

# California -- Hunting Accident Stats for 2000

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: 2000

State:----- California

Submitted By:----- Joe Gonzales

Total No. of Accidents: ----- 15

<b>SECTION 2</b>	<b>TWO-PARTY ACCIDENTS</b>			<b>SELF-INFLICTED ACCIDENTS</b>		
<b>EQUIPMENT USED</b>	<b>Fatal</b>	<b>Non-fatal</b>	<b>Subtotal</b>	<b>Fatal</b>	<b>Non-fatal</b>	<b>Subtotal</b>
Shotgun	0	6	6	0	0	0
Rifle	1	4	5	1	0	1
Handgun	0	1	1	0	0	0
Muzzleloader	0	0	0	0	0	0
Bow	0	0	0	0	0	0
Crossbow	0	0	0	0	0	0
Other*	0	2	2	0	0	0
Unknown	0	0	0	0	0	0
<b>TOTAL SECTION 2</b>	<b>1</b>	<b>13</b>	<b>14</b>	<b>1</b>	<b>0</b>	<b>1</b>

## SECTION 3

### ANIMAL HUNTED

Antelope	0	0	0	0	0	0
Bear	0	0	0	0	1	1
Bobcat	0	0	0	0	0	0
Cottontail	0	1	1	0	0	0
Coyote	0	0	0	0	0	0
Crow	0	0	0	0	0	0
Deer	1	1	2	1	1	2
Duck/Geese	0	0	0	0	0	0
Dove/Pigeon	0	1	1	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	0	0
Turkey	0	0	0	0	0	0
Wild Boar	0	1	1	0	0	0
Other Upland Game Birds	0	2	2	0	0	0

Other Small Game	0	0	0	0	0	0
Other*	0	0	0	0	0	0
Unknown	0	3	3	0	1	1
<b>TOTAL SECTION 3</b>	1	10	11	1	3	4

<b>SECTION 4</b>	<b>TWO-PARTY</b>			<b>SELF-INFLICTED</b>		
	<b>Fatal</b>	<b>Non-fatal</b>	<b>Subtotal</b>	<b>Fatal</b>	<b>Non-fatal</b>	<b>Subtotal</b>
<b>SHOOTER'S AGE</b>						
1-09	0	0	0	0	0	0
10-19	0	2	2	0	2	2
20-29	0	2	2	0	0	0
30-39	0	3	3	0	0	0
40-49	1	1	2	1	0	1
50-59	0	0	0	0	0	0
60 and Over	0	1	1	0	0	0
Unknown	0	2	2	0	0	0
<b>TOTAL SECTION 4</b>	1	11	12	1	2	3

#### **SECTION 5 CONTRIBUTING**

##### **HUNTER'S JUDGMENT FACTORS**

Victim Moved into Line of Fire	0	0	0			
Victim Covered by Shooter	0	1	1			
Victim Out of Sight of Shooter	0	5	5			
Victim Mistaken for Game	0	0	0			
<b>SUBTOTAL</b>	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	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	2	2	0	0	0
Shooter Stumbled and Fell	0	1	1	0	0	0
<b>SUBTOTAL</b>	0	3	3	0	0	0

##### **BASIC SAFETY OR LAW VIOLATION FACTORS**

Running/Walking With Loaded Firearm	0	0	0	0	0	0
Removing/Placing Loaded Firearm in Vehicle	0	2	2	1	0	1
Using Firearm as a Club	0	0	0	0	0	0
Discharge Firearm in/on Vehicle	0	1	1	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
<b>SUBTOTAL</b>	0	3	3	1	0	1

##### **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
<b>SUBTOTAL</b>	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	2	2	0	1	1
Obstruction in Barrel	0	0	0	0	0	0
Other*	0	2	2	1	1	2
Unknown	0	3	3	0	0	0
<b>SUBTOTAL</b>	0	7	7	1	2	3
<b>TOTAL OF ALL CONTRIBUTING FACTORS</b>	0	19	19	2	2	4
<b>SECTION 6 Game Law Violation--Yes</b>	0	1	1	0	1	1
<b>SECTION 7 Blaze Orange Worn by Victim</b>	0	0	0			
<b>Blaze Orange Not Worn by Victim</b>	0	11	11			
<b>SECTION 8 Treestand Related Accidents</b>	0	0	0	0	0	0
<b>SECTION 9 Other Type B Accidents</b>	0	0	0	0	0	0
<b>All Type C Accidents</b>	0	0	0	0	0	0
<b>SECTION 10 Use of intoxicants or drugs</b>	0	0	0	0	0	0