

California -- Hunting Accident Stats for 1997

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: 1997

State:----- California

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

Total No. of Accidents: ----- 25

SECTION 2 EQUIPMENT USED	TWO-PARTY ACCIDENTS			SELF-INFLICTED ACCIDENTS		
	Fatal	Non-fatal	Subtotal	Fatal	Non-fatal	Subtotal
Shotgun	0	17	17	0	1	1
Rifle	0	2	2	1	1	2
Handgun	0	0	0	0	2	2
Muzzleloader	0	0	0	0	1	1
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	19	19	1	5	6

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	0	1	1	1	2	3
Duck/Geese	0	3	3	0	0	0
Dove/Pigeon	0	4	4	0	0	0
Elk	0	0	0	0	0	0
Fox	0	0	0	0	2	2
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	1	1	0	0	0
Pheasant	0	4	4	0	0	0
Quail	0	3	3	0	1	1
Raccoon/Opossum	0	0	0	0	0	0
Squirrel	0	0	0	0	0	0
Turkey	0	1	1	0	0	0
Wild Boar	0	0	0	0	0	0
Other Upland Game Birds	0	1	1	0	0	0

Other Small Game	0	1	1	0	0	0
Other*	0	0	0	0	0	0
Unknown	0	0	0	0	0	0
TOTAL SECTION 3	0	19	19	1	5	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	6	6	0	0	0
20-29	0	2	2	1	0	1
30-39	0	2	2	0	0	0
40-49	0	0	0	0	2	2
50-59	0	6	6	0	3	3
60 and Over	0	1	1	0	0	0
Unknown	0	2	2	0	0	0
TOTAL SECTION 4	0	19	19	1	5	6

SECTION 5 CONTRIBUTING

HUNTER'S JUDGMENT FACTORS

Victim Moved into Line of Fire	0	0	0			
Victim Covered by Shooter	0	10	10			
Victim Out of Sight of Shooter	0	2	2			
Victim Mistaken for Game	0	1	1			
SUBTOTAL	0	13	13			

SKILL AND APTITUDE FACTORS

Trigger Caught on Object	0	0	0	0	2	2
Loading Firearm	0	0	0	0	0	0
Unloading Firearm	0	1	1	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	0	0	0	1	1
Shooter Stumbled and Fell	0	1	1	0	0	0
SUBTOTAL	0	2	2	0	3	3

BASIC SAFETY OR LAW VIOLATION FACTORS

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

Ricochet	0	0	0	0	0	0
Obstruction in Barrel	0	0	0	0	0	0
Other*	0	0	0	0	1	1
Unknown	0	1	1	0	0	0
SUBTOTAL	0	2	2	0	1	1
TOTAL OF ALL CONTRIBUTING FACTORS	0	19	19	1	5	6
SECTION 6 Game Law Violation--Yes	0	5	5	0	1	1
SECTION 7 Blaze Orange Worn by Victim	0	1	1			
Blaze Orange Not Worn by Victim	0	18	18			
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