

# TOURNAMENT RULES

## 3D Shoot Rules:



- Follow all safety rules and be respectful of your fellow competitors, the range and staff.
- Only move forward on the range, never back toward the previous target.
- When looking for an arrow behind the target, be sure to place your bow in front of the target so others following you will see that you're looking for your arrow.
- No range finders are allowed during the tournament.
- Only 1 arrow per 3D target.
- An arrow touching the line marking the edge of a greater scoring area shall be given the higher score.
- When shooting, the archer must touch the appropriate stake with some part of his or her body.
- Scoring must be witnessed (you cannot shoot alone and have your score posted).
- Score cards must be legible, complete, and signed by the archer and a witness to be accepted.

## Field Shoot Rules:

- Follow all safety rules and be respectful of your fellow competitors, the range and staff.
- Only move forward on the range, never back toward the previous target.
- When looking for an arrow behind the target, be sure to place your bow in front of the target so others following you will see that you're looking for your arrow.
- No range finders are allowed during the tournament.
- The Field target faces are valued as follows:
  - 5 points for the center black spot
  - 4 points for the next 2 white rings
  - 3 points for the outer 2 black rings
- Target sizes vary based on distance:
  - 20-35ft: 20cm face with 4cm center dot
  - 15-30yds: 35cm face with 7cm center dot
  - 35-50yds: 50cm face with 10cm center dot
  - 55-80yds: 65cm face with 13cm center dot
- You will shoot 4 arrows per target with the exception of the bunnies. Only one arrow per target face and can be shot in any order. When shooting at a target with multiple faces and two stakes, the first two shooters will shoot the bottom targets and the second two shooters will shoot the top two targets. All 4 of your arrows must be in the same target.

- An arrow touching the line marking the edge of a greater scoring area shall be given the higher score.
- When shooting, the archer must stand within touch the appropriate stake with some part of his or her body. Division stakes are marked as follows:
  - Cub (under 12yrs) – Black flags/stakes & max distance of 30 yards
  - Youth (12-14yrs) – Blue flags/stakes & max distance of 50 yards
  - Young Adult (15-17yrs) & Adult (18+yrs) – White flags/stakes & max distance of 80 yards
- Scoring must be witnessed (you cannot shoot alone and have your score posted).
- Score cards must be legible, complete, and signed by the archer and a witness to be accepted.

### **Indoor Target Rules – USA Archery:**

- Indoor shoots are executed with two shooting lines per round (A line shoots at the top target, B line shoots at the bottom target).
- Each line is allotted 2 minutes in which to shoot 3 arrows. There will be two ends of 2-minute practice where the A (top) line will shoot first each time, then the B (bottom) line. You can shoot more than three arrows in practice, but you cannot shoot before or after your two minutes.
- Once scoring begins, lines alternate who shoots first. A line will shoot first on the odd numbered ends, and B line will shoot first on the even numbered end. We do not switch target locations halfway. The clock screen will show which line shoots first each time. You will get two whistles to step to the line. At 2:00, you will get one whistle to commence shooting. Three whistles is the all clear to go and score your arrows.
- Scoring will be done in groups of four using a double scoring system. There will be two paper scorecards which will be filled out by two separate shooters, with a third shooter calling the arrows and the fourth checking to make sure the calls are accurate. Please check the math carefully after each end for accuracy.
- The target face is scored as follows:
  - Inner Yellow = 10 (For compound shooters, only small 10-ring is worth 10 points)
  - Outer yellow = 9

- Inner Red = 8
  - Outer Red = 7
  - Inner Blue = 6
  - Outer Blue = 5
  - Inner Black = 4
  - Outer Black = 3
  - Inner White = 2
  - Outer White = 1
- If you are shooting a three-spot target, you must shoot an arrow in each spot. Three-spot scoring is as follows:
- Inner Yellow = 10 (For compound shooters, only small 10-ring is worth 10 points)
  - Outer yellow = 9
  - Inner Red = 8
  - Outer Red = 7
  - Inner Blue = 6
- If you shoot more than three arrows, you will lose the value of your highest scored arrow.
- If you shoot before or after the two minutes, you will lose your highest scored arrow.
- Do not touch the arrows or target faces until the arrow values have been recorded. You will be asked to change your target face if the lines become obscured and the values cannot be called.

- When calling arrow values, if an arrow is touching the line of the higher scoring ring, the arrow is given that higher value. If you have a hard time calling an arrow's value, call the values for all other arrows, leaving that one value blank. Once all other arrows are called, raise your hand and a judge will come over and call the arrow.
- If you have an equipment failure, raise your hand to get the judges attention and then step off the line. You will have time to make up any missed arrows due to equipment failure. Have extra arrows in your quiver. A defective arrow -is- an equipment failure, but it is much wiser to just have spares on-hand.
- Remain behind the waiting line until it is your time to shoot, keeping noise to a minimum during the shooting times.
- A dropped arrow can be left on the ground, or you can pick it up if you can do so safely.
- It is considered a shot arrow if it fully crosses the three-meter line.
- If the person next to you is in full draw, please do not step off the line until they have shot their arrow or let down.
- Take special care not to bump your neighbor with your bow, arrows, or self.

### **Indoor Target Rules – NFAA:**

- Indoor shoots are executed with two shooting lines per round (A line shoots at the top target, B line shoots at the bottom target).
- Each line is allotted four minutes in which to shoot 5 arrows. There will be two ends of 4-minute practice where the Bottom line will shoot first each time, then the Top line. You can shoot more than 5 arrows in practice, but you cannot shoot before or after your four minutes.
- The Bottom line will always shoot first, and Top line will always shoot second. Halfway through the round, targets are switched. If your target was on the bottom for the first half, you would move it to the top position for the second half, and vice versa.
- The clock screen will show which line shoots first each time. You will get two whistles to step to the line. At 4:00, you will get one whistle to commence shooting. Three whistles is the all clear to go and score your arrows.

- Scoring will be done in groups of four using a double scoring system. There will be two paper scorecards which will be filled out by two separate shooters, with a third shooter calling the arrows and the fourth checking to make sure the calls are accurate. Please check the math carefully after each end for accuracy.
  
- The target face is scored as follows:
  - X=6
  - White outside the X=5
  - Blue rings score descending=4, 3, 2, 1
  
- If you are shooting a five-spot target, you must shoot an arrow in each spot. Five-spot scoring is as follows:
  - X=6
  - White outside the X=5
  - Blue rings=4
  
- If you shoot more than five arrows, you will lose the value of your highest scored arrow.
  
- If you shoot before or after the two minutes, you will lose your highest scored arrow.
  
- Do not touch the arrows or target faces until the arrow values have been recorded. You will be asked to change your target face if the lines become obscured and the values cannot be called.
  
- When calling arrow values, if an arrow is touching the line of the higher scoring ring, the arrow is given that higher value. If you have a hard time calling an arrow's value, call the values for all other arrows, leaving that one value blank. Once all other arrows are called, raise your hand and a judge will come over and call the arrow.
  
- If you have an equipment failure, raise your hand to get the judges attention and then step off the line. You will have time to make up any missed arrows due to equipment

failure. Have extra arrows in your quiver. A defective arrow -is- an equipment failure, but it is much wiser to just have spares on-hand.

- Remain behind the waiting line until it is your time to shoot, keeping noise to a minimum during the shooting times.
- A dropped arrow can be left on the ground, or you can pick it up if you can do so safely.
- It is considered a shot arrow if it fully crosses the three-meter line.
- If the person next to you is in full draw, do not step off the line until they have shot their arrow or let down.
- Take special care not to bump your neighbor with your bow, arrows, or self.