California -- Hunting Accident Stats for 1996

ANNUAL REPORT OF HUNTING ACCIDENTS

AND HUNTING RELATED ACCIDENTS

HEA-2-STATE (Rev. 4/94)

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

Region: 1 Year: 1996 State:----- California

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

Total No. of Accidents: ----- 16

SECTION 2	TWO-PAR	TWO-PARTY ACCIDENTS			SELF-INFLICTED ACCIDENTS				
EQUIPMENT USED	Fatal	Non-fatal	Subtotal	Fatal	Non-fatal	Subtotal			
Shotgun	1	14	15			0			
Rifle			0	1		1			
Handgun			0			0			
Muzzleloader			0			0			
Bow			0			0			
Crossbow			0			0			
Other*			0			0			
Unknown			0			0			
TOTAL SECTION 2	1	14	15	1	0	1			

SECTION 3						
ANIMAL HUNTED						
Antelope			0			0
Bear			0			0
Bobcat			0			0
Cottontail			0			0
Coyote			0			0
Crow			0			0
Deer			0	1		1
Duck/Geese	1		1			0
Dove/Pigeon		5	5			0
Elk			0			0
Fox			0			0
Grouse			0			0
Hares			0			0
Javelina			0			0
Moose			0			0
Nongame Bird/Mammal			0			0
Pheasant		4	4			0
Quail		2	2			0
Raccoon/Opossum			0			0
Squirrel		1	1			0
Turkey		2	2			0
Wild Boar			0			0
Other Upland Game Birds			0			0
Other Small Game			0			0
Other*			0			0
Unknown			0			0
TOTAL SECTION 3	1	14	15	1	0	1
*Please Define Other						

California

SECTION 4	TWO-PARTY ACCIDENTS			SELF-INFLICTED ACCIDENTS			
SHOOTER'S AGE	Fatal	Non-fatal	Subtotal	Fatal	Non-fatal	Subtotal	
1-09			0			0	
10-19		4	4			0	
20-29	1	2	3			0	
30-39		4	4	1		1	
40-49			0			0	
50-59			0			0	
60 and Over		1	1			0	
Unknown		3	3			0	
TOTAL SECTION 4	1	14	15	1	0	1	

CECTION 5 CONTRIBUTING FACTOR						
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HUNTER'S JUDGMENT FACTORS]		
Victim Moved into Line of Fire			0			
Victim Covered by Shooter Swinging on Game	1	7	8]		
Victim Out of Sight of Shooter		3	3	1		
Victim Mistaken for Game		3	3	1		
SUBTOTAL	1	13	14	1		
SKILL AND APTITUDE FACTORS	 '	1 13		1		
Trigger Caught on Object			0		Т	1 0
Loading Firearm			Ö			Ö
Unloading Firearm	1		T O		+	1 0
Improper Crossing of Obstacle			l ŏ		 	1 0
Dropped Firearm	1		l ŏ		+	1 0
Careless Handling of Firearm	1		l ŏ	1	+	1 1
Shooter Stumbled and Fell			l ŏ	 	1	i
SUBTOTAL	0	0	Ō	1 1	0	1 1
BASIC SAFETY OR LAW VIOLATION FACTORS			<u>. </u>			· ·
Running/Walking With Loaded Firearm			T 0		Τ	0
Removing/Placing Loaded Firearm in Vehicle	1		0	<u> </u>		0
Using Firearm as a Club			Ō			Ō
Discharge Firearm in/on Vehicle	1		0	 	<u> </u>	0
Firearm Fell From Insecure Rest	1		0	<u> </u>	1	0
Shooting From/Across Roadway	1		0	<u> </u>	1	0
Horseplay While Hunting	1		0	<u> </u>	1	0
SUBTOTAL	0	0	0	0	0	0
ARCHERY RELATED FACTORS			•			•
Arrow Not Matched to Bow			0			0
Careless Handling of Bow or Arrow			0			0
Carrying Nocked Arrow			0			0
Defective Bow or Arrow			0			0
Stringing Bow			0			0
SUBTOTAL	0	0	0	0	0	0
MISCELLANEOUS FACTORS			•			•
Improper Powder Substitution			0			0
Mixed Ammo/Incorrect Ammo			0			0
Faulty Equipment			0			0
Ricochet			0			0
Obstruction in Barrel			0			0
Other*			0			0
Unknown		1	1			0
SUBTOTAL	0	1	1	0	0	0
*Please Define Other						
TOTAL OF ALL CONTRIBUTING FACTORS	1	14	15	1	0	1
SECTION 6 Game Law Violation-Yes	1	1	2			0
SECTION 7 Blaze Orange Worn by Victim		1	1			
Blaze Orange Not Worn by Victim			0			
SECTION 8 Treestand Related Accidents			0			0
SECTION 9 Other Type B Accidents			0			0
All Type C Accidents SECTION 10 Use of intoxicants or drugs			0			0
	1		1			0