HUNTER EDUCATION ASSOCIATION
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: 1994**
State:---------- **California**
Submitted By:---------- **Jack A. Edwards**

Total No. of Accidents: ---------- **14**

SECTION 2 EQUIPMENT USED	TWO-PARTY ACCIDENTS Fatal	Non-fatal	Subtotal	SELF-INFLICTED ACCIDENTS Fatal	Non-fatal	Subtotal
Shotgun		10	10		1	1
Rifle		1	1		1	1
Handgun			0		1	1
Muzzleloader			0			0
Bow			0			0
Crossbow			0			0
Other*			0			0
Unknown			0			0
TOTAL SECTION 2	0	11	11	0	3	3
**Please Define Other*						

SECTION 3 ANIMAL HUNTED						
Antelope			0			0
Bear			0			0
Bobcat			0			0
Cottontail		1	1			0
Coyote			0			0
Crow			0			0
Deer			0		1	1
Duck/Geese			0			0
Dove/Pigeon			0			0
Elk			0			0
Fox			0			0
Grouse		1	1			0
Hares			0			0
Javelina			0			0
Moose			0			0
Nongame Bird/Mammal		1	1		1	1
Pheasant		4	4			0
Quail		1	1			0
Raccoon/Opossum			0			0
Squirrel		2	2		1	1
Turkey			0			0
Wild Boar			0			0
Other Upland Game Birds			0			0
Other Small Game			0			0
Other*		1	1			0
Unknown			0			0
TOTAL SECTION 3	0	11	11	0	3	3
**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			0		1	1
20-29		1	1			0
30-39		1	1		1	1
40-49		3	3		1	1
50-59		3	3			0
60 and Over		3	3			0
Unknown			0			0
TOTAL SECTION 4	0	11	11	0	3	3

SECTION 5 CONTRIBUTING FACTOR						
HUNTER'S JUDGMENT FACTORS						
Victim Moved into Line of Fire		1	1			
Victim Covered by Shooter Swinging on Game		7	7			
Victim Out of Sight of Shooter		1	1			
Victim Mistaken for Game		1	1			
SUBTOTAL	0	10	10			
SKILL AND APTITUDE FACTORS						
Trigger Caught on Object			0			0
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	3	3
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		1	1			0
Firearm Fell From Insecure Rest			0			0
Shooting From/Across Roadway			0			0
Horseplay While Hunting			0			0
SUBTOTAL	0	1	1	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			0			0
SUBTOTAL	0	0	0	0	0	0
**Please Define Other*						
TOTAL OF ALL CONTRIBUTING FACTORS	0	11	11	0	3	3

SECTION 6 Game Law Violation--Yes			0		1	1
SECTION 7 Blaze Orange Worn by Victim		2	2			
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