



Archery Rules

Age Groups

Male/ Female Age:

CUB (UNDER 12)

Youth (12-14)

High School (15-18)

Adult (19-49)

Senior Adult (50-59)

Silver Senior Adult (60-69)

Master Senior Adult (70 & UP)

Timing

Two Whistle blasts will bring the first set of archers to the line.

Single Whistle blast starts timing and shooting.

Archers will have five minutes to shoot six arrows.

NOTE:

If all the first line is complete before the expiration of the allotted time, the tournament director may elect to start the second line without further delay.

Two Whistle blasts brings the second set of archers to the line

If shooting is stopped due to safety or other hazards, the tournament director will ensure the archers have adequate time to, at the resumption of shooting, finish shooting all the remaining arrows for the interrupted end.

Timing between ends will be 5 minutes to allow for scoring.

Distances will be 15 minutes to allow for scoring and moving targets.

Scoring

Score by color regions of the target face

Gold Scores

9

Red Scores

7

Blue Scores

5

Black Scores

3

White Scores

1

Touching the line between scoring areas scores the higher value

X's will be recorded and count as 9 points

Issues

Disagreements – tournament director's call is final

Robin Hoods – will score the value of the arrow embedded in the target

If an archer shoots more than six arrows, he scores only the six lowest scoring arrows.

If an archer shoots an arrow after time expires, then he loses the points of his highest scoring arrow.

Arrows shot into the wrong target will be scored as misses regardless of the point of impact on the target face.

Witness confirmed

Bounce outs – will be reshot at the completion of the distance being currently shot

Pass through – two cases

If able, will be pushed back through and scored.

If a complete pass through, then reshot at the completion of the distance being currently shot

Both unwitnessed bounce outs and unwitnessed pass throughs will be counted as misses

Volunteers will maintain two score cards per archer

Score cards will be cross checked against each other before any arrows are pulled

Results methodology

Results – based on total score among the Class being considered

Ties in total score will be broken as follows:

Total X count

Then score and X count at the longest distance shot

Then the score and X count at the middle distance shot

Then if the tie still exists – the tie will be broken using the first dropped score between the tied archers starting at the longest distance shot.

The first archer to drop a point in relation to his competitor will be relegated to the lower place

Ties will only be broken for the top three places

Safety

Problems

Archer steps back from the line and attracts the attention of the judge.

Judge will interrupt shooting immediately for any of the following safety issues:

INTRUDER ON THE RANGE

A medical issue with an archer

Arrow hanging from a target face

Target stand falls over or is about to fall over

Target face starts to detach from the target anchor.

Individual archer's equipment malfunctions

Archers will be allotted not more than 30 minutes to repair and resume shooting without penalty.

Missed shot opportunities will be made up at the completion of the distance currently being shot.

The failure occurs, and the archer can't repair and resume shooting during the current end.

The archer will have the opportunity to make up shots in the time gap between the current distance and the subsequent distance.

If during the time taken to repair the malfunction, the tournament has progressed to the next distance being shot,

The archer resumes shooting at the current distance

The archer will be given the opportunity to make up the missed shots at the longer distance after the completion of the current distance.

If repairs take longer than 30 minutes, all missed shot opportunities will be scored as misses, and the archer may resume shooting at the current distance.

The malfunction occurs, and the archer requires 50 minutes to repair the malfunction.

By the time the archer can return to the shooting line, the tournament may have progressed to the next distance, the archer may resume shooting at the current distance.

All missed shot opportunities will be counted as misses.

"Dropped" arrow

If reachable from the line without stepping across the line, may be picked up and shot.

Accidents.

The tournament will be paused until the tournament director and line judge determine that it is appropriate to resume the shooting.

If the interruption is longer than 30 minutes -- the archers will be allowed a practice round before continuing.

The tournament director and line judge will determine an equitable arrangement to account for arrows already shot in the end that was interrupted.

June will be hot.

Archers should be cognizant that dehydration or other heat related issues could be a factor.

Sky Drawing

No sky drawing (IE ... archer will be allowed to execute a draw that would result in an arrow being grossly shot beyond the targets or off range if it were inadvertently released during the draw cycle.

The line judge or director of shooting will issue a warning to the archer upon becoming aware of the issue.

An archer will be disqualified and be directed to discontinue participation if he receives a third warning for sky drawing.

No sights or stabilizers allowed

Only Finger Release allowed (Finger tabs/Gloves are permitted – no mechanical releases)

NOTE: "String-walking" aiming techniques are permitted Fixed Pin sights without magnification (cannot be adjusted during the competition)

Front stabilizer (including weights and attachments) may not extend more than 12" from the back of the bow towards the target.

Rear stabilizer if used (including weights and attachments) may not extend more than 12" from the face of the bow towards the archer.

Any release allowed: Hinge, hooks, tension, thumb, wrist strap calipers or wrist strap hooks

Any sight is allowed

Magnification is allowed

Any stabilizer combination is allowed

Only Finger Release allowed (Finger tabs/Gloves are permitted – no mechanical releases)

Any release allowed:

Hinge, hooks, tension, thumb, wrist strapped calipers or wrist strapped hooks

Styles, Classes, & Equipment

Classes

An archer may only compete in a single class for this tournament.

Classes are a combination of Gender, Age, and Style for example:

Male

Adult, Compound Open

Female

Senior Adult, Olympic Recurve

Youth

Barebow Traditional

Equipment Guidance

Max arrow size – 27/64”

Max draw weight – 70 pound (wear and tear on target butts)

Max arrow speed – 300 fps (wear and tear on target butts)

Spotting scopes may be used on the line if they are positioned to not interfere with another archer.

Distance

All ranges will be in yards.

Cub (Under 12)

All styles will shoot 30, 20, and 10 yards.

Youth (Age 12-14) and High School (Age 15-18)

Compound Open, Compound Limited, Hunter Compound (fixed pins), and

Olympic Recurve will shoot 50, 40, and 30 yards.

Traditionally, it will shoot 40, 30, and 20 yards.

Adult /Senior Adult /Silver Senior Adult/Master Senior Adult

Compound Open, Compound Limited, Hunter Compound (fixed pins), and

Olympic Recurve will shoot 60, 50, and 40