

# STRAIGHT ARROW ARCHERY CLUB

## Club/Paper League/3-D League/3D Shoot Rules 2010

Updated 9 Feb 10

### SAFETY

- Be certain of your target and the area beyond before shooting.
- Before shooting on the range, please walk to a point on the paper course trail where you can see that the course is clear beyond the second target of the course.
- If you are on the range and someone wishes to shoot the paper course please pause your shooting long enough to allow them to clear the second target.
- Ensure everyone has finished shooting before moving down range to pull arrows from the target bags.
- While on the range if you wish to shoot a different yardage from another archer move to a lane which allows you to remain even with the shooter to your left or right to prevent being struck by an inadvertent shot.
- Do not shoot broadheads on the range or on the paper course. They severely damage our target bags which are costly to replace. Broadheads may only be shot in the designated broadhead area of the club. This is the wooded area to the right of the club driveway around the metal tower shooting platform. When available old 3D targets are placed in this area for broadhead shooting.

### SHOOT INFORMATION

- The objective of club shoots is to give participants of all abilities an opportunity to come together to shoot in a fun format that will offer fellowship among individuals with a similar interest, archery.
- Sunday 3D shoots will be held on 28 March, 25 April, 23 May, 27 June, 18 July and 15 Aug. Shoots are open to members and guest. You may begin shooting anytime between 11:00 am and 1:30 pm Members \$10.00, Family Maximum \$20.00, Guest \$15.00, Guest Family Maximum \$30.00.
- League participation is open to SAAC members and their immediate families. Entry fees will be \$15.00 per archer for the 3D league and \$15.00 for paper league. You may enter league shoots at anytime either before or during the league; however, your fee must be paid before participating. Any shoots missed prior to payment may not be made up.
- Eight 3-D League shoots will be held each Tuesday beginning 30 March 2010 and ending 18 May 2010 for scoring purposes you must have a minimum of 2 people per group and you may start shooting anytime between 5 pm and 6 pm.
- Eight Paper League shoots will be held each Tuesday beginning 1 June 2010 and ending 20 July 2010, for scoring purposes you must have a minimum of 2 people per group and you may start shooting anytime between 5 pm and 6 pm.
- If the range officer is unable to attend a shoot, a member of the SAAC Board of Officers will act as alternate range officer and exercise all authorities and fulfill all responsibilities. All decisions made by the range officer or alternate officer are final.

- Shoots will be postponed or canceled for natural causes only. If the range officer declares inclement weather, a make-up shoot for leagues shoots will be held on Thursday of the same week. Sunday 3D shoots will be rescheduled if possible. If a safety hazard or threat from weather arises during a shoot, a call to return to the club area will be signaled by sounding a whistle or horn.

## PRIZES

- Prizes will be drawn for at the end of each league and at 1:30 pm during Sunday 3D shoots. One participation point will be awarded to each league member who attends a weekly shoot. The archer's participation points will determine the number of times his/her name will be placed into the random drawing for league prizes. If your name is drawn you may select the prize of your choice from those available. You must be present to win and only one prize per person will be awarded.
- “Average Score per Target Award” A prize will be awarded at the last club shoot of the season to the club member with the highest per target average for the season. To be eligible for this prize, members must have participated in a minimum of four Paper League Shoots, four 3D league shoots, and three 3D Sunday shoots. Scores shot during leagues and Sunday 3-D shoots will be used in determining the season “Average Score per Target Award” winner. The final average will be determined using top four scores from each league and top three scores from the Sunday 3D shoots. In the unlikely event of a tie, the prize will be divided equally among the individuals with the highest average.
- “Participation Award” In appreciation for participation and support of the club, a “Participation Award”, which will be for members of SAAC will be drawn for at the last Sunday 3D shoot of the year. One ticket will be placed in the drawing for each time you are a paid participant in a shoot. Based on the 2010 schedule it is possible to have 22 tickets in the drawing.

## GENERAL SHOOTING / SCORING RULES

- Order of shooting will be determined by mutual agreement of the archers to provide each archer an opportunity to shoot in the various positions of the shooting order. Any arrow shot from other than a pre-designated position in the designated shooting order shall be considered “lost” and will not be scored.
- Off ground skids or glances into or off the target shall not be counted.
- Witnessed bounce outs, believed to have hit the target in the scoring area will be re-shot.
- Arrows passing through the face, but still in the target, may be pushed back and scored as hits in the target area through which they went. In instances where arrows are found to have obviously passed through in such a manner they cannot be properly scored and their location and the condition of the target convince the target scorers that the arrow did pass through a scoring area may be reshot.
- A dropped arrow which has fallen while being transferred from the quiver to be nocked on the string, or in preparation for the shot, or which falls from the string during a controlled letdown may be re-shot. An archer must declare a controlled letdown by verbally announcing their intention in a manner permitting the other archers in the group to clearly recognize the shooters intention. Arrows released before announcing a controlled letdown will not be re-shot.
- Binoculars will be allowed for use by shooters.
- During 3D shoots on Sunday, archers must be in contact with the stake while taking a shot at the target.
- Since league shoots are known distances, range finders may be used.
- No handicaps will be used to determine your score.

- Each archer will sign their scorecard certifying the accuracy of the score.

### PAPER LEAGUE SPECIFIC RULES

- There will be fourteen known distance paper targets.
- Only one arrow per archer will be shot at each target.
- Archers must stand behind or straddle an imaginary shooting line, which is marked by a distance stake which is green on the bottom half and white on the top half. The yardage from the stake to the target will be written in black permanent marker on the top half of the stake.
- Archers may elect to score and remove their arrows prior to the next participant's shot on known distance targets of 15 yards or less.
- Arrows will remain in the target face until all are scored. An arrow shaft must be touching the line to be counted for the next higher score.
- The status of doubtful arrows shall be determined before removing any arrows from the target, and such arrows may not be touched until after being scored.  
Scores will be as follows:  
12 ring = 12 points; Next larger ring = 10 points; Next larger ring = 8 points; Hit on animal = 5 points  
Miss = X zero points

### 3- D LEAGUE SPECIFIC RULES

- There will be a total of ten known distance targets for 3-D.
- Only one arrow per archer will be shot at each target.
- Archers must maintain contact with some portion of the distance stake while shooting at each 3-D target.
- Archers may elect to score and remove their arrows prior to the next participant's shot on known distance targets of 15 yards or less.
- Arrows will remain in the target until scored. An arrow shaft must be touching the line to be counted for the next higher score.
- The status of doubtful arrows shall be determined before removing any arrows from the target, and such arrows may not be touched until after being scored.  
Scores will be as follows:  
12 ring = 12 points; Next larger ring = 10 points; Next larger ring = 8 points; Hit on animal = 5 points  
Miss = X zero points

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