

Michigan 4-H Shooting Sports State Tournament

3-D Archery Event Rules

PLEASE BE SURE TO REVIEW "GENERAL TOURNAMENT RULES" AND "GENERAL ARCHERY RULES" FOR ADDITIONAL REGULATIONS.

Number of Individual Entrants Per County: Each county is eligible to enter a maximum of 16 contestants.

Number of Team Entrants Per County: Each county may enter four teams (made up of 4 contestants).

Teams may be composed of shooters of any age from the same division. In addition, teams *may be* comprised of shooters from different divisions, but the team will be entered into a division based on the following 3-D Archery divisional hierarchy:

1. Freestyle division is the highest in the hierarchy, then;
2. Bowhunter division, then;
3. Sighted division, then;
4. Barebow division.

Any team member competing in an individual division event that is highest in the hierarchy will determine the *team's* division for the TEAM scoring.

For example: A four-member team is made up of 3 contestants competing in an unsighted, individual event and 1 contestant is competing as an individual in an open division event. Even though there's only one open shooter on that team, any member competing as an individual in the division highest in the hierarchy determines his/her team's division. In this example, this four-member team must compete as an OPEN division team.

Age Division Determination: Age on January 1st year of the tournament

Event Divisions

Barebow Divisions

Compound, Long, or Recurve bows WITHOUT sights or bowmarks and fingers only. Tape will be placed on the riser/handle by the state tournament check-in staff to prevent bowmarks from being used.

| | |
|--------------|------------|
| Beg. Barebow | Ages 9-11 |
| Jr. Barebow | Ages 12-14 |
| Sr. Barebow | Ages 15-19 |

Sighted Divisions

Compound, Long, Recurve or Olympic recurve bows WITH sights or bowmarks and shooting with fingers.

| | |
|--------------|------------|
| Beg. Sighted | Ages 9-11 |
| Jr. Sighted | Ages 12-14 |
| Sr. Sighted | Ages 15-19 |

Bowhunter Divisions

Compound bow WITH a fixed sight (single or multi pins) which CAN NOT be adjusted once scoring begins and shooting with a mechanical release aid.

| | |
|----------------|------------|
| Beg. Bowhunter | Ages 9-11 |
| Jr. Bowhunter | Ages 12-14 |
| Sr. Bowhunter | Ages 15-19 |

Freestyle Divisions

Compound bow WITH adjustable sights and shooting with a mechanical release aid.

| | |
|----------------|------------|
| Beg. Freestyle | Ages 9-11 |
| Jr. Freestyle | Ages 12-14 |
| Sr. Freestyle | Ages 15-19 |

See the "General" Archery Rules:

1. Mandatory equipment
 - a. Arm Guards **MUST** be worn on the "bow" arm
 - b. Hip Quivers are to be worn and used to store, transport and hold arrows. (Bow or limb mounted quivers that are normally used during hunting season are permitted to be left on the bow. But are **NOT** to be used to hold arrows during the tournament)
2. Permitted equipment
 - a. See **Stabilizer Rules and Accessories** concerning release aids.
 - b. Commercially produced 3-D Target Reference Cards are allowed; homemade cards are **PROHIBITED** (See examples)
3. Sighted or Freestyle division, there are NO stabilizer length limits or number of stabilizers (ex. One Front bar and a single Back bar or V bars)
4. PROHIBITED Equipment
 - a. Range Finders are **NOT** allowed in any division
 - b. Spotting Scopes and Telescopes are **NOT** allowed in any division

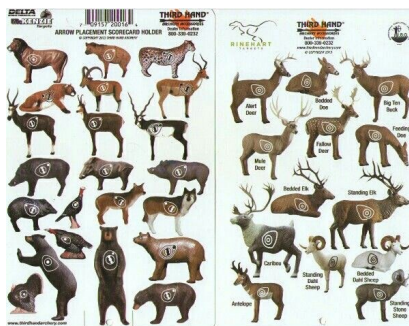
EXCEPTION: Binoculars are Allowed for this 3-D tournament. They must be of the handheld variety AND must not contain any recital markings or illumination or electronics built in that would aid in judging distance. Binoculars **MUST** be inspected during equipment check in.

Bows and arrows shall remain cased until permission is given by the Range Officer(s). NO cell phones are allowed on the 3-D course except for Range Officer(s) and scorers. Participants failing to obey this rule will be disqualified.

Course of Fire

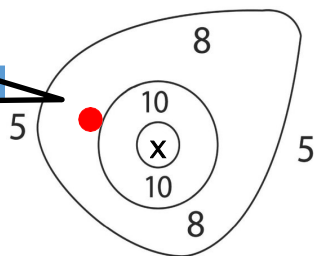
1. Participants will travel along a 30 station 3-D course at the tournament site in a relay for four archers (no more than two from the same county). An adult designated by the tournament staff will accompany the relay and will call and score arrows at each target. **ABSOLUTELY NO SPECTATORS WILL BE ALLOWED ON THE 3-D COURSE.**
2. Participants will shoot at near full-size silhouette animal targets at various **UNKNOWN** distances of no more than 15 yards for Beginners; no more than 20 yards for Juniors; and no more than 25 yards for Seniors. Each archer will shoot one arrow at each of the 30 targets. Once you step up to the shooting stake, you will have 30 seconds to shoot your arrow while touching the stake with any part of your body. Stakes are NOT to be moved or pushed over, doing so will result in NO SCORE for that target.
3. Binoculars may be used at the stake to see the scoring rings on the 3-D target **PRIOR** to shooting. For the sake of time and consideration for your shooting group, there will be NO glassing the target after taking your shot. The ability to "judge distances" is an essential skill for this UNKNOWN distance 3-D tournament; **therefore, range finders or any other such equipment that would aid in judging distances is PROHIBITED.** The use of binoculars is to aide in arrow placement on the target before nocking and shooting your arrow. For the archer's safety, **binoculars are NOT to be worn around the neck of the archer.** When not being used, they **MUST** be stowed in a case, pouch, or other manner that keeps the binoculars and neck strap out of the path of the bow string during the shot process. (Ex. A case work on the archer's belt)
4. Bows **MUST ONLY** be drawn in the down range potion and **SHALL NEVER** be elevated above the level of the target (NO SKY DRAWING). Once at a shooting position, each participant may adjust their bow accordingly.
5. Scoring will be based on the 10-point and 8-point scoring rings in the vital area (lung, liver, double-lung). Any arrow in the inner scoring ring (including the smaller center ring) counts as 10 points, any arrow in the larger scoring ring in the vital area counts as 8 points, any arrow anywhere else on the target counts as 5 points. Arrows completely missing the target will be scored as 0 points. If any arrow is clearly touching a vital area scoring ring, it will be scored at the higher value (see examples).
6. Scorekeepers will make the final calls on arrow scoring and mark scorecards in ink. All participants in a relay group must agree with the final score and sign the scorecard. Unsigned scorecards will NOT be accepted. Once the scorecards are signed, **ALL SCORES ARE FINAL!**
7. Arrows may be retrieved only after the group has finished shooting and the target has been scored. Archers will have a maximum of 5 minutes to look for and retrieve lost arrows. The adult accompanying the group will remain at the target until all the arrow have been retrieved and ALL archers are clear of the target area. The next group to shoot the target will stand clear of the shooting stakes until the target and shooting lane is clear and the group ahead of them has moved on.
8. Exceptions to the above rules may be made at the discretion of the Range Officer(s) for such reasons as equipment breakdowns, or variations in conditions of the 3-D course at the tournament site due to weather conditions or other circumstances.

EXAMPLES OF 3-D TARGET REFERENCE CARDS

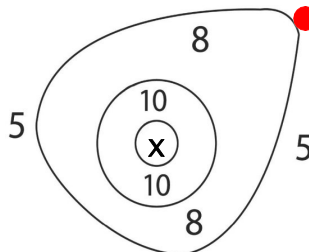


EXAMPLES OF TARGET SCORING

Example 1: The arrow is touching the 10 ring and is scored as 10 pts.



Example 2: The arrow is touching the 8 ring and is scored as 8 pts.



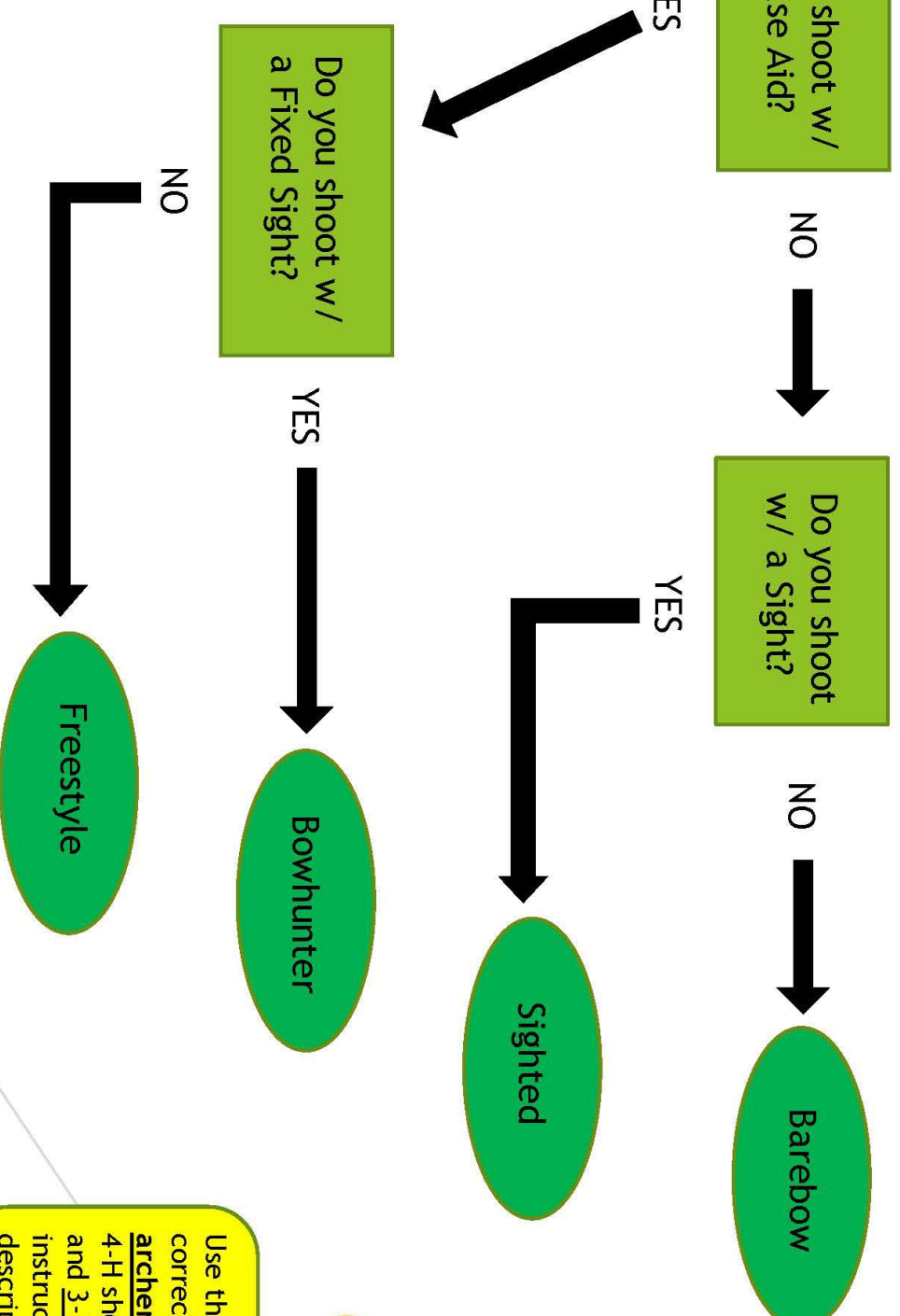
Arrows that have the shaft touching the line of two rings will score the higher point ring—please refer to the IBO Rules for specific examples

Example 3: The arrow is outside the vital ring and is scored as 5 pts.



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What 3-D Division do you shoot?



Use this Flow Chart for selecting the correct shooting division for 3-D archery ONLY. Also see the Michigan 4-H shooting sports General Archery and 3-D Rules or your 4-H Archery instructor for further division descriptions or clarifications.