

SECTION 4 SHOOTER'S AGE	TWO-PARTY ACCIDENTS			SELF-INFLICTED ACCIDENTS		
	Fatal	Non-fatal	Subtotal	Fatal	Non-fatal	Subtotal
1-09			0			0
10-19		4	4		2	2
20-29		1	1		1	1
30-39		2	2			0
40-49		3	3		1	1
50-59			0			0
60 and Over		1	1			0
Unknown			0			0
TOTAL SECTION 4	0	11	11	0	4	4

SECTION 5 CONTRIBUTING FACTOR						
HUNTER'S JUDGMENT FACTORS						
Victim Moved into Line of Fire			0			
Victim Covered by Shooter Swinging on Game		8	8			
Victim Out of Sight of Shooter		2	2			
Victim Mistaken for Game			0			
SUBTOTAL	0	10	10			
SKILL AND APTITUDE FACTORS						
Trigger Caught on Object			0		1	1
Loading Firearm			0			0
Unloading Firearm			0			0
Improper Crossing of Obstacle			0			0
Dropped Firearm			0			0
Careless Handling of Firearm			0		3	3
Shooter Stumbled and Fell			0			0
SUBTOTAL	0	0	0	0	4	4
BASIC SAFETY OR LAW VIOLATION FACTORS						
Running/Walking With Loaded Firearm			0			0
Removing/Placing Loaded Firearm in Vehicle			0			0
Using Firearm as a Club			0			0
Discharge Firearm in/on Vehicle			0			0
Firearm Fell From Insecure Rest			0			0
Shooting From/Across Roadway			0			0
Horseplay While Hunting			0			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		1	1			0
Obstruction in Barrel			0			0
Other*			0			0
Unknown			0			0
SUBTOTAL	0	1	1	0	0	0
<i>*Please Define Other</i>						
TOTAL OF ALL CONTRIBUTING FACTORS	0	11	11	0	4	4

SECTION 6	Game Law Violation--Yes		0		2	2
SECTION 7	Blaze Orange Worn by Victim	3	3			
	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		0			0
SECTION 10	Use of intoxicants or drugs		0			0