

# **Indoor 3D Rules and Class Definitions**

## **I. Shoot Times and Entry Fees**

### **A. Shoot Times**

1. Saturday @ 9:00 a.m.
2. Saturday @ 2:00 p.m.
3. Sunday @ 8:00 a.m.
4. You are allowed to shoot multiple shoot times if available, however, your first shoot time is scored for the awards and the entry fees are the same.

### **B. Entry Fees and Awards**

1. Entry Fees
  - a. Adults are \$20
  - b. Youth ages 13 to 16 are \$15
  - c. Cubs ages 12 and under are \$10
2. Prize Packages
  - a. There must be 3 or more archers in a class for that class to be awarded a first place.
  - b. Classes with at least 5 shooters will be awarded two places.
  - c. Classes with 8 or more shooters will be awarded three places.
  - d. Awards will be mailed to the winners after the final day of competition.

## **II. Targets and Scoring Areas**

### **A. Targets**

1. All targets consist of 3-D type targets having center 12 (X) rings surrounded by a 10 ring and a larger 8 ring.
2. Manufacture, model and size of the targets vary.
3. Each class will shoot 35 separate targets.
4. Targets shall be set at unmarked distances with at least the entire 10 ring visible and max. distances as follows taken with the clubs official rangefinder:
  - a. Men's Open, Men's Hunter, Senior Open, and Crossbow: 50 yards
  - b. Ladies Hunter and Youth (13-16): 35 yards
  - c. Traditional and Cubs (12 & under): 25 yards

### **B. Scoring Areas**

1. A 12 ring is the circle centered within the 10 ring and should be approximately 25% of the size of the 10 ring.
2. A 10 ring consists of a circle inside the vital area.
3. The 8 ring is a vital area that roughly approximates the heart, lung, and liver area of the appropriate animal.
4. The remainder of the animal shall be considered the "body" and scored as a 5.
5. An arrow embedded in the hoof or the horn of an animal, not touching the obvious body, is considered a miss and should be scored as a zero.
6. Targets consisting of material surrounding the animal body outline are also not considered body shots and arrows embedded in such surrounding material should be scored as zeros.

### III. Equipment

#### A. Arrow Weight and Arrow Speed

1. Arrows must weigh at least 5 grains per pound of the bow's actual draw weight unless the archer's equipment qualifies for the exception set out in paragraph 2 below. A variance of 2 pounds of draw weight will be allowed for bow scale variation. Equipment qualifying under this paragraph shall have no speed restriction. Each competitor understands and agrees that they may be required to have their bows' poundage checked along with any arrow in the competitor's possession at any time during or after any competitive round. Any violations will result in a zero score for the most recent competitive round.
2. Archer's may shoot arrows less than 5 grains per pound providing their arrow speed does not exceed 280 fps. A variance of 3% will be tolerated for chronograph variations.
3. Arrows of any type may be used provided they subscribe to the accepted principle and meaning of the word arrow as it pertains to target archery, having not been altered from the manufacturer's original specifications (except cut to length), and that these arrows do not cause undue damage to the 3-D targets. An arrow shall consist of a shaft with a field or glue-in point, nock, fletching, any pieces needed to connect these components, and cresting if desired. The maximum diameter of an arrow shaft shall not exceed .422"; the field or glue-in point shall not exceed .425".

#### B. Other

1. Sights that project light or other aiming dots on the target are prohibited in all classes.
2. Any binocular, regardless of power, shall be allowed in any class as long as the binoculars do not double as a rangefinder or have markings, either factory or manmade, to help the shooter judge distances.
3. Any rangefinder is prohibited in all classes.
4. No shooter shall be allowed to use any device to help "brace" the shot such as shooting sticks.

### IV. Shooting Rules

#### A. Shooting Rules

**Most of these rules will be monitored, judged, and adhered to by each group among themselves during each day's competitions.**

1. An archer may only compete in one class for the purpose of winning awards. Any shooter can participate in other classes at available shoot times for fun.
2. Shoot times are all shotgun starts.
3. Shooters are required to be at their assigned target stake prior to the shotgun start. Any shooter not at their assigned stake and ready to start the competition round before the shotgun goes off will score a zero for that target. In addition, any shooter not at any of their assigned target stakes before their group fires its first arrow, will also score a zero (except for "break-downs" and acceptable personal requirements that do not involve leaving the course).
4. Groups will rotate shooting positions at each stake and shooter order will be randomly selected by the group.
5. As a general guide, each shooter is allowed a maximum of 2 minutes to complete his/her shot.
6. In consideration of time, no shooter is allowed to glass the target from the shooting stake after taking the shot. The shooter will receive a warning for the first offense, a deduction of 5 points for the second offense, and a score of zero for every subsequent offense.

7. After setting your sights and drawing your bow, you cannot reset your sights after a let-down. A score of zero will result.
8. Shooters with moveable sights are required to keep their yardage indicator covered before and after setting. The 3 offense penalty will apply.
9. For time considerations, no archer may go behind any target to look for a lost arrow or any other reason except to retrieve an arrow that is visible to the group from in front of the target. The 3 offense penalty will apply.
10. Competitors in "Fixed-Pin" classes may make a one-time gang adjustment to their sight during the competition without calling a "Break-Down". The adjustment may be made vertically, horizontally or both. The adjustment may not be made to any individual pin. The shooter must inform the group of the adjustment and perform the adjustment in front of the group.
11. Exchanging target information with shooters in your group, spectators, or other groups while shooting is strictly prohibited. Coaching is also strictly prohibited. The 3 offense penalty will apply.

## **B. Scoring**

1. Incorrect scores will not be changed due to ineligible writing.
2. All scores must be recorded before any arrow is pulled from the target. Arrows pulled early will result in a zero. Scores may not be changed after an arrow is pulled.
3. If more than one scoring area is visible on a target, the front scoring area will be used unless posted next to the target number stake.
4. The point of an arrow embedded in the target is scored.
5. If an arrow passes through a target with material 360 degrees around the arrow, the arrow is scored where it passed through the target. A range official should be called if the group cannot agree on the point of pass through.
6. Arrows embedded in another arrow will be scored the same as the arrow embedded in the target. Arrows that hit another arrow and bounce back from the target are scored the same as the arrow in the target that was struck. Arrows that hit another arrow and continue toward the target are scored where they lie in the target or 5 points if the arrow is kicked off the target.
7. An arrow accidentally dropped may be picked up and re-shot. Any arrow that is propelled by the string whether controlled or not is scored as a zero. If the shooter is in an obvious "let-down" and the arrow comes off the string once the bow comes back to rest and was not fired by the shooter, it may be picked up and re-shot.

## **C. Equipment Failures and Leaving the Course**

1. Once an archer begins shooting a course, he/she may not leave the course without the permission of a range official. Any archer leaving the range without permission will receive a zero score on any remaining targets.
2. If an equipment failure occurs, and time is needed to fix the problem before continuing, the shooter must verbally call a "Break Down" to the group. Then find a range official and get permission before leaving the course. The range official will instruct the archer how to continue and how much time is allotted for the breakdown.
3. If the equipment failure occurs during the act of shooting, the arrow will be scored as shot.
4. Shooters are allowed 1 "Break-Down". Shooters having more than 1 "Break-Down" can still fix the problem but will score a zero for targets missed after the second breakdown.

## **D. Tie Scores**

1. Tie scores are broken with the most amount of 12's. If two or more archers still have identical scores, the tie will remain unbroken.

## **E. Unsportsmanlike Conduct, Misc.**

1. No alcoholic beverages may be carried or consumed on any shooting course, range, or practice area during shooting hours.
2. Spectators and competitors shall not distract, interfere with, or assist archers while on the shooting course.
3. Any act that is deemed unsportsmanlike conduct by any competitor or range official will not be tolerated and may be grounds for disqualification.

## **V. Shooting Classes**

### **A. Men's Open**

1. Due to crossing shots, a 20" length limit on the front stabilizer will be imposed.
2. Shooters may use any other legal 3D archery equipment.
3. 50 yard max.

### **B. Senior Open**

1. Due to crossing shots, a 20" length limit on the front stabilizer will be imposed.
2. Shooters may use any other legal 3D archery equipment.
3. 50 yard max.
4. Must be at least 50 years of age.

### **C. Men's Hunter**

1. Shooters must have sights with fixed pins and no magnification.
2. Stabilizer lengths must be 12" or less with the exception of a factory front mount string suppressor or stabilizer knuckle. A rear stabilizer or counter balance weight system may be used with a maximum of 2 extensions, but may not exceed 6 inches from the point of attachment on either one.
3. 50 yard max.

### **D. Ladies Hunter**

1. Shooters must have sights with fixed pins and no magnification.
2. Stabilizer lengths must be 12" or less with the exception of a factory front mount string suppressor or stabilizer knuckle. A rear stabilizer or counter balance weight system may be used with a maximum of 2 extensions, but may not exceed 6 inches from the point of attachment on either one.
3. 35 yard max.

### **E. Youth**

1. Shooters must have sights with fixed pins and no magnification.
2. Stabilizer lengths must be 12" or less with the exception of a factory front mount string suppressor or stabilizer knuckle. A rear stabilizer or counter balance weight system may be used with a maximum of 2 extensions, but may not exceed 6 inches from the point of attachment on either one.
3. 35 yard max.
4. Shooters must be 13-16 years of age as of the first day of competition.

### **F. Cubs**

1. Shooters must have sights with fixed pins and no magnification.
2. Stabilizer lengths must be 12" or less with the exception of a factory front mount string suppressor or stabilizer knuckle. A rear stabilizer or counter balance weight system may be used with a maximum of 2 extensions, but may not exceed 6 inches from the point of attachment on either one.

3. 25 yard max.
4. Must be 12 or younger as of the first day of competition.

### **G. Traditional**

1. Shooters may not have sights or stabilizers of any kind.
2. 25 yard max.

### **H. Crossbow**

1. Crossbows must be in sound working condition with a functioning safety.
2. Scopes up to 6x power may be used and may be equipped with lines or mill dots, but no light or image may be projected and there may be no range finding capability.
3. Except as may be required due to an approved medical exemption, crossbows may only be shot in a standing position and the use of any device or outside agency (including wrapping the sling around the arm, hooked butt-plates, palm rests, stabilizer bars or a prop stick) that allows the mass weight of the bow to be relieved from either arm or to steady the bow is prohibited, but the use of the forward elbow against the ribcage or side is permitted.
4. Bolts must be identical in size and weight with a minimum of three (3) vanes.
5. Crossbows may only be cocked and loaded while the shooter is at the stake, and while loaded it must remain pointed down range at all times.
6. 50 yard max.

## **VI. Rule Violations and Protests**

### **A. Rule Violations**

1. Any person in violation of any of the above rules may be disqualified.

### **B. Protests**

1. Any protest about a target, its range, or a scoring discrepancy must first be reported to a range official and then to a committee member if still unsatisfied.
2. A protest about a scoring discrepancy must be made to a range official before pulling arrows and advancing to the next target. Once an arrow is pulled and the score is recorded it is final.
3. If a target is found to be unshootable by any one shooter and the protest is accepted, all archers shooting from the questionable stake will score a 12 on that target.
4. The competition committee will have the final ruling on all protests.