

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. CONTACT YOUR COUNTY 4-H OFFICE IF YOU DO NOT HAVE A COPY OF THIS INFORMATION.

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, 4-member teams.

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 teams will be entered based upon the following archery divisional hierarchy;

1. Open division is the highest in the hierarchy, then;
2. Sighted division, then;
3. Unsighted division.

Any team member competing in an *individual* division event that is highest in the hierarchy will determine his/her team's division.

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 4 member team must compete as an OPEN division team.

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

Event Divisions

Unsighted Divisions

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

Beg. Unsighted Bow Ages 9-11
Jr. Unsighted Bow Ages 12-14
Sr. Unsighted Bow Ages 15-19

Sighted Divisions

Compound, Long, or Recurve bows with any type of fixed sights (sights, bowmarks).

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

Open Divisions

Compound bows with release aids.

Beg. Open Ages 9-11
Junior Open Ages 12-14
Senior Open Ages 15-19

Automatic, hydraulic or resistance activated releases are prohibited from this tournament. These include but are not limited to back tension releases and other releases that incorporate a safety that resembles a trigger but does not function as a trigger to manually release the string.

ANY COMPETITOR USING SUCH A DEVICE WILL BE DISQUALIFIED AND REMOVED FROM THE COMPETITION IMMEDIATELY.

Examples of resistance types of releases include but are not limited to, the Carter Attraction, Revolution, Evolution, Squeeze Me or Back Strap.

Per the general archery rules, sights and the bows they are mounted on may not incorporate any magnifying sights, lenses, prisms, laser, ranging or electronic device. Magnifying field glasses, binoculars and range finders are prohibited from this event.

Bows and arrows shall not be uncased at anytime before receiving permission from the range officer. No cell phones allowed on 3D range except Range Officers and Scorers. Participants failing to obey this rule will be disqualified.

Course of Fire

1. Participants will travel along a 30-station walk-through range at the tournament site in a group of four shooters (no more than two from one county). An **adult designated by the tournament staff will** accompany the group, and will be stationed at each target to call arrows and score. **ABSOLUTELY NO SPECTATORS WILL BE ALLOWED ON THE 3-D COURSE.**
2. Participants will shoot at near full-size silhouette animal targets at various unmarked distances of no more than 15 yds. (Beginner), 20 yds. (Junior), or 25 yds. (Senior). Each shooter will have 30 seconds to shoot one arrow at each target while touching the marker stake with any part of his/her body.
3. Bows must be drawn only in the down range position and should never be elevated above the level of the target. Once at a shooting position, each participant may adjust his/her bow accordingly.
4. Scoring will be based on 10-point and 8-point scoring rings in the vital area (lung, liver, double-lung). Arrows outside the scoring ring will receive 5 points. Arrows completely missing the target will be scored as a "0".
5. Scorekeepers will make the final calls on arrow placement and mark scorecards in ink. Participants must agree with the final score and sign the scorecard. Unsigned scorecards will not be accepted. Once the scorecard is signed, **ALL SCORES ARE FINAL.**
6. Arrows may be retrieved only after the group has finished shooting. Shooters will have a maximum of 5 minutes to look for and retrieve any lost arrows. The adult accompanying the group shall remain at the target to prevent another group from firing before all participants have retrieved their arrows and are behind the firing line.
7. Exceptions to the above may be made at the discretion of the range officer for such incidents as equipment breakdowns, or variations in conditions of the walk-through course at the tournament site. Major breakdowns will end participation in this event, just as major breakdowns end hunting!

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