## 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	TWO	-PARTY AC	CIDENTS	SELF-INFLICTED ACCIDENTS				
EQUIPMENT USED	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		
SHOOTER'S AGE	Fatal	Non-fatal	Subtotal	Fatal	Non-fatal	Subtotal	
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 FACT	ORS						
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 ViolationYes	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