

California -- Hunting Accident Stats for 2001

Sections 1-7 are Type "A" accidents only. Section 8 is treestand-type accidents only. Section 9 is Type "B" and Type "C" accidents. Type "A" is an accident/incident resulting from the discharge of a firearm or bow while hunting, which causes injury or death of any person(s). Type "B" is an accident/incident while hunting, not involving the discharge of a firearm which causes the injury or death of any person(s). Type "C" is any other accident/incident resulting from the discharge of a firearm or bow, which causes the injury or death of any person(s), other than while hunting.

SECTION 1

Year: 2001

State:----- California

Submitted By:----- Joe Gonzales

Total No. of Accidents: ----- 20

SECTION 2	TWO-PARTY ACCIDENTS			SELF-INFLICTED ACCIDENTS		
EQUIPMENT USED	Fatal	Non-fatal	Subtotal	Fatal	Non-fatal	Subtotal
Shotgun	0	12	12	0	2	2
Rifle	2	2	4	0	2	2
Handgun	0	0	0	0	0	0
Muzzleloader	0	0	0	0	0	0
Bow	0	0	0	0	0	0
Crossbow	0	0	0	0	0	0
Other*	0	2	2	0	0	0
Unknown	0	0	0	0	0	0
TOTAL SECTION 2	2	14	16	0	4	4

SECTION 3

ANIMAL HUNTED

Antelope	0	0	0	0	0	0
Bear	0	0	0	0	0	0
Bobcat	0	0	0	0	0	0
Cottontail	0	0	0	0	0	0
Coyote	0	0	0	0	0	0
Crow	0	0	0	0	0	0
Deer	2	0	2	0	2	2
Duck/Geese	0	1	1	0	1	1
Dove/Pigeon	0	8	8	0	1	1
Elk	0	0	0	0	0	0
Fox	0	0	0	0	0	0
Grouse	0	0	0	0	0	0
Hares	0	0	0	0	0	0
Javelina	0	0	0	0	0	0
Moose	0	0	0	0	0	0
Nongame Bird/Mammal	0	0	0	0	0	0
Pheasant	0	0	0	0	0	0
Quail	0	1	1	0	0	0
Raccoon/Opossum	0	0	0	0	0	0
Squirrel	0	1	1	0	0	0
Turkey	0	1	1	0	0	0
Wild Boar	0	1	1	0	0	0
Other Upland Game Birds	0	0	0	0	0	0

Other Small Game	0	0	0	0	0	0
Other*	0	0	0	0	0	0
Unknown	0	1	1	0	0	0
TOTAL SECTION 3	2	14	16	0	4	4

SECTION 4	TWO-PARTY			SELF-INFLICTED		
	Fatal	Non-fatal	Subtotal	Fatal	Non-fatal	Subtotal
SHOOTER'S AGE						
1-09	0	0	0	0	0	0
10-19	0	2	2	0	1	1
20-29	0	1	1	0	2	2
30-39	1	1	2	0	0	0
40-49	0	2	2	0	0	0
50-59	1	2	3	0	1	1
60 and Over	0	1	1	0	0	0
Unknown	0	5	5	0	0	0
TOTAL SECTION 4	2	14	16	0	4	4

SECTION 5 CONTRIBUTING

HUNTER'S JUDGMENT FACTORS

Victim Moved into Line of Fire	0	0	0			
Victim Covered by Shooter	0	5	5			
Victim Out of Sight of Shooter	1	5	6			
Victim Mistaken for Game	0	2	2			
SUBTOTAL	1	12	13			

SKILL AND APTITUDE FACTORS

Trigger Caught on Object	0	0	0	0	0	0
Loading Firearm	0	0	0	0	1	1
Unloading Firearm	0	0	0	0	0	0
Improper Crossing of Obstacle	0	0	0	0	0	0
Dropped Firearm	0	0	0	0	0	0
Careless Handling of Firearm	0	1	1	0	0	0
Shooter Stumbled and Fell	0	1	1	0	0	0
SUBTOTAL	0	2	2	0	1	1

BASIC SAFETY OR LAW VIOLATION FACTORS

Running/Walking With Loaded Firearm	0	0	0	0	0	0
Removing/Placing Loaded Firearm in Vehicle	0	1	1	0	0	0
Using Firearm as a Club	0	0	0	0	0	0
Discharge Firearm in/on Vehicle	0	0	0	0	0	0
Firearm Fell From Insecure Rest	0	0	0	0	1	1
Shooting From/Across Roadway	0	0	0	0	0	0
Horseplay While Hunting	0	0	0	0	0	0
SUBTOTAL	0	1	1	0	1	1

ARCHERY RELATED FACTORS

Arrow Not Matched to Bow	0	0	0	0	0	0
Careless Handling of Bow or Arrow	0	0	0	0	0	0
Carrying Nocked Arrow	0	0	0	0	0	0
Defective Bow or Arrow	0	0	0	0	0	0
Stringing Bow	0	0	0	0	0	0
SUBTOTAL	0	0	0	0	0	0

MISCELLANEOUS FACTORS

Improper Powder Substitution	0	0	0	0	0	0
Mixed Ammo/Incorrect Ammo	0	0	0	0	0	0
Faulty Equipment	0	0	0	0	0	0

Ricochet	0	0	0	0	0	0
Obstruction in Barrel	0	0	0	0	0	0
Other*	0	0	0	0	0	0
Unknown	0	0	0	0	0	0
SUBTOTAL	0	0	0	0	0	0
TOTAL OF ALL CONTRIBUTING FACTORS	1	15	16	0	4	4
SECTION 6 Game Law Violation--Yes	1	1	2	0	0	0
SECTION 7 Blaze Orange Worn by Victim	1	1	2			
Blaze Orange Not Worn by Victim	1	14	15			
SECTION 8 Treestand Related Accidents	0	0	0	0	0	0
SECTION 9 Other Type B Accidents	0	0	0	0	0	0
All Type C Accidents	0	0	0	0	0	0
SECTION 10 Use of intoxicants or drugs	0	0	0	0	0	0