENTRIC
- F - FLETCH
- G - GRIP
- H - LIMB
- I - LONG BOW
- J - NOCK
- K - POINT
- L - RECURVE BOW
- M - REST
- N - SHAFT
- O - STABILIZER
- P - STOCK
- Q - STRING
- R - STRING NOTCH
- S - WHEEL

**RECURVE BOW**

**COMPOUND BOW**

NOTE: two word terms are shown as one word.
Work with your Shooting Sports Instructor to determine the project that is best for you. Your instructor will consider your interests, age, experience, and abilities to help you determine the project that is right for you.

**Project Ideas**
- Stringing a bow.
- Fletching an arrow.
- Making a quiver.
- Making a bowstring.
- Make a finger tab or arm guard.
- Make a box stringer.
- Make a target – traditional, creative, 3D, for various skill levels, etc. using readily available items.
- Record your practice on video to analyze your technique.
- Record a hunt with a camera or video.
- Make posters or range rules, archery safety principles or archery tackle with parts identified.
- Construct quiz boards that match parts with points indicated by letters, numbers or other means.
- Develop a poster or demonstration to show the steps of good archery shooting.
- Make a ground quiver with a bow support for range use.
- Display a model or diagram of a compound bow labeling all its functioning parts.
- Compare trajectories of several bows with equal draw weights but different designs. Present the results as graphs and discuss them in your notebook or put them in poster form. Sample targets may be included.
- Exhibit an item you have made for use with compound bows, for example a bow scale, string jig, compound bowstringer, or bow rack.
- Present an Action Demonstration on any of the ideas listed above.

**Games & Activities**

Shooting games and activities make learning fun. Ask your instructor about how you do them. Older youth are encouraged to teach younger 4-H’ers (work with the Archery instructors to determine the best time to do this).

- Clout shooting.
- Flu Flu shooting.
- Archery golf.
- Wind shooting.
- Card games (21/poker/…).
- Tic Tac Toe.
- 3-D archery shoots.
- Field archery shoots.
Draw a line from the animals at the top of the page to the habitat you would expect to find them in. Then use their names listed below to complete the word search.

COYOTE
DEER
FISH
FOX
FROG
HAWK
RABBIT
RACCOON
SNAKE
TURKEY
TURTLE

YDLDZTYTRTBE
EAQDYFIIAETOYOC
KLEJNBUCBDPZUBE
RJNVOKCZFBRHNYD
UDOQZOCIKEAKYVC
TKWNOASCOSSRMEX
MTKNQHLSGIYNLO
BPEFLILUGWLGTALF
QUAILDLKPZRLXKC
YLSQWEOAWUGORFE
QYXDNERRWTBMPXYW
PUAAHRBQQKBJUA
QXLKQUEHDAWIIQ
BCRXJUUZFPXMAPC
QRTLEQQRQDNWWJHH

Work with your Shooting Sports Instructor to determine the project that is best for you. Your instructor will consider your interests, age, experience, and abilities to help you determine the project that is right for you.

Project Ideas
- Making plaster casts of tracks.
- Decoy carving.
- Hide tanning.
- Duckwing board.
- Deer jaw bone board.
- Build bird feeders.
- Build bird houses.
- Build bat houses.
- Deer antler jewelry (buttons, tie slides, etc.).
- Fur crafts (hat, gloves, etc.).
- Taxidermy.
- Wildlife photography.
- Make a duck, goose, or turkey call.
- Scat identification.
Games & Activities

Games and activities make learning fun. Ask your instructor about how you do them. Older youth are encouraged to teach younger 4-H’ers (work with the Hunting & Wildlife instructors to determine the best time to do this).

- Nature bingo.
- Hunter course.
- Tracking.
- Scent trails.
- Caveman skeet.
- Animal role playing (predation, food reserves, etc.)
- Carmelita Hunt.
- Camera Hunt.
- Dilemmas & case studies.
Label the actions and parts of the muzzleloader using the letters listed with the appropriate word at the bottom of the page. Then find the words in the word search.

| A - BARREL       | H H X R A V F I U U X S J T E |
| B - BUTT PLATE  | K C O L L E E H W B M K N R T |
| C - FLINT LOCK   | I D I Q Q R D Q Y B A N Z I A |
| D - SIGHTS      | F L I N T L O C K K L T J F G L |
| E - LOCK        | H K B F O Q R L E R C W T G P |
| F - MATCH LOCK  | L O C K C M M L E S H M F E T |
| G - PERCUSSION CAP | L U I W V O A A Z M L E Q R T |
| H - RAMROD      | E E X K U J R X A J O Q D G U |
| I - STOCK       | P E R C U S S I O N C A P U B |
| J - WHEEL LOCK  | K J H R I P Y C M I K K D A V |
| K - SET TRIGGER | F U F G A D W S O J C Z X R V |
| L - SIGHTS      | M A H U M B K W C O G H Z D F |
| M - TRIGGER GUARD | P T R E G G I R T T E S N Y T |
|                 | S S V Y L A U S Q M Z N C O M |
|                 | U C D T F E T E J S H N T L Q W |
Work with your Shooting Sports Instructor to determine the project that is best for you. Your instructor will consider your interests, age, experience, and abilities to help you determine the project that is right for you.

Project Ideas
• Show the parts of a muzzleloader, including diagrams of different ignition systems.
• Show the differences between shooting muzzleloading firearms and cartridge firearms of the same type.
• Make a timeline of the history of muzzleloading firearms or black powder.
• Study – reenact local event or living history.
• Make a poster to present safe handling and storage of percussion caps and black powder.
• Show the proper loading sequence for muzzleloading rifles.
• Demonstrate proper cleaning procedures for a muzzleloading rifle to an appropriate audience.
• Show or demonstrate muzzleloading range safety.

Games & Activities
Shooting games and activities make learning fun. Ask your instructor about how you do them. Older youth are encouraged to teach younger 4-H’ers (work with the Muzzleloading instructors to determine the best time to do this).

• Participate in a muzzleloading hunt or reenactment.
• Splitting a ball on a double headed axe to break two clay targets with one shot.
• Split a playing card in half.
• Sticking a tomahawk.
• Starting a fire with flint and steel.
• Cut the string holding the target.
Label the types of pistols and their parts using the words listed at the bottom of the page. Then find them in the word search.
Work with your Shooting Sports Instructor to determine the project that is best for you. Your instructor will consider your interests, age, experience, and abilities to help you determine the project that is right for you.

**Project Ideas**

- Illustrate the parts of the pistol you are using.
- Develop a board game on identification of pistol parts or functions.
- Illustrate the cardinal rules of pistol safety.
- Discuss or present range commands and proper responses to them.
- Illustrate the types of handguns and handgun ammunition.
- Explain the combination of make, model, action type and chambering for one type of handgun.
- Develop a handgun shooting game. Outline the rules and the procedures used in your game.
- Demonstrate basic pistol shooting form.
- Demonstrate the position and grip options.
- Compare your group sizes using different grips or positions.
- Make a shooting support.
- Shoot a series of groups, adjusting the sights a given amount and direction for each group. Explain how sight adjustment can move the point of impact relative to the point of aim.
- Explain how to score a pistol target using a scoring gauge.
- Develop a board game on identification of pistol parts or functions.
- Make a pistol pellet trap.

**Games & Activities**

Shooting games and activities make learning fun. Ask your instructor about how you do them. Older youth are encouraged to teach younger 4-H’ers (work with the pistol instructors to determine the best time to do this).

- Shoot at unusual targets (candles, soap, playing cards, etc.)
- Team or relay shooting.
- Challenge matches.
Label the types of actions and parts of the rifles using the words listed at the bottom of the page. Then find them in the word search.
Work with your Shooting Sports Instructor to determine the project that is best for you. Your instructor will consider your interests, age, experience, and abilities to help you determine the project that is right for you.

### Project Ideas
- Make a rifle sling.
- Make a cartridge holder.
- Make a gun cleaning kit.
- Make a target stand.
- Make targets (traditional and creative and challenging).
- Make a bench rest.
- Make a rifle rest.
- Make a shooting bench/table.
- Make shooting sticks.
- Diagram and label a rifle and its functional parts.
- Present the rules of safe firearms handling on the range.
- Show how sight adjustments are made and how they connect the point of aim to the point of impact.
- Show how to score a target.
- Demonstrate the proper use of inward and outward scoring gauges.
- Graph your progress in shooting from one position (standing, kneeling, sitting, prone) and note the reasons for the progress.
- Create a shooting game and explain the rules.
- Experiment with the different shooting positions.
- Fire power demos.
- Explain the selection processes for larger calibers and cartridges.

### Games & Activities
Shooting games and activities make learning fun. Ask your instructor about how you do them. Older youth are encouraged to teach younger 4-H’ers (work with the Rifle instructors to determine the best time to do this).

- Postal shoots.
- Challenge matches.
- Shooting at unusual targets (bar of soap, balloons, birthday candles, tin cans, matches, clay targets, styrofoam balls, animal crackers, fruit, tic-tacs, playing cards).
- Ballistics tests (grouping, speed, energy).
- Team or relay shooting.
- Range estimation (can be non-shooting).
- Discuss bullet selection for various barrels.
Label the actions and parts of the rifles using the letters that correspond to the parts listed at the bottom of the page. Then find the words in the word search.
Work with your Shooting Sports Instructor to determine the project that is best for you. Your instructor will consider your interests, age, experience, and abilities to help you determine the project that is right for you.

**Project Ideas**

- Make a poster with the parts of a shotgun, action types or ammunition parts.
- Construct a quiz board covering shotgun parts or action types.
- Make a poster showing the principles of shotgun safety and proper shotgun handling.
- Make a poster showing the cardinal rules of safe firearms handling.
- Make a poster or display that illustrates one of the safety considerations in shotgun shooting (for example, show the range of various shot sizes).
- Make a poster on shotgun safety.
- Make a poster showing the proper way to pass a shotgun between two people.
- Make a poster showing the six fundamentals of shotgun shooting, how to determine eye dominance or range layout.
- Make a poster showing the fundamentals of shotgun shooting.
- Make a gun stand or gun cabinet.
- Make a poster showing the proper way to clean a shotgun.
- Discuss or display shotgun cleaning equipment and supplies, cleaning techniques for a given shotgun, and shotgun storage.
- Make a video and explain how you prepare for a hunt.
- Make a poster to show one of the following: range rules, shoot - don’t shoot, “zones of fire.”
- Make a gun sleeve or Hunter’s belt.
- Make a shotgun shell box with a lid and lock.
- Make a leather recoil reducer.
- Make a cheek pad.
- Make a choke-tube pouch.

- Describe the purpose of each part of the shotgun to your parents.
- Describe the purpose of the shotshell to your parents.

**Games & Activities**

Shooting games and activities make learning fun. Ask your instructor about how you do them. Older youth are encouraged to teach younger 4-H’ers (work with the Shotgun instructors to determine the best time to do this).

- Trap.
- Skeet.
- Sporting clays.

Describe the purpose of each part of the shotgun to your parents. Describe the purpose of the shotshell to your parents.
Label the ammunition and the parts of the ammunition using the letters listed at the bottom of the page. Then find them in the word search.