

California -- Hunting Accident Stats for 1999

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: 1999

State:----- California

Submitted By:----- Jack A. Edwards

Total No. of Accidents: ----- 18

SECTION 2 EQUIPMENT USED	TWO-PARTY ACCIDENTS			SELF-INFLECTED ACCIDENTS		
	Fatal	Non-fatal	Subtotal	Fatal	Non-fatal	Subtotal
Shotgun	0	10	10	0	0	0
Rifle	0	2	2	0	3	3
Handgun	0	0	0	0	3	3
Muzzleloader	0	0	0	0	0	0
Bow	0	0	0	0	0	0
Crossbow	0	0	0	0	0	0
Other*	0	0	0	0	0	0
Unknown	0	0	0	0	0	0
TOTAL SECTION 2	0	12	12	0	6	6

SECTION 3

ANIMAL HUNTED

Antelope	0	0	0	0	0	0
Bear	0	0	0	0	0	0
Bobcat	0	0	0	0	1	1
Cottontail	0	0	0	0	0	0
Coyote	0	0	0	0	0	0
Crow	0	0	0	0	0	0
Deer	0	1	1	0	2	2
Duck/Geese	0	1	1	0	0	0
Dove/Pigeon	0	2	2	0	0	0
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	2	2	0	0	0
Quail	0	4	4	0	0	0
Raccoon/Opossum	0	0	0	0	0	0
Squirrel	0	1	1	0	1	1
Turkey	0	0	0	0	0	0
Wild Boar	0	1	1	0	1	1
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	0	0	0	0	0
TOTAL SECTION 3	0	12	12	0	6	6

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	0	0	0	1	1
20-29	0	2	2	0	0	0
30-39	0	4	4	0	2	2
40-49	0	3	3	0	1	1
50-59	0	0	0	0	2	2
60 and Over	0	0	0	0	0	0
Unknown	0	3	3	0	0	0
TOTAL SECTION 4	0	12	14	0	6	6

SECTION 5 CONTRIBUTING

HUNTER'S JUDGMENT FACTORS

Victim Moved into Line of Fire	0	0	0			
Victim Covered by Shooter	0	8	8			
Victim Out of Sight of Shooter	0	3	3			
Victim Mistaken for Game	0	0	0			
SUBTOTAL	0	11	11			

SKILL AND APTITUDE FACTORS

Trigger Caught on Object	0	0	0	0	0	0
Loading Firearm	0	0	0	0	0	0
Unloading Firearm	0	0	0	0	1	1
Improper Crossing of Obstacle	0	0	0	0	0	0
Dropped Firearm	0	0	0	0	0	0
Careless Handling of Firearm	0	0	0	0	3	3
Shooter Stumbled and Fell	0	0	0	0	0	0
SUBTOTAL	0	0	0	0	4	4

BASIC SAFETY OR LAW VIOLATION FACTORS

Running/Walking With Loaded Firearm	0	0	0	0	2	2
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	0	0
Shooting From/Across Roadway	0	0	0	0	0	0
Horseplay While Hunting	0	0	0	0	0	0
SUBTOTAL	0	1	1	0	2	2

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	0	12	12	0	6	6
SECTION 6 Game Law Violation--Yes	0	0	0	0	3	3
SECTION 7 Blaze Orange Worn by Victim	0	2	2			
Blaze Orange Not Worn by Victim	0	16	16			
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	1	1	0	0	0
SECTION 10 Use of intoxicants or drugs	0	0	0	0	0	0