

# The Wilds Sportsman's Retreat 3D Archery Rules and Regulations

## GENERAL RULES:

1. The shoot will consist of one (1) round of twenty (20) individual 3-D targets. Each round will be a "Shotgun" start.
2. Prior to the start of competition, all shooters will be expected to attend a "**Competitor Safety Meeting**" which should be considered mandatory. The meeting will cover information regarding the location of targets and other special information. This meeting will be notated on the weekend schedule.
3. Due to safety considerations it is recommended that all shooters wear shoes that fully cover the entire foot. Bare feet or flip-flops are not allowed while competing on the ranges.

## SHOOTING RULES:

1. All targets will be 3-D targets manufactured by McKenzie Targets that feature the ASA **Pro 12-Ring™** set at maximum distance of 30 yards.
2. Shooters must use arrows equipped with a "field point" or "target point." No broadheads are allowed.

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

1. After you set your sights and draw your bow, you cannot reset your sights after a letdown.
2. For safety considerations, and to insure 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.
3. Binoculars are allowed and there are no magnification limits, however any use of any type of rangefinder is prohibited.
4. All distances will be judged by the naked eye. No equipment, including but not limited to sights, binoculars, or spotting scopes will be used in a manner inconsistent with this prohibition. Using any part of the shooter's body is prohibited, which includes "gapping techniques" that may also use equipment, or the "stepping off" of the distance to, or from, any target.

## SCORING RULES:

Scorecards will be available at the entrance to the range.

1. All information on the scorecard must be accurate with all information completely and properly filled in. Information blocks that are incorrect or incomplete will result in a deduction of ten points from their score.
2. If the number of 12 Rings™ is left blank it will be scored as zero.

3. No changes may be made to the official score card after the scorekeeper and shooter have signed the scorecard. Any changes 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 for that tournament (and toward Shooter of the Year rankings) and will be brought before the ASA Competition Committee for further action.
4. All arrows must remain in the target 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 with the exception of 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.
5. 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 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.
6. Any arrow embedded ("Robin Hood") in the nock of another arrow will be scored the same as the arrow it is embedded in.
7. 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.
8. 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.
9. Arrows in the corresponding area of the target will be scored with point values of 5, 8, 10, or 12.
10. Each target has three (3) 12 rings. For The Wilds tournament the center 12 ring will be scored 12 points.