

California Department of Fish and Wildlife

Online Course & Follow-Up Class

Instructor Manual



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Online Course and Follow-Up Class General Information

Online Course (or Workbook) Portion

Study Options

1. Internet Sites

A current list of Hunter Education Online Study options is available under “Option 2” on the California Hunter Education Homepage:
<https://www.wildlife.ca.gov/Hunter-Education>

Students need to bring a Follow-up Class Voucher to class as proof of completion

2. Today’s Hunter Manual and Workbook

Students need to bring a completed Today’s Hunter Workbook to class as proof of completion.

Follow-Up Class Portion

Review

Remember, the classroom session is a review only. If the students have studied, they will already have been exposed to all the information and answers needed to pass the written exam. Do not “teach the test” by trying to address all the exam questions, this defeats one purpose of Online Course and Follow-up class option - learning at home. It also rewards those who do not take the time to study at home.

Class Length

4 Hours

Another purpose of the Online Course and Follow-up Class program is to minimize the amount of time spent in a classroom. By following the provided outline, you will be able to keep your review and testing time to four hours. You will be able to review the most important points, which will cover about 50% of the exam material.

Any Follow-up Classes over 4 hours requires prior approval from your District Coordinator.

Instructors

Team teaching is the preferred method for this course. The pace is fast, and one instructor often catches a point missed by another. The practical test will run more smoothly with at least three instructors. With a class size of 15-20, three instructors can rotate students through the stations and easily complete this section within the 30-minute time frame.

Course Outline

- An abbreviated outline is provided with the number of test questions relating to each subject and suggested time for instruction on each. You should use this as a guide to help stay in the four-hour time frame.
- If you wish to use the extended outline, it covers at least 50 % of the exam questions, and can be altered to fit your teaching style.
- It takes determination and self-control to stay within the suggested time frames. If you get into too much detail in any one area, you will soon find yourself behind, and the class will be longer. Force yourself to move at a faster pace, and don't worry if you do not cover every point.

Mandatory Practical Test

One of the critical sections of this session is the practical test. Here you can watch the students as they handle firearms to determine if they are proficient. Some students may be new to firearm handling. They may be unfamiliar with different types of firearms and will need some coaching. If a student repeatedly handles firearms unsafely, you should take appropriate action. This may include additional instruction at the time or failure of the class. As an instructor, you have the responsibility to provide certificates only to those students you believe will be safe and responsible in the field.

Written Test

The Follow-Up class exam is more detailed than the traditional course exam. It has no true/false questions and it contains a few fill-in-the-blanks. It was designed specifically to test for knowledge gained either from the workbook or from the internet sites. It is difficult to pass if a student has not studied. Most students can complete the test within an hour, but be prepared for an occasional student who may require more time due to reading or comprehension problems. The answer key is the same as the regular course.

Recommended Class Materials

- Department issued Non-functional firearm set (Contact your District Coordinator for more information)
- Ammo -
 - Ammunition displays or examples
 - Dummy cartridges and shot shells
- Archery
 - Bow
 - Arrows with varied points
- Survival kit
- Rope for simulated fence for practical test
- Miscellaneous
 - trespass permission slips
 - other CDFW materials / pamphlets

Online Course and Follow-Up Class Classroom Session Outline

Abbreviated Outline

<u># Related Test Questions</u>	<u>Topic</u>	<u>Time Allotted</u>
	Student Registrations/Introductions	10 Minutes
10	Hunter Responsibility Ethics Rights/Privileges Landowners Poaching	15 Minutes
17	Wildlife Conservation Management Chapter Nine	25 Minutes
	BREAK	5 Minutes
	Firearms Description and Safeties	20 Minutes
7	Rifles Parts, Actions, Safeties	
5	Shotguns Parts, Actions, Safeties	
2	Handguns Parts, Actions, Safeties	
4	Muzzleloaders	
15	Firearms Handling and Safety Ten Commandments Carrying Shooting Zones Fences/Obstacles Cleaning/Storage	15 Minutes
9	Ammunition Parts, Calibers, Gauges	10 minutes

<u># Related Test Questions</u>	<u>Topic</u>	<u>Time Allotted</u>
8	Shooting Fundamentals Positions, Sights, Firing Skills Leading, Vital Areas, Shooting Decisions	10 Minutes
6	Archery Types of bows, Arrows, Points Parts Tree Stand Safety	10 Minutes
8	Survival Preparedness Map, compass, First aid kit, Food/water Hypothermia If lost	10 Minutes
5	Wildlife ID and Game Care	5 Minutes
12	Regulations Residence safety zones Trespass Using another's license/tag Firearms and ammo Caliber restrictions Plugged shotguns	10 Minutes
	BREAK	10 Minutes
	Practical Test Firearms handling safety Fence crossing Muzzle control	40 Minutes
	Written Test	45 Minutes

Online Course and Follow-Up Class Classroom Session Extended Outline

Initial announcements - Instructor introductions (10 min)

This is a review only of the important subjects

There will be a practical firearm handling portion -NEED PARENT'S SIGNATURE ON STUDENT RECORD FORM IF STUDENT IS UNDER 18

Hunter Responsibility (15 min)

- Hunters are often alone, so they must act responsibly by obeying the laws, respecting other's properties, and using good sense without someone telling them to. This is collectively known as the Hunter's Code, or Hunter's Ethics. Basically it means to do what is right
 - Examples are: not taking a questionable shot, leaving gates as you find them, shooting only within your effective range
- Hunting is a privilege, not a right. Some rights are guaranteed by law, such as freedom of speech
 - Privileges can be taken away. If we want to continue hunting, we must demonstrate we are responsible
 - Most people in the country believe it is okay to hunt, as long as animals are used for meat and are not wasted
- Breaking the law at any time is considered poaching

Wildlife Conservation and Management (25 min)

- Remember that good habitat is the best thing for wildlife
- The amount of wildlife that habitat can support is the carrying capacity. If there are too many animals for the habitat to support, excess animals will probably die
 - Legal hunting helps remove these excess animals and keep the population within their habitat limit
 - Wildlife managers try to keep the number of animals just below the number that the habitat will support
 - Prior to our understanding of habitats, deer on the Kaibab were allowed to overpopulate, with a resulting crash of population when deer died because the habitat couldn't support them. Many starved, which is the most important death rate factor for many animal populations.
- The best habitat provides food, water, shelter, and space
 - It is most important that these factors are arranged properly
 - Two of the tools wildlife managers use to keep these arrangements are fires and timber harvests

These keep habitat in various stages of succession, which is the gradual change from one habitat type to another as plant communities grow.

Most wildlife do better at the edges of habitat types, where two different types of habitats come together

Firearms: Descriptions and Safeties

(20 min)

- Primary difference rifle/shotgun
 - Shotgun barrels are smooth, rifle/handguns have lands and grooves spiraling down the barrel (rifling).
- 3 main parts of rifle/shotgun
 - Action-does all the work (demonstrate)
 - Barrel- guides the projectile
 - Stock-part that allows you to hold onto the gun
- 5 types of common actions
 - Bolt Action-most common hunting action and usually the strongest
 - Lever Action - point out that old lever rifles have no safety
 - Pump or Slide Action-most common shotgun action
 - Semi-automatic-NOT an automatic, must pull trigger for each shot
Often mistakenly called 'automatic' because they are "autoloaders" the action does all the work automatically
 - Break Action-generally used/found on shotguns
- Single shot/Repeater-magazines
 - Single shots must be loaded/reloaded by hand for each shot
 - Repeaters use a magazine to hold ammunition
 - Different magazines for different guns: Removable, fixed (non-removable), rotary, tubular
- Safety (s) on guns
 - Carry gun with the safety on at all times
 - Take safety off ONLY just before you shoot
 - NEVER, NEVER trust your safety-it is a mechanical device and can fail!
- Sights
 - Three main types: open, peep, telescopic
 - Sights compensate for gravity and loss of velocity (speed)
 - When adjusting open sights (sighting-in), move the REAR sight in the direction you want the bullet to go on the target.
- Handguns
 - Parts of a Revolver: Barrel, Cylinder, Frame, Grip
Cylinder holds ammo; it is the part that brings up a fresh round to fire; it turns, thus 'revolver'
Single action revolver must be cocked for each shot; double action only needs trigger pull
There ARE NO SAFETIES on revolvers. ALWAYS carry with the hammer down on an empty chamber
 - Semi-Automatic: Barrel, Frame, Grip, Slide
A magazine holds ammo, and the slide moves back and forth to chamber a fresh round for firing
Most semi-autos have a safety, but they don't all work the same
- Black Powder/ Muzzleloading

- Use only black powder or Pyrodex in muzzleloaders or black powder guns.
Black powder and Pyrodex produce LESS pressure than modern gun powders. If you run out of the proper powder, do NOT substitute smokeless powder
- Checking for loaded muzzleloader
Use your ramrod. Before you load your gun for the first time, you should have dropped your ramrod into the barrel, and marked it so you would be able to tell that you have an unloaded gun. If you drop the ramrod into the barrel and it doesn't drop all the way down to this mark, something is in your barrel, probably a load of powder and bullet!
- No safety. Half-cock not safe!!
- Hang Fire – when the muzzleloader (or any firearm) doesn't fire when you first pull the trigger. Keep the muzzle pointed in a safe direction, as the firearm may fire after a delay.

Firearms Handling and Safety

(15 min)

- Primary rules of firearms safety
 - CONTROL the direction of the muzzle. ALWAYS POINT THE GUN IN A SAFE DIRECTION
A “safe direction” is away from people and things you don't want to shoot/kill; It may be up, down, to the side
As you hunt and move around this direction will change. Practice handling your gun is the only way to make this “second nature” to you.
 - TREAT every firearm as if it were loaded-ALWAYS!
Every time you pick-up or handle a gun, first thing you must do is check to see if it is loaded. Every time
 - IDENTIFY YOUR TARGET AND BEYOND
Don't shoot game that is NOT legal. You don't want to shoot somebody or something in the background. You must have backstop for your bullets.
The best backstop for target shooting is a dirt bank cleared of rocks
- Methods of Carrying – demonstrate
 - Shoulder, cradle, double hand, elbow, sling, trail
- Zone of fire
 - The area in which a hunter can shoot safely
- Shooting from a boat
 - NEVER stand-up to shoot; shoot while seated in the bottom of the boat or on a seat in the boat
- Fences and Obstacles
 - Unload firearm before crossing; action open, muzzle away
 - Demonstrate one person/two person crossing

- Cleaning and Storage
 - Clean after use; watch for obstructions in barrel
 - Oil lightly; store horizontal or muzzle down to prevent oil build-up
 - Store firearms separately from ammunition

Ammunition

(10 min)

- Caliber vs gauge
 - Caliber is the measurement of the diameter of the bore, usually in hundredths or thousandths-of-an-inch. Can be in millimeters
Generally, the bigger/larger the number, the larger/bigger the bullet and/or cartridge
 - Gauge is determined by the number of pure lead balls, the same diameter as the barrel, that it takes to weigh one pound
- Parts of a cartridge
 - Case (hull or shot shell when dealing with shotgun ammo)
 - Primer; rimfire has primer in the rim; center-fire in center
 - Powder
 - Bullet or shot-a projectile
- How ammo works
 - The firing pin strikes the primer, primer explodes and ignites the powder, powder burns very rapidly producing PRESSURE which sends the bullet down the barrel
- Ammunition markings/identification
 - All modern commercial ammo is marked on the head or back of the case with the caliber and type of cartridge that it is; the box of ammo is also marked. On your gun, someplace-usually on the barrel, the caliber is stamped/marked
 - Only carry ammo for the gun you are using. This is especially true if you are using a shotgun. NEVER carry 20 gauge and 12 gauge ammo

Shooting

(10 min)

- Fundamentals
 - Positions - practice positions you may use in the field.
In the field when shooting a rifle, be as stable as you can - use a tree, rock, etc.
 - Sights - open and peep sights are more limited than telescope
Shotgun often has only a bead at the front
 - Firing - with rifle just squeeze trigger slowly, as your target is usually stationary
With shotgun point and pull or slap the trigger, as you have a moving target
- Skills - practice makes perfect

- Using firearms is all about safety
Do not shoot until you are absolutely sure of your target and what is beyond it.
Better to take a few seconds now than to be sorry for the rest of your life

Archery

(10 min)

- Bows - compound and recurve are the most popular
 - Compounds use cams of some kind to ease the holding weight and increase speed
 - Recurve no sites, no let-off
 - Use a bow stringer to put string on recurves
- Arrows - made of wood, fiberglass, aluminum, or carbon
 - Should be matched in stiffness to the bow
 - Should be the right length for you and your bow
- Points - practice points for targets
 - Broadheads should be razor sharp to work - they cut blood vessels
 - Most accidents with points and broadheads are self-inflicted
- Tree stands - many archers use them. Do not climb with equipment in hand. Use a haul line and safety harnesses

Survival

(10 min)

- Always carry a survival kit with you when hunting
 - It should include items which will help you survive minor injuries and a stay overnight in the field
- If you get hurt, or realize you are lost, panic is your worst enemy
 - STOP (sit, think, observe, plan)
- Hypothermia - loss of heat, can happen even on warm days
 - If you have to stay out overnight, shelter will help prevent it. A small fire will make you feel better and may help, too

Wildlife ID and Game Care

(5 min)

- Know what you are shooting at, and know the law so you know what you can shoot at. If in doubt, don't shoot
- If you do shoot something, both hunter ethics and the law dictate that you find the game and take care of it and not waste it
 - Biggest causes of meat spoilage - dirt, heat, moisture
 - Field dress your game as soon as possible

Regulations

(10 min)

- Many are related to ethics
 - Respect other's properties
 - Don't trespass - hunt on private land with written permission only
 - Don't shoot close to buildings (150 yards)

- Don't use someone else's license or tags

- Some are related to safety
 - Don't shoot from vehicles; don't even have a loaded firearm in a vehicle
 - Don't shoot from or across roads

- Know the rules for the firearm you are using
 - You can't possess firearms when hunting under archery only season/tag
 - Shotguns must be plugged, so it may hold only three shells

- Know the rules for the game you are after
 - Legal limits - bag limits are usually daily, possession limits may be two days' worth
 - Tags - some animals, like big game, can't be hunted without a tag

- You will lose your license if you have three violations in five years

Practical Firearms Test

Instructors: Three recommended

Equipment: Enough rifles and/or shotguns to have at least two at each station.

Try to have a variety of actions.

Simulated fence; can be rope tied to chairs if done in classroom

Dummy cartridges and shot shells

Procedure: Split class into sections, and have each go to a station. Rotate when finished, either as a group or singly.

Time: Approximately 30 minutes.

Objective: Improve student's safety practices. Look for individuals who are unable to apply safety principles after correction.

Station 1

What is the first thing you do when you pick up a gun?

Answer: Check to see if it is loaded (Have student demonstrate how to physically and visually check)

Show where the caliber is stamped on this firearm

Watch to make sure student controls muzzle

Show how to load this firearm using dummy rounds.

Watch to make sure student controls muzzle. Assisting with loading is okay

Show how to unload this firearm.

Have student demonstrate

Show how you would apply and release the safety.

Watch to make sure student controls muzzle. Assisting with safety operation is Okay

Station 2 (Can be combined with #1 or #3)

Identify three cartridges or shot shells.

Have student point out markings and identification

How would you carry your firearm with another hunter on your right?

Have two students demonstrate

How would you carry your firearm with another hunter on your left?

Have two students demonstrate

How would you carry your firearm with another hunter on both sides of you?

Have two students demonstrate

How would you carry your firearm with another hunter in front of you?

Have two students demonstrate

How would you carry your firearm with another hunter behind you?

Have two students demonstrate

How would you carry your firearm with another hunter facing you?

Have two students demonstrate

Station 3

Show how to cross a fence alone

Have student demonstrate

Show how to cross a fence with another hunter

Have two students demonstrate