



2022-2023 General Rules for all S3DA™ Disciplines*

**For specific competition, range and scoring rules for each discipline, please review the rules for 3D, Indoor or Outdoor Target. General rules apply to all disciplines as outlined in the S3DA™ rule book.*

- A. There will be **seven** National Tournaments: Western Indoor Target Nationals, Eastern Indoor Target Nationals, Western 3D Nationals, Eastern 3D Nationals, **Western Outdoor Target Nationals**, Eastern Outdoor Target Nationals and Vegas Nationals. Locations, dates and times for these national competitions will be determined by the S3DA™ National Tournament Committee. Each state will host a minimum of a 3D State Tournament and it is highly recommended that each state also host an Indoor Target and Outdoor Target State competition. When member numbers justify, each state should incorporate regional events to permit all members an opportunity to experience our events. Regional and State tournaments may be completed in a single day or multiple days with the awards ceremony for teams and individuals to immediately follow unless permission is granted from the National office. When venue availability allows from S3DA™ national partner organizations, national tournaments will be two-day events. S3DA™ will adhere to a minimum 8-week mandatory dead period at the beginning of the state's bowhunting season. No sanctioned S3DA™ events may be scheduled during the dead period.
- B. Severe Weather – S3DA™ retains the right to delay or cancel a tournament day in case of severe weather. When the heat index is above 104 degrees (using a wet bulb on-site), S3DA™ observes the right to STOP all outside activity in practice and/or play and stop all inside activity if air conditioning is unavailable. If the heat index is nearing 95 degrees, temperature and humidity will be checked every 30 minutes if temperature rises in order to monitor for increased heat index. If a round is suspended, all shooters must leave the range immediately. In the interest of safety all arrows are to be left in the target and are not to be scored or pulled. All scorekeepers shall retain the score cards in their possession and no shooter is to have possession of their own official score card. The Tournament Director will have two hours to exercise one of the following options based upon the weather and the availability of ranges: (1) resume shooting that day within two hours of that day's suspension and still be able to complete the round that day, (2) complete the round the next day if there are five or fewer targets for every group on the range to be shot, or (3) cancel the round completely.
- C. Each shooter is responsible for shooting at the time, target, and range designated unless instructed otherwise by a tournament or range official. All times are on a first registered / first assigned basis by shooting class. Failure to shoot your designated time, or shooting the incorrect range for your designated class will result in a score of zero for that day.
- D. No alcoholic beverages or controlled substances may be carried or consumed on the tournament grounds under penalty of disqualification. No shooter will compete while under the influence of alcohol or any other controlled substance(s) under penalty of disqualification. Spectators under the influence of any controlled substance will be removed from the grounds. In addition, no tobacco products shall be used by competitors, spectators or coaches, while on competition ranges.
- E. Littering the grounds will not be tolerated. Anyone littering will be subject to disqualification from the tournament.

- F. Prior to the start of competition on the first day, all archers and coaches will be expected to attend a “Mandatory Competitors Safety Meeting.”
- G. No archer may compete in more than one class at a tournament. Anyone found competing with another shooter’s Range Scorecard will be disqualified.
- H. Any student member participating at a professional level in any archery organization will only be allowed to participate as a guest at any S3DA™ event.
- I. No one may practice on any target to be used for tournament shooting unless a special practice time has been designated. Anyone shooting in non-designated areas, including parking areas, will be subject to disqualification.
- J. Should a pre-registered competitor be unable to participate in a National Tournament their entry fees may be refunded minus a \$10 processing fee. Entry fees will not be refunded or credited if a competitor competes at any point in the event, leaves the competition early after their class shooting time was extended by the Tournament Director, or due to disqualification.
- K. The Tournament Director will be responsible for ensuring that equipment checks are completed prior to the beginning of the event and participants are subject to random checks during competition.
- L. Dress Code (applies to archers, coaches, team managers, media, officials, agents)
 - a. Shorts and skirts must be mid-thigh length while standing normally.
 - b. Cut-off jeans are prohibited.
 - c. Male and female shooters are required to wear upper garments covering the front and back of the body and covering the midriff when at full draw.
 - d. Participants must wear collared team issued competition clothing which may include team issued t-shirts with team names. **Manufacturer jerseys do not count as team issued competition clothing.**
 - e. Tank tops are not allowed.
 - f. Due to safety considerations, it is required that shooters wear shoes that fully cover the entire foot. A single strap around the back of the foot does not meet this requirement. Bare feet, open-toed sandals or flip-flops are not allowed while competing on the ranges. Shoes should not have perforations/holes that would allow an arrow to have direct contact with the foot.
 - g. At no time will any shooters, guests or spectators wear any article bearing any image or language to be considered vulgar or offensive. If they do not have an alternative shirt, they will be required to turn the offensive shirt inside out if they wish to remain on the premises or they will be required to leave. Compliance with this rule will be determined by the Tournament Director and the Event Committee.
- M. Spectators, Guests, Coaches
 - a. Providing verbal information or coaching a shooter is strictly prohibited while that shooter is on the stake or shooting line **during 3D competitions. Coaching is allowed in both Indoor and Outdoor Target competitions (with the exception of elimination or shoot down rounds) as long as it’s not disruptive to other archers.**
 - b. Spectators and guests are to conduct conversations in a manner that is not disruptive to archers.
 - c. All cell phones and electronic devices are to be silenced to avoid disturbing the competitors.
 - d. Each S3DA™ competition site establishes and enforces its own policy regarding pets. Should a site allow pets, they shall always be kept on leashes. Pet owners shall be responsible for their pet’s behavior and for cleaning up after them. Pets are not allowed to walk on competition ranges or on access routes to ranges at any time. Any breach shall prohibit that pet from future S3DA™ attendance.
 - e. Video and digital image camera photography is allowed from behind the shooting line/stake. In the case of the working press or a film production crew, permission must be obtained by the tournament director.
 - f. **Profanity and/or verbal abuse by adults will result in the immediate dismissal from the competition venue.**

Rules:

For any issues that may arise at an S3DA™ Event in which there is not a specific rule printed in this document, please refer to our partners governing rules for that discipline, which are as follows: 3-D to ASA Rules, Indoor Target to NFAA Rules and Outdoor Target to USA Archery Rules.

Individual Education Plan (IEP)/504 (Individuals with Disabilities Act) Accommodations:

The goal of S3DA™ is to provide an opportunity for anyone that wants to participate in archery, no matter what their disability or handicap. Anyone that requires accommodations to participate in S3DA™ will need to submit documentation of the disability/handicap on the Sport 80 Membership platform when registering and provide IEP or 504 documents to the National Office. S3DA™ will strive to make every accommodation necessary, within reason, to ensure opportunity and safety for everyone.

Membership:

Team registration, insurance, coach and student memberships must be renewed annually. Anyone shooting in S3DA™ must be an active member of an S3DA™ Team. All memberships must be paid to the National S3DA™ office before they can participate in any S3DA™ activities.

S3DA™ State & National Championship Qualifying:

- A. Shooters must qualify to compete in both the State Tournament and the National Tournament. To qualify for the state tournament, in a specific discipline, a shooter must compete in a minimum of one (1) event in that discipline designated as a Regional Tournament by the State Coordinator for the state in which the shooter resides. Shooting in the State Championship Tournament, as defined above, will qualify the shooter to compete in the National Championship Tournament.
- B. S3DA™ reserves the right to extend "at-large" invitations in all classes to shooters who are deemed worthy of competing. Shooters who may have been prevented from a regular qualifying event due to Educational, Medical, Religious or a partnering organization(s)'s event may apply for a waiver for a qualifying event at the regional or state level. This determination is made solely at the discretion of the National Director and the State Coordinator of the state in question. Shooters who are granted more than one waiver in the competitive season will not qualify for National Shooter of the Year.

CLASS DEFINITIONS AND RULES:

- A. Open Class: Any type of bow (except Crossbows), using any non-distance providing sight with or without magnification, any type of stabilizer and/or back bar balance system, and any type of release, including fingers.
- B. Pins: Only non-distance providing sights having fixed pins may be used. The fixed pins must conform to a definition of a pin and not be in the form of a sight reticle of any type. There is no pin limit. Movable sights may be used but must be locked down into a fixed position that will be verified by the group prior to competing. A magnification lens may be used in Young Adult 40yard classes **in 3D only**; clarifiers or verifiers in the peep are not considered magnification and are permitted in other classes. Releases may be used. Stabilizer Rule: A front stabilizer or a system including quick releases, enhancers and/or weights may be used, but may not exceed twelve inches (12") in total length from the tip of the stabilizer (or system) to the point of attachment on the front of the riser provided by the manufacturer. A rear stabilizer or back bar system (V-bar) may be used with no restriction on bar length
- C. Barebow Class: **Bows must conform to the World Archery definition of a Barebow as found in World Archery Rules, Book 4 (Field and 3D Archery), Chapter 22, Sections 22.3 thru 22.3.10.1 Genesis bows are no longer allowed in any barebow age division. Stabilizers are no longer allowed.**
- D. Olympic Recurve: Any recurve or long bow, using any sight without magnification, any type of stabilizer, and/or back bar balance system, and the string is released by the fingers only.

- E. S3DA™ reserves the right to review any equipment/accessories and determine its suitability for competition. The following equipment/accessories are prohibited in all classes: (1) broadheads or any other point or tip not intended for target use; (2) retaining mechanisms which allow the bow to be mechanically held in the drawn position; (3) laser sights or devices; (4) devices or any outside agency (including stabilizer bar or prop stick) that allow the mass weight of the bow to be relieved from either arm while shooting. S3DA™ retains the right to waive certain equipment restrictions or shooting rules under specific circumstances for physically challenged competitors.
- F. For 3-D and Outdoor Target, the maximum diameter of arrow shafts will not exceed 9.3mm or .366", with the measurement being taken around the end of the shaft at the point, and the field or glue-in point for these arrows will have a maximum diameter of 9.4 mm or .370". No changes or alterations to the manufacturer's exterior finish and markings are permitted, except for the addition of fletching wraps or that occur during use.
- G. For Vegas and Indoor, maximum arrow shaft diameter allowed will be 0.422 inches, with point diameter not to exceed 0.425 inches. The shaft diameter will include any wrap placed on the arrow and will include the size of the nock and the nock insert.

CLASSES:

All classes below reflect maximum arrow speed, poundage, and yardage. In the interest of safety and the well-being of our competitors, all shooters must be able to draw their bow with control and without undue difficulty. If, in the opinion of the Range Official, the competitor is having difficulty drawing and controlling the bow, the competitor shall be required to decrease the poundage to allow them to properly draw and shoot the bow regardless of arrow speed.

All classes have both male and female divisions and will shoot known distance only. *****Age is the determining factor for teams based on the age of the archer as of January 1st of the competition year.**

Jr. Eagle Ages 8 & Under* as of January 1st of the competition year:

*Those under the age of 8 must complete the "Age Restriction Waiver" prior to the start of the competition year.

Disciplines	3D (40# draw weight max)	Indoor Target (40# draw weight max)	Outdoor Target (40# draw weight max)
Class, Gender	Speed/Max yards	Event/Max Yards	Distance/Target
Barebow, M/F	220 FPS/15 yards	5-Spot/10 yards & Vegas/20 yards	18 Meters / 122cm
Olympic Recurve, M/F	220 FPS/15 yards	5-Spot/10 yards & Vegas/20 yards	18 Meters / 122cm
Pins, M/F	220 FPS/15 yards	5-Spot/10 yards & Vegas/20 yards	18 Meters / 80cm/6 ring
Open, M/F	220 FPS/15 yards	5-Spot/10 yards & Vegas/20 yards	18 Meters / 80cm/6 ring

Eagle Ages 9-11 as of January 1st of the competition year:

Disciplines	3D (40# draw weight max)	Indoor Target (40# draw weight max)	Outdoor Target (40# draw weight max)
Class, Gender	Speed/Max yards	Event/Max Yards	Distance/Target
Barebow, M/F	230 FPS/20 yards	5-Spot/10 yards & Vegas/20 yards	25 Meters / 122cm
Olympic Recurve, M/F	230 FPS/20 yards	5-Spot/10 yards & Vegas/20 yards	30 Meters / 122cm
Pins, M/F	230 FPS/20 yards	5-Spot/10 yards & Vegas/20 yards	25 Meters / 80cm/6 ring
Open, M/F	230 FPS/25 yards	5-Spot/10 yards & Vegas/20 yards	25 Meters / 80cm/6 ring

Youth Ages 12-14 as of January 1st of the competition year:

Disciplines	3D (50# draw weight max)	Indoor Target (50# draw weight max)	Outdoor Target (50# draw weight max)
Class, Gender	Speed/Max yards	Speed/Max Yards	Distance / Target

Barebow, M/F	240 FPS/25 yards	5-Spot & Vegas/20 yards	30 Meters / 122cm
Olympic Recurve, M/F	240 FPS/25 yards	5-Spot & Vegas/20 yards	50 Meters / 122cm
Pins, M/F	260 FPS/30 yards	5-Spot & Vegas/20 yards	30 Meters / 80cm
Open, M/F	260 FPS/30 yards	5-Spot & Vegas/20 yards	30 Meters / 80cm

Young Adult Ages 15-18 as of January 1st of the competition year and not attending College:

(High School students who are taking College Classes may participate)

Disciplines	3D (60# draw weight max)	Indoor Target (60# draw weight max)	Outdoor Target (60# draw weight max)
Class, Gender	Speed/Max yards	Speed/Max yards	Distance / Target
Barebow, M/F	260 FPS/30 yards	5-Spot & Vegas/20 yards	50 Meters / 122cm
Olympic Recurve, M/F	260 FPS/30 yards	5-Spot & Vegas/20 yards	60 Meters / 122cm
Pins, M/F	280 FPS/40 yards	5-Spot & Vegas/20 yards	50 Meters / 80cm
Open, M/F	280 FPS/40 yards	5-Spot & Vegas/20 yards	50 Meters / 80cm

19 year old archers may compete in S3DA competitions if they are enrolled in a Secondary Education System (High School)

Arrow Size Maximum by Discipline

	Maximum diameter of arrow shaft (measurement taken around the end of the shaft at the point)	Maximum diameter of field or glue-in points
3D	9.3mm or .366"	9.4mm or .370"
Indoor and Vegas	.422"	.425"
Outdoor Target	9.3mm or .366"	9.4mm or .370"

STANDARD ROUND:

The S3DA Standard Competition Rounds are:

	Local & Regional Level	State	National
3D	20 3D Targets	20-40 3D Targets	40 3D Targets
Indoor	30 Arrow 5-Spot Round	1 OR 2 30 Arrow 5-Spot Round(s)	2 30 Arrow 5-Spot Round
Outdoor Target	36 Arrow Target Round	1 OR 2 36 Arrow Target Round(s) *State elimination rounds are optional	1 (72) Arrow Target Round for Youth & Young Adult 1 OR 2 (36) Arrow Target Round(s) for Jr. Eagle & Eagle classes

Team Scoring:

A **TEAM** will be comprised of a minimum of 5 competitors within a single age division, regardless of shooting class or gender. There is no maximum number of competitors on a team but at least 5 competitors must be present and compete during the competition. The team score will be calculated by adding the top five (5) scores shot by individuals from that team, without consideration of shooting class or gender. Age groups are determined based on how old the competitor is on January 1st of the tournament year. The team must be able to provide verification of age if requested. Coaches and/or Parents are responsible for maintaining correct age information on file and in Sport:80.

Team Membership

Athletes may belong to and compete for any S3DA Team in their home state (a case-by-case waiver is available for extenuating circumstances - contact the National Office). If there are no S3DA teams in an athlete's home state that athlete may join an S3DA team in a neighboring state that shares a contiguous border. **If a team is closer in a neighboring state than the member's home state, the member has the option to shoot within the neighboring state.** An athlete must compete on that team for the entirety of the year's competition season (competition season is defined as the start of regional events within the particular athlete's state and concludes at the last National Championship). An athlete may change teams during the year if:

- A. The team to which they belong ceases to exist
- B. The athlete moves away from their original home/team location
- C. The athlete moves from their home state to another state
- D. The athlete's request to be moved is approved by their State Coordinator or National Director

In no case may the athlete change teams more than once in a tournament year unless approved by the S3DA National Director on a case-by-case basis. Any coach found actively recruiting existing S3DA members from one team to another team will have disciplinary action taken by the National Office, not limited to removal of coaching privileges.

Athletes may "shoot up" in a higher age group division. Once an archer competes in an older age group, they must remain in that age group for the remainder of the tournament year. The archer must continue to compete in that age group even if they change to a different equipment type. Archers may only change divisions or equipment type one time during a competition year. In no case will placement points or shooter of the year points be carried from one age group or equipment type to another.

SHOOTING RULES:

- A. For **3-D**, S3DA™ adheres to a maximum arrow speed and bow poundage in each competitive class as measured by the official on-site chronographs, with a three percent (3%) margin for differences between chronographs, as well as maximum draw poundage limit in each competitive class, with a three percent (3%) margin for differences between bow scales. Refer to the section "CLASSES" of these rules for the maximum speed and bow poundage allowable in each class. Each competitor understands and agrees that they may be required to shoot through the designated on-site chronograph during 3-D tournaments. Any arrow required to be shot through the chronograph or bow poundage checked that exceeds the maximum limits for their class, plus three percent (3%) during or after a 3-D tournament round, Indoor or Outdoor Target round, will result in the disqualification of that rounds score.
- B. Refer to Class Definitions and Rules Section H & I - Arrows of any type may be used, provided they subscribe to the accepted principle and meaning of the word arrow as used in target archery, have not been altered from the manufacturer's original specifications (except cut to size), and that arrows or points do not cause undue damage to the targets. An arrow consists of a shaft with a field or glue-in point, nock, fletching (which may only consist of individual vanes used to stabilize the arrow and which may not be connected to each other by any means above the shaft) and, if desired, cresting.

- C. Cell phones must be silenced and other electronic devices (headphones or earbuds) may not be used while on the shooting line/stake. Voice calls and text messages are prohibited unless approved by the Tournament Director, or by prior arrangement with the Range Official and their shooting group due to a personal situation. A shooter may receive a ten (10) point deduction if their phone is not silenced.
- D. Absolutely no "Sky Drawing" will be tolerated. Sky drawing is defined as drawing in such a manner that if the arrow is released during the draw it would exit the safety area of the range. Competitors will be warned one time when sky drawing is observed by range official. If the competitor continues to "Sky Draw", the competitor will be immediately disqualified and not allowed to continue that event. The competitor will only be allowed to participate in any additional S3DA™ events if he/she can demonstrate to the tournament director that he/she can safely draw the bow without "Sky Drawing."
- E. In the Jr Eagle class, two adults may advance to the target with the group and will keep scores. Archers will make scoring decisions. The adult may provide guidance. In the Eagle Division one adult will keep the official cards and an archer will keep the unofficial cards. Archers will make scoring decisions.
- F. Competing archers should always be in personal control of the score cards. Completed and signed score cards should be turned in by the group, as a group, to the range official or judge. At no time will coaches, parents or spectators be allowed to touch, hold or manipulate score cards. In the Jr Eagle & Eagle divisions, adults will be asked to monitor arrow calling, scoring, and end results. It is the student's responsibility to turn in a completed and correct scorecard.

Competition Committee:

The Competition Committee will consist of 5 members that will be determined by the Tournament Director prior to the commencement of the event. In addition to reviewing infractions and ruling on grievances submitted by shooters, the committee will establish penalties that are not delineated in the S3DA™ Rules, as well as sanctions for conduct violations and repeat rules violators. They will also review general rules interpretations submissions.

- A. Competition Committee will review all grievances and protests, as well as interpret the rules. All protests filed that could affect the results of the competition must be resolved prior to the next round of competition, or prior to the announcement of final results. All shooters agree to be bound by the decisions of the Competition Committee as final.
- B. Any grievance or protest must be filed in writing with the Tournament Director within thirty (30) minutes of completion of a round, along with a \$20.00 protest fee. If the Committee rules in favor of the protest, or the protest/grievance is withdrawn, the fee will be returned. All decisions of the Committee will be final.
- C. A general inquiry for an interpretation of a rule may be submitted in writing to the National Competition Committee. The Committee will review the submission at their earliest convenience, and a written response will be provided. No fee is required for this review.
- D. Unsportsmanlike conduct on the range or tournament venues will not be tolerated.
 - a. Any incident of unsportsmanlike conduct will be reported to a tournament official who will file a report with the National Competition Committee immediately following the completion of the day's competition. The first offense upheld by the National Committee will result in disqualification of the shooter from the event. A second offense will result in a suspension for the remainder of the season with no refund of any entry fees already paid.
 - b. Verbal abuse directed at tournament officials, other shooters, or spectators will result in immediate disqualification of the shooter from the tournament, along with a referral to the National Competition Committee for further action.
 - c. The use of profanity is prohibited, and violators are subject to disqualification.
 - d. Any competitor rightfully suspended from S3DA™ competition at any level will be suspended from S3DA™ competition at all levels. The suspension and background reasons will be communicated to the S3DA™ State and National Coordinators. A competitor may request reinstatement through the National Competition Committee who will review and make a recommendation.

ACKNOWLEDGMENTS, RELEASES, AND WAIVERS:

As a participant in S3DA™ events, all shooters and spectators (hereinafter referred to as Releasor) acknowledge they are VOLUNTARILY participating or attending. Releasor should be aware that an archery tournament creates the risk of serious personal injury or death. By participating, they realize that they may experience loss or damage to personal property. Releasors assume all risk of injury, death, and loss of personal property that may result from their participation in these archery tournaments. By registering to participate and thereby agreeing to abide by the rules herein, Releasor releases and discharges S3DA™, tournament sponsors, host organizations, property owners, and the tournament staff and volunteers (herein collectively referred to as “Releases”) from liabilities or injuries, damages, or other loss sustained by the shooter as a result of negligence or strict liability of the released parties.

- A. **Liability Release:** Releasor, being of lawful age, (or, in the case of a minor, through his/her parent or guardian) in consideration of being permitted to participate in various shooting disciplines and activities, either as a member or guest, do for themselves, their spouse, legal representatives, heirs, assigns and subrogors, hereby release, waive and forever discharge Releasees from any and all liability for any and all losses and damages of any type or kind, and from any and all claims, suits, demands, actions or rights of actions, of whatever kind, either in law or equity, arising from or by reason of death, personal injury known or unknown, or property damage resulting from any incident which may occur during Releasor’s presence at the Facility, and/or participation in any activity, whether caused in whole or in part by the Releasees or any other person or thing at the host while Releasor is present. Releasor, and his/her parent or guardian in the event Releasor is a minor, agree to fully indemnify, defend and hold Releasees harmless for all Releasor’s actions or omissions while at the host. There is no limit to this indemnity. Releasor assumes full responsibility for the risk of bodily injury, death or property damage due to the negligence of the Releasees or any other third party or thing while at the Releasees Facility, and while competing, officiating, working, spectating, or for any purpose at the Releasees Facility. Releasor fully and completely releases the Releasees and any of its related parties or from all liability to Releasor and to anyone or any entity claiming by, through or under Releasor, by subrogation or otherwise, it being Releasor’s intent to fully waive and release all subrogation rights. Releasor agrees that this Release Agreement is intended to be as broad and inclusive as permitted by law and that if any portion hereof is held invalid, the balance hereof will continue in full force and effect. Releasor agrees that this release constitutes the entire agreement between Releasor and Releasees and the terms of this release are contractual and not a mere recital, and the same shall continue in full force and be applicable to any and all activities Releasor attends while at the Releasees facility. Releasor has carefully read this release and understands all its terms. Releasor accepts the same voluntarily and with full knowledge of its content and significance as a condition of competing.
- B. **Participant Agreement:** S3DA™ events are sanctioned sporting events governed by rules. The S3DA™ Tournament Director and Competition Committee shall settle all disputes, and all decisions will be final and without legal appeal. S3DA™ reserves the right to restrict or deny entry into any event by any individual, and/or to designate their competitive class.
- C. **Photo Release:** By registering to participate in an S3DA™ Tournament, shooters acknowledge and agree that photographs or videotape of them may be taken while participating in S3DA™ Tournaments and/or tournament related activities. Shooters further agree that photographs and videotape may be used by the Tournament Director, Sponsors, or the Press without royalties or prior consent to help promote S3DA™ and the sport of archery. This is not a release for specific product endorsements without the shooter’s prior consent.

3-D Archery Event Rules**

The S3DA™ National Tournament will consist of two (2) rounds of twenty (20) individual 3-D targets contested over a one or two-day period as determined by the Tournament Director. Each round will be a “Shotgun” start. At the discretion of the State Coordinator, the State Tournament may consist of one (1) round of twenty (20) individual 3-D targets contested on a one-day period or two (2) rounds of twenty (20) individual 3-D targets contested over a two-day period. At the regional level, the tournaments will consist of one (1) round of twenty (20) individual 3-D targets contested on a one-day period. Each round will either be a “Shotgun” start or a “Casual” start, also as designated by the Tournament Director.

- A. In 3-D competition, the mandatory competitor’s safety meeting will cover information regarding the location of ranges, updates from the Competition Committee on rulings and rules interpretations, and other special information. This meeting will start thirty (30) minutes prior to the start of each round.
- B. Spectators & Guests:
 - a. Spectators are not allowed on the tournament ranges until the range official begins the competition.
 - b. Spectators may assist by carrying items such as stools, umbrellas, ice chests, food, drinks, or other items for the convenience of shooters, but must always remain behind the shooting stakes and lanes and at a sufficient distance that avoids interference with the competitors. (Spectators can carry bows **during 3D** but may not make any adjustments, **including setting the sight for open class shooters**, to an archer’s equipment without the archer announcing an equipment breakdown and following proper breakdown procedures. **This applies to all classes, including Jr. Eagle and Eagle.**)
- C. In the Jr Eagle class, two adults may advance to the target with the group and will keep scores. Archers will make scoring decisions. The adult may provide guidance. In the Eagle Division one adult will keep the official cards and an archer will keep the unofficial cards. Archers will make scoring decisions.
- D. All targets at the National Tournament will be 3-D targets that feature the ASA Pro 12-Ring™ set at no more than the maximum distances as shown in the "CLASSES" section of these rules. S3DA™ strives to adhere to the maximum recommendation, but range conditions may create target positions that may exceed the maximum. All targets will be placed vertical to the horizon and all groups are to ensure that the targets are returned to this position after removing their arrows. No target may be placed with the head of the target quartered toward the shooter (“front-angled”). A target may be placed with the head of the target quartered away from the shooter (“rear-angled”) as long as the angle would not promote damage to the target or create glance-offs. The entire 8, 10, & 12-ring scoring areas will be visible from the stake. Shooters may have a range official remove any limbs or debris that blocks their view of these scoring areas on the target.
- E. Shooters are required to be on their assigned target fifteen (15) minutes before the start of competition to provide range officials sufficient time to ensure that all participants are in groups of no less than three (3) shooters.
- F. Each group will “draw lots” to determine who will shoot first, second, third, etc. The shooters will alternate being the first shooter at each subsequent stake, with their shooting order maintained throughout the round.
- G. Any shooter who does not shoot the first target with their assigned group (except as may be permitted in **Shooting Time Allowed Rule E**) will not be allowed to shoot that round (unless the Tournament Director allows) and will receive a score of zero. The Tournament Director, at their discretion, may allow an archer to compete in that round and make up any missed targets, if the archer has been delayed for a valid reason and event time allows.
- H. It is recommended and desirable that groups have no more than five shooters, however, individual tournament circumstances may require a maximum of six shooters on a stake. Groups must have a minimum of three shooters and if a group of three experiences a breakdown that leaves only two shooters in the group, the range official will be the second scorer and accompany the group as a scorer until the third shooter returns. If a group is down to one shooter the range official will place the shooter with another group.

- I. Prior to shooting, each range will be instructed to proceed under "Free Pull" or under the instruction of the Range Official. In both procedures, each group will signal their completion of the target by standing five (5) steps inside the shooting stake toward the target. They will remain there until: (1) the groups on each side are finished and have also moved forward under "Free Pull"; or (2) the range official announces "pull" or blows 3 whistle blasts and they may then proceed to the target. Any group proceeding to the target too soon will receive a warning for the first offense with the penalty for any subsequent offense being a score of zero for the entire group.
- J. Should a round be cancelled at Nationals, all competitors that post a score for the other completed round will receive 200 points for the cancelled round; no refunds will be made; and all results and awards will be based on the round of twenty (20) targets completed by the class. No competitions may be decided solely on the results of a partially completed round, unless the Tournament Director is proceeding under Shooting Time Allowed.

The following rules will be monitored, judged and adhered to by each group among themselves during each day's competitions.

- K. Except as may be required due to an approved medical exemption, each shooter must straddle, or touch with either foot, the appropriate "shooting stake" for their class. A shooter will receive a warning from the group for failure to straddle or touch the stake on the first offense. The penalty for the second offense is a deduction of five (5) points from target score, and each subsequent offense will receive a score of zero (0). Anyone that deliberately does not attempt to shoot from the designated shooting stake, or that deliberately stands on or bends the shooting stake, shall not only receive a score of zero (0) for that target but will be in violation of Competition Committee Paragraph D "unsportsmanlike conduct" and will be referred to the Competition Committee for action including suspension.
- L. In consideration of time, no shooter may glass the target from the shooting stake after taking their shot. Shooters may glass the target prior to shooting but are reminded of the time restriction for completing their shot as outlined in the section **Shooting Time Allowed B1 & B2**. A shooter will receive a warning from the group for the first offense. The penalty for the second offense is a deduction of five (5) points from target score, and each subsequent offense will receive a score of zero (0).
- M. For safety considerations, and to ensure a timely competition, no archer will go behind a target to look for a lost arrow or for any other reason except to retrieve an arrow that is visible to the group.
Shooters are expected to carry enough arrows to complete the round. A shooter will receive a warning from the group for the first offense. The penalty for the second offense is a deduction of five (5) points, and each subsequent offense will receive a score of zero (0).
- N. A group may not approach the next shooting stake until the group occupying that stake has fully cleared the area. Anyone advancing to the next stake and interfering with the movement of the other group will receive a score of zero (0) for that target. Anyone found examining or touching the equipment of another shooter without permission shall be in violation of Competition Committee Paragraph D "Unsportsmanlike Conduct."
- O. Only one arrow, per shooter, per target will be shot from the stake. Anyone shooting the wrong target, or from the wrong stake, will receive a "0" for the target which should have been shot regardless of the actual stake that the shot was made from. A dropped arrow that falls while being nocked onto the string in preparation for a shot may be picked up and shot with no penalty. If in the process of letting down the arrow drops off the bow it may be picked up and shot with no penalty. However, the shooter is responsible for maintaining control of the arrow at all times and the arrow must not be intentionally or unintentionally released, or in any way propelled by the string, or it will be scored as a zero (0) or where it lies in the target. In addition, releasing an arrow by pointing the bow at the ground in front of the shooter is dangerous and if an arrow is intentionally released at the ground, the shooter shall not only receive a score of zero (0) for that competition, they will also be in violation of **Competition Committee Paragraph D "Unsportsmanlike Conduct"** and will be referred to the Competition Committee for possible further disciplinary action.

- P. Shooters are permitted to receive assistance from only one shooter in their group. Assistance will be limited to holding a cap, or a single standard or golf-style umbrella. **In the Jr. Eagle class only, an adult is allowed to hold an umbrella for the shooter.**
- Q. Binoculars and range finders are allowed and there are no magnification limits.
- R. The projection of a light or reference point, either directly or by reflection, onto a target is prohibited. This prohibition includes lighted nocks which may be used but which must go dark prior to the next shooter assuming the stake. Anyone in violation of this prohibition will receive a score of zero for that round.
- S. Except as may be required due to an approved medical exemption the use of any device or outside agency (including stabilizer bar or prop stick) that allows the mass weight of the bow to be relieved from either arm while shooting is prohibited. Anyone in violation of this rule shall receive a score of zero for each target where the violation occurred.
- T. A single "gang adjustment" is only allowed for fixed pins sights during a tournament round. The adjustment may be made following a shot and prior to proceeding to the next target, under the following procedure: (1) inform the group, and (2) make the adjustment to the whole pin set in front of the group. Individual pins may not be adjusted, and further adjustments must be made under Shooting Time Allowed, Rule "D" for 3-D.
- U. For 3-D, the maximum diameter of arrow shafts will not exceed 9.3mm or .366", with the measurement being taken around the end of the shaft at the point, and the field or glue-in point for these arrows will have a maximum diameter of 9.4 mm or .370". No changes or alterations to the manufacturer's exterior finish and markings are permitted, except for the addition of fletching wraps or that occur during use.

On all competition ranges:

Yardages may be provided via State Coordinator's discretion for Jr Eagle and Eagle and optional for Youth and Young Adults as measured within a one-yard tolerance based on the equipment used. Yardage cards will not be provided at the National 3D Tournaments. Shooters may elect to use range finders but may not exceed the time allowed and are required to share their information if requested by another competitor in their group.

SHOOTING TIME ALLOWED:

- A. Each twenty (20) target round will be shot in three (3) hours and ten (10) minutes. However, it shall be the final determination of the Tournament Director to cancel, postpone, delay tournament activities, and/or determine the appropriate time frame for completion of the round in the case of inclement weather or other extenuating circumstances.
- B. Each group will be responsible for monitoring and adhering to the following pace of shooting:
 1. Upon commencement of the round by a verbal announcement by the range official the first shooter at each target will be allowed one minute to shoot his/her arrow.
 2. Each remaining member of the group will be allocated one (1) minute to shoot.
 3. Each group will be permitted four (4) minutes to score the target, pull arrows and reach the next stake at which point the time allotment procedure repeats.
 4. Any shooter who fails to adhere to their specified time limit will receive a warning from the group or range official for the first offense. The penalty for a subsequent offense is a deduction of five (5) points from target score. Any further offenses will result in the disqualification of the shooter.
- C. After the allotted time, the range official will call time and shooters may complete the target being shot. Further shooting will cease, and scores will be totaled on targets completed and a zero (0) recorded for each incomplete target. The following are the only conditions under which a shooter may leave the range and return to receive credit for the day's competition. The shooter will be allocated additional time to make up targets missed in the presence of two (2) scorers designated by the range official, or by the range official, who will be responsible for scoring and completing the shooter's score card.
- D. Equipment failure need not be visible, but must be reported to a tournament official. If the equipment failure occurs during the act of shooting, the arrow will be scored as shot. The shooter will have up to forty-five (45) minutes from the time the archer notifies the range official of a

breakdown for equipment replacement or repair. Each shooter is limited to one (1) repair or replacement of equipment per tournament. A shooter with a second breakdown will be allowed to repair or replace their equipment but will not be allowed to make up missed targets.

- E. In 3-D, any shooter leaving the range for a personal time-out must first check-in with the range official and must then check back with the official within ten (10) minutes and complete the round. Only one (1) personal time-out per round.

SCORING RULES:

- A. Scorecards will be available at the entrance to each range. Shooters will pick up the official colored scorecard for that day, along with one white "shooter's copy" scorecard which is to be retained by the shooter for their record, at the beginning of each round. The properly completed official colored scorecard must be turned in by the group, as a group, within thirty (30) minutes of completion of competition and prior to leaving the range in order to receive credit for that day's competition.
 - a. All information on the scorecard must be accurate with all information completely and properly filled in. Information blocks that are incorrect or blank may result in a deduction of ten (10) points from the archer's score.
 - b. If the number of 12 Rings™ is left blank, it will be scored as zero.
 - c. No changes may be made to the official score card after the scorekeeper and shooter have signed the scorecard. Any changes made to the scorecard prior to the scorekeeper and shooter signing must be initialed by the scorer and the shooter. If a shooter changes his scorecard after it has been signed by the scorekeeper, the shooter will receive a score of zero (0) for that tournament (and toward Shooter of the Year rankings) and will be brought before the S3DA™ Competition Committee for further action.
- B. Each group will designate two members of their group as "Scorekeepers" who will record all scores for the group, but they may not maintain their own individual "official" colored scorecard. Three individuals will be designated as "Scorers", but no one will be allowed to score their own arrow. In groups of four, the third scorer will be alternated between the scorekeepers for the other scorekeeper's arrow. In groups of three, the scoring will be done by all three. However, in groups of three, if an arrow is in dispute and the two scorers cannot agree, the third archer in the group will be the tiebreaker as long as that archer is not the shooter of the arrow in dispute. In this case only, a Range Official will break the tie.
 - a. Scorers will agree on a score for each arrow and call out the results to be recorded on the respective shooter's scorecards by the Scorekeepers. **(See Scoring Rule "C")**.
 - b. Scorekeepers will maintain the official colored scorecard for each shooter and be responsible for recording each arrow. A scorekeeper may not keep his or her own "official" card.
 - Scorekeepers will record the total score and total number of 12 Rings at the end of the round.
 - c. The completed official colored scorecard must be reviewed and signed as correct by the Scorekeeper and the shooter, as well as initialed on the back of the card. Any shooter turning in an "official" card on which they are both the shooter and scorekeeper will receive a score of zero (0) for that day.
 - d. The Scorekeepers for each shooting group will turn in the official scorecards for the group together except when a shooter is permitted to make-up targets due to an equipment failure or other approved leave. Shooters assume full responsibility for the accuracy of the information and scores on their cards. Any group that does not turn in their scorecards together before leaving the range will be subject to receiving a score of zero (0) for that round.
- C. All arrows must remain in the target, untouched until all arrows are scored. The arrow shaft must be touching a portion of the next highest scoring line to be scored for the higher value. All scoring shall be done with the naked eye without the aid of any special magnification, except for prescription glasses or contacts. The status of any doubtful arrows must be determined before drawing any arrow from the target. The score is based on the status of the arrow while all other arrows remain in the target. Arrows may not be removed until a scoring judgment has been made and no changes may be made to the score after removal of any arrow. Targets may not be moved or dislodged for scoring purposes and shall be returned to their proper upright position upon removal of the arrows. If both Scorers are in agreement, the score will stand. Should the Scorers be unable to reach an agreement, the Scorekeepers (except on a call of their own arrow) will alternate the responsibility of making the final determination before any arrows are removed. Groups will be

responsible for calling their own arrows. S3DA™ Range Officials will not make arrow calls except when a group has only two (2) shooters or during special competitions and shoot- offs.

D. Target “Pass Through” or “Rebound” without striking another arrow: (1) Arrows passing through the front of, but still in, the target will be pushed back and scored; (2) If the group agrees that an arrow passed through the targets insert seam the shooter will be given a score based on the point of pass through, not to exceed eight (8) points; (3) If the group agrees and confirms that the arrow actually passed through the target due to the high number of arrows that had been shot at the target, the range official is to be notified and the shooter will be allowed to take the score where the “pass-through” occurred as determined by the group up to a maximum score of ten (10) points, or (4) If the group agrees that the arrow rebounded out of the target, or deflected off of a plastic leg, without striking another arrow the shooter will be allowed to take the score where the rebound occurred up to a maximum of ten (10) points. Special Note: A score of twelve (12) will not be permitted under sections 2, 3 or 4 of this paragraph. **If an arrow strikes the target in a scoring area and tumbles over the target and is witnessed by the group, that arrow will be treated the same as a rebound. If any outlying situation occurs that’s not clearly covered by the existing rules, the Competition Committee will make an official ruling.**

E. Any arrow embedded (“Robin Hood”) in the nock of another arrow will be scored the same as the arrow it is embedded in.

F. Any arrow rebounded off another arrow (a “Robin Hood” that strikes and damages another arrow and does not proceed toward the target but bounces back) will be scored the same as the arrow it struck, provided the damaged arrow can be identified.

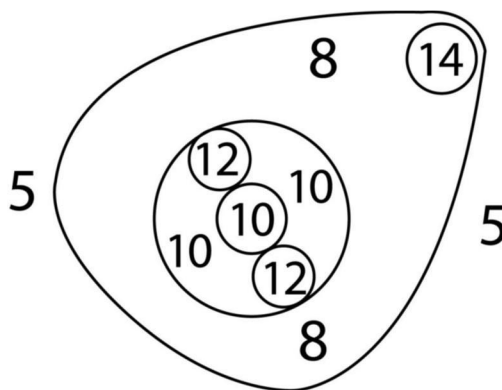
G. Any arrow deflected by contact with another arrow already in the target and still proceeding toward the target will be scored as the greater of: (1) where it lies in the target; or (2) a maximum of five (5) points if it is not in the target.

H. Arrows in the corresponding area of the target will be scored with point values of 5, 8, 10, or 12.

I. Each target has two (2) 12-rings. At each target the lower 12-ring will be in play initially for all shooters. At each individual target a shooter may elect to have the upper 12-ring scored by announcing their intention to shoot for it. Upon announcing their election to shoot the upper 12- ring, the scorekeepers will acknowledge and note this election, and the lower 12-ring will no longer be in play to be scored for that shooter on that individual target only.

J. In classes where a final Shoot Down is not conducted, scoring ties (including first place) will be broken by the number of bonus rings. If a 1st place tie cannot be broken by bonus rings, and if time and weather permit at that tournament, the “Closest-to-the-12” tie-break procedure will be used. Each shooter will shoot one arrow and the arrow that is closest to the center of the lower twelve ring (regardless of actual score) will receive an additional bonus ring added to their final score.

K. If non-Delta scoring rings are used it is the responsibility of the tournament director to clearly define the scoring area.



Shoot Down Procedures:

- A. Should time and weather permit, the Tournament Director may designate classes for a Shoot Down to determine the final order of finish.

- B. Designated classes may have up to five participants, or in case of a tie in score and in bonus rings for the final spot(s), the Tournament Director may either elect to allow additional shooters or use the "Closest-to-the-12" tie-break procedure (see Scoring Rules "J") to determine the fifth position.
 - C. The first-place shooter will start on target one, second place on target two, and so forth.
 - D. The group will have one (1) minute to shoot their respective target. Anyone not shooting within the allotted one (1) minute will be given a zero (0) for that target.
 - E. Shooters will remain at their stake until their arrow is scored before going to the next target.
 - F. Shooters are responsible for having enough arrows to complete the round.
 - G. Should a tie for 1st through 3rd place exist, that cannot be broken by bonus rings, at the end of the initial round, the tournament director will use the "Closest-to-the-12" tie-break procedure (see Scoring Rules "J") to determine the final placements.
- H. **Should weather and lighting conditions permit as determined by the tournament director after the initial five target round, all shooters within ten points of the leader will proceed to a Final Arrow with the lowest score shooting first.**

Indoor Archery Event Rules**

S3DA™ adheres to the universal whistle commands.

S3DA™ Standard Indoor Round

- A. The S3DA™ National, National Virtual and State Tournaments will consist of one (1) or two (2) rounds of (30) arrows contested over a one or two-day period as determined by the Tournament Director. At the regional level, the tournaments will consist of one (1) round of thirty (30) arrows.
- B. In Indoor Target competition, mandatory safety meeting announcements will be made at the shooting line prior to each shooting time. Participants failing to act upon information provided at these meetings may be disqualified from the tournament.
- C. Targets
 - 1. The target shall be an official NFAA 40 cm Single/5-spot target face. The spot shall be two white rings with blue X in center ring. All inscribed scoring rings shall be white. The bullseye shall be 8 cm in diameter with a 4 cm X-ring.
 - 2. A single spot or 5 spot target may be used. (See Paragraph F below for description of target and method of scoring).
- D. Shooting Positions will provide sufficient area to enable two archers to safely shoot simultaneously at one target butt and should be a minimum of 24" on center (but preferably 30" in consideration of our novice archers.)
- E. Shooting Rules
 - 1. For Vegas and Indoor, maximum arrow shaft diameter allowed will be 0.422 inches, with point diameter not to exceed 0.425 inches. The shaft diameter will include any wrap placed on the arrow and will include the size of the nock and the nock insert.
 - 2. An archer shall stand so that he has one foot on either side of the shooting line.
 - 3. The time limit shall be four minutes when shooting five arrows per end.
 - 4. Tie Breaker: Ties for first, second and third place are determined by shoot off immediately after the last shooting line. The shoot-off starts with one practice end, followed by one end where only the X-ring scores five points – and then sudden-death scoring where only inside-out shafts in the X-ring score five until a winner is decided.
 - 5. During a round, no adjustments may be made to the bow and its related equipment in the Pins division unless equipment failure is recognized.
 - 6. In the event of equipment failure, the archer will have fifteen minutes repair time without holding up the tournament. The student must return to the assigned bale and one practice

end will be allowed. The archer shall be allowed to shoot any arrows he or she did not shoot during the fifteen minutes repair time, after the final end.

7. Two ends of practice will be allowed before all S3DA™ Indoor National Tournaments and at least one at the state and regional events.
8. At all S3DA™ indoor events, after 3 ends have been completed, archers shooting a target on the bottom of the bale shall move their target to the top and archers shooting a target on the top of the bale shall move their target to the bottom. There shall be no further practice ends allowed and scoring resumes immediately on the next end.
9. A judge will determine whether or not a target face may be changed.

F. Scoring

1. The scoring is 5, 4, 3, 2, and 1 from the spot out on the large one-spot and 5, 4 on the 5-spot.
2. X-rings shall be counted and used as tie breakers and will be considered part of the official score.
3. Archer shall record X's and numeric values of each arrow in each scoring box before touching or drawing any arrows from the target.

Example:

X	X	X	5	5	25	3
X	X	X	X	5	25	4
X	X	X	X	X	25	5
X	X	X	X	4	24	4

No archer may touch the target face or arrows before all arrows are scored.



4. Scoring is determined by the position of the shaft. In all rounds, an arrow shaft need only touch the scoring line to be counted in the area of next higher value.
5. Witnessed bounce outs or arrows passing completely through the target will be re-shot 6. Hits on the wrong target will be scored as misses.
7. When an arrow is dropped while the archer is in the act of shooting, he/she may shoot another arrow in place of the dropped arrow if any portion of the dropped arrow is within ten feet of the shooting line.
8. If an archer shoots more than the prescribed number of arrows in an end, the excess arrow or arrows of higher value will not be scored. A penalty of one point will be assessed for each arrow shot over the prescribed number of arrows.
9. If an archer shoots less than the prescribed number of arrows in one end, the arrows not shot will be scored as misses.
10. When using the NFAA Indoor Five Spot Target:

- a. An archer may shoot any of the 5 spot targets in any order and shoot as many arrows into any spot as the archer desires, not to exceed the prescribed number of arrows per end.
- b. Scoring shall be five points for the combined four cm. X-ring and 8 cm. white ring and four points for the combined twelve cm. and sixteen cm. blue rings.
11. The target group, which generally consists of four archers, will select a score caller, and two scorekeepers. In the case of a dispute of the arrow value by any archer on the bale, a judge shall determine the arrow value **and the judge's determination is final.**
12. In the Jr Eagle class, two adults may advance to the target with the group and will keep scores. Archers will make scoring decisions. The adult may provide guidance. In the Eagle Division one adult will keep the official cards and an archer will keep the unofficial cards. Archers will make scoring decisions.
13. Coaches, parents and spectators shall remain behind the waiting line or other designated line designed to separate the competing archers from spectators. This line will be clearly marked, and the tournament director will clearly state this rule prior to commencement of competition.
14. No score cards should leave the target.

Outdoor Target Event Rules**

S3DA™ adheres to the universal whistle commands.

Target Faces: Olympic Recurve/Barebow- 122cm target face: Gold (yellow), Red, Blue, Black, and White with ten concentric rings arranged to divide each color (10 through 1). Pins/Open- 80 cm face 6 ring.

Rules:

- A. In Outdoor Target competition, mandatory safety meeting announcements will be made at the shooting line prior to each shooting time. Participants failing to act upon information provided at these meetings may be disqualified from the tournament.
- B. Archers must have all equipment checked and inspected before the qualification round begins and can be subject for inspection any time during the competition.
- C. **Sight lights may be used unless the competition is a combined event in which the host organization does not allow electronics and/or sight lights.**
- D. Archers will have 4 minutes to shoot each 6-arrow end. If the archer does not shoot all 6 arrows in the 4 minutes allotted the arrows not shot will be scored as "zeros".
- E. An arrow shaft need only touch the line to be counted as the higher score value.
- F. Any type of spotting aid may be used provided it does not cause an obstruction or interference to other shooters.
- G. In the event of inclement weather in which the students must leave the shooting facility, one practice end will be permitted upon return.
- H. A whistle system shall be used to control the archers shooting line, rotation, and timing for scoring per end shot: 2 blasts to come to the shooting line, 1 blast to start timing of shooting for score, 3 blasts to go forward to score, and 4 or more for emergency stop of all shooting.
- I. In the event (during the qualification round or official practice) of an equipment failure, or a medical issue, verified by medical personnel, extra time may be given to make the necessary repairs, change the damaged equipment or for medical personnel to determine the problem and decide whether or not the athlete is fit to continue competing unassisted. However, the maximum time or number of ends for make-up arrows to be shot is 15 minutes (following regular order of shooting and timing), or two ends of six arrows outdoors. The athlete shall make up the appropriate number of arrows at the earliest opportunity under the supervision of a Judge. **There is no allowance for make-up arrows during the elimination matches.**

- J. A miss-shot arrow may be re-shot if any part of the arrow is within the 3-meter line.
- K. Coaches, parents and spectators shall remain behind the waiting line or other designated line designed to separate the competing archers from spectators. This line will be clearly marked, and the tournament director will clearly state this rule prior to commencement of competition.
- L. Archers will have a minimum of two archers per bale with a maximum of four. Bales with only two archers will score with an adjacent bale.
- M. There shall be two practice ends before the first scoring end in the competition.
- N. For Outdoor Target, the maximum diameter of arrow shafts will not exceed 9.3mm or .366", with the measurement being taken around the end of the shaft at the point, and the field or glue-in point for these arrows will have a maximum diameter of 9.4 mm or .370". No changes or alterations to the manufacturer's exterior finish and markings are permitted, except for the addition of fletching wraps or that occur during use.

Scoring:

- A. Arrows in the standard 122 cm target face shall be scored as follows: Inner Center Gold-X, Middle Center Gold – 10, Outer Gold- 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; all others shall be scored as an "M" (miss).



- B. Arrows in the 80cm 6-ring target face shall be scored as follows: Inner Center Gold-X, Middle Center Gold-10, Outer Gold-9, Inner Red-8, Outer Red-7, Inner Blue-6, Outer Blue-5; all others shall be scored as an "M" (miss).



- C. An arrow shaft need only touch the scoring line to be counted in the next higher value. Doubtful arrows must be determined for each end before the arrows or target face have been touched, otherwise the lower value must be taken.
- D. X count will be recorded and used as a tie breaker during qualification rounds only.
- E. After scoring all arrows, archers must mark all arrow holes on target face prior to pulling arrows.
- F. An arrow that rebounds from the target butt, will be awarded the lowest unmarked hole on the target face.
- G. An arrow that has passed through the scoring face so that it is not visible from the front shall be pushed back through for scoring. If a complete pass-through goes unnoticed until scoring at the target, it will be given the lowest unmarked hole on the target face.
- H. An arrow embedded in another arrow in the scoring face shall be scored the same as the arrow in which it is embedded.
- I. Hits on the wrong target face shall score as "M" (miss).
- J. An arrow that strikes another arrow and lands in front of the target bale shall be scored the same as the struck arrow.
- K. An arrow that strikes another arrow and the arrow completely passes the target bale as ruled by a judge is scored as a miss.
- L. For each target there should be two score keepers. Scorekeepers should keep a running score and check results after each end to avoid errors. Any archer on a target may request a judge to determine final score of any arrow before any arrows or the target butt are touched.
- M. Archers are individually responsible for seeing that their arrows are called correctly and are properly entered on the scorecards, and that their scorecards are signed and turned in to the proper officials.
- N. In the Jr Eagle class, two adults may advance to the target with the group and will keep scores. Archers will make scoring decisions. The adult may provide guidance. In the Eagle Division one adult will keep the official cards and an archer will keep the unofficial cards. Archers will make scoring decisions.
- O. No score cards should leave the target.

Head-to-Head Elimination Matches:

- A. Head-to-Head Matches are optional for Regional and State Tournaments.

- B. After all archers have completed all qualification rounds, archers are seeded in a bracket based on their qualification score: division, class, and gender. In the Eagle Division the top 4 archers, in the Youth Division the top 8 archers, and in the Young Adult Division the top 16 archers (based on qualification score) compete in head-to-head matches. The elimination bracket size may be reduced by the tournament director if the number of archers in a division does not support the stated bracket numbers.
- C. All archers will shoot 1 practice end of 3 arrows at their distance. All 3 arrow ends will have a 2-minute time limit.
1. Olympic and Barebow classes will shoot using the Set System. Each end will be 3 arrows at their distance. Set points are awarded as follows: 2 points to winner of end or 1 point to each archer if there is a tied end.
 - a. Local & Regional Level, the first archer to reach 3 points will move on. In the event of a tie of 3 points each, there will be a one arrow shoot-off highest score/closest to the X ring to determine who will move on.
 - b. State & National Level, the first archer to reach 6 points will move on. In the event of a tie of 5 points each, there will be a one arrow shoot-off highest score/closest to the X ring to determine who will move on.
 2. All other classes:
 - a. Local & Regional Level will shoot 3 ends of 3 arrows using cumulative scoring. Highest score at the end of 3 ends moves on. In the event of a tie, there will be a one arrow shoot-off highest score/closest to the X ring to determine who will move on.
 - b. State & National Level will shoot 5 ends of 3 arrows using cumulative scoring. Highest score at the end of 5 ends moves on. In the event of a tie, there will be a one arrow shoot-off highest score/closest to the X ring to determine who will move on.
- D. These matches will continue until 1st, 2nd, and 3rd are determined.
- E. In the situation of a tie breaker: each archer shoots one arrow at the target. The arrow closest to the center wins unless the following occurs:
1. If recurve shooters both shoot a 10, archers will shoot another arrow and the winner is determined by which archer is closest to the center after the second arrow.
 2. For compound archers, if both first shots hit X's then another arrow will be shot and measured. Closest to X wins.

*** No changes to this rules document will be made during the 2022-2023 competition season.**

**** Novelty and additional special events may be offered to participants if time permits at regional, state, and national events.**