

ARCHERY RULES

Missouri 4-H Shooting Sports Program

There are 4 possible days of state archery competition. PLEASE read these rules and guidelines carefully.

It is the responsibility of the certified archery leader and county coordinator to provide guidance to his/hers students and help assure that each participant is correctly entered and registered in the shooting style and age division appropriate for each individual. It is the Leader's absolute responsibility to make sure the participant is proficient in their shooting style and familiar with range layout, rules, and procedures of the state archery contest. The state contest is not the appropriate place for the 4-Her's first exposure to competition, rules and procedures. Equipment will be checked and must be approved before shooting (this may be done at anytime).

- For SAFETY and consideration to others, ALL PARTICIPANTS WILL ABIDE BY ACCEPTED SAFETY RULES AND ALL SPECIFIC RANGE AND EVENT RULES OR THEY WILL BE DISQUALIFIED. Enforcement of these rules is the responsibility of the Range Officer and Range Master.
- Archery competition will be pre-scheduled. Check the registration form and the return confirmation letter closely for details.

All archery events will be held at Prairie Grove Shotgun Club, near Columbia. See page 1 of General Rules for dates.

For All Archery Events

1. Equipment: BOWS and Accessories – (for all archery events) All types of bows (except foot-bows and crossbows) are permitted, i.e., long bows, recurve, takedown, stick bows, and compound bows.
 - a. Maximum peak draw weight - 60 pounds.
 - b. String peeps and optical sights are permitted (except for traditional recurve). Sights that project an image onto the target are not allowed.
 - c. Stabilizers – any length, no restrictions.
 - d. A mechanical release must be used in Compound Release event; for all other shooting events the use of a finger tab or Approved archery shooting glove is required. A chew strap may be used in place of fingers when applicable.
 - e. **All bows are to be in a case of some sort at check-in and prior to being called to the line. Recurve bows are to be brought unstrung and will be strung when on the line.**
2. Equipment: ARROWS – (for all archery events)
 - a. All arrows shall be equipped with target or field points. **NO HUNTINGPOINTS.**
 - b. Point must be the same size as the shaft or only slightly over size. External inserts are allowed. If unsure whether your arrows meet the requirement, please check with meet officials prior to the event.
 - c. Shafts - aluminum, fiberglass, graphite, carbon, and other manufactured and commercially available shafts are allowed.
 - d. A minimum of 2 extra matching arrows (same length, weight, shaft & fletching color) is recommended. This would be 7 for the 300 and 8 for the 600 round. More is better! Arrows can be damaged or lost.
- 3 Accessories: A quiver is required and must be used by each archer. Arrows will not be permitted to lie on the ground. Hip mounted quivers are preferred, bow mounted or ground (arrow tube) quivers are permissible. **In the Compound/Release class a release is required; all others shooters must use a finger tab or archery shooting glove.**
4. NFAA and American 600 Targets used in these events can be found at <http://www.mapleleafpress.com>
5. All equipment will be inspected and approved by Range Officers prior to shooting. Draw weights may be checked at any time prior or during the competition.
6. Shooters will straddle the firing line for the American 600 & NFAA 300 events.

7. **County teams** are to be selected from the top three scores within each competitive category and age division. Counties with fewer than 4 contestants will not be eligible for team awards. Shooters may not advance to next age group to fill a team. (Example: Intermediates may not advance to fill a Senior team). Any participant is eligible for the individual awards.
8. Equipment Failure: All shooters will start and finish each end during the scoring period allowed except in the case of equipment failure. A shooter whose equipment has failed must notify a range officer immediately and will be allotted 15 minutes for repair. The archer will be allowed to shoot any arrows not completed - after the final end. One practice end (5 arrows) will be allowed after the repair is completed and before scoring continues. If equipment is not repaired within allotted time, the shooter must take score before the equipment failure. NOTE: Lost or broken arrows will not be considered equipment failure; bring adequate number of arrows.
9. Scoring
 - a. Scoring will be done at the completion of each end while the arrows are in the targets. Practice ends will not be scored. Scoring will be done by appointed scoring officials...unless otherwise noted herein or announced on the day of the competition. SR division shooters may be asked to score/record other SR shooters – so should be knowledgeable about the score card and scoring procedure.
 - b. The archer should check and verify that the scorer has recorded each arrow's score correctly. If the archer and the scorer cannot agree on the score, an appeal should be made.
 - c. All scores may be appealed to Range Officer. Appeals should be made immediately by the archer. Once an arrow is pulled, there can be no challenges.
 - d. NO ARROWS OR TARGETS MAY BE TOUCHED UNTIL SCORED. Any arrow or target touched before scored will be scored as a zero.
 - e. Scoring is determined by the position of the shaft in relationship to the scoring rings. The shaft must touch the scoring ring of the higher score in order to score the higher value.
 - f. Tie scores will be broken by the number of "Xs". An "X" is scored when the shaft touches the inner most circle of the target, the "X" ring.
 - g. Witnessed bounce-outs or arrows that pass completely through the target will be re-shot. A dropped arrow may be replaced by a spare arrow, if the dropped arrow is within 10 feet of the shooting line. Under no condition is an archer to step in front of the shooting line to retrieve an arrow.
10. No harassment of an archer, by anyone, will be tolerated. If done by another archer, they will be disqualified and may be ejected from the archery range. If done by a spectator, the spectator will be ejected.
11. Score keepers are not allowed to give out scores. Please don't ask nor interfere with their work. The line scores and standing will be posted as soon as they become available.
12. Any rules not covered in these rules will be determined by the NFAA rule book OR F.I.T.A. rulebook as appropriate.

No awards will be presented the day of competition. All awards will be sent to the county extension office.

NFAA 300 Rules – (August event)

1. Target: 40cm Indoor target- Single bull or 5-spot. We use the Dual 40cm target. (This is the “old” event that we have always shot)
2. Equipment Classes (4):
 - a. Traditional recurve/longbow, bare bow with no sights or accessories;
 - b. Freestyle recurve/longbow, with sights and accessories
 - c. Compound, Release - release aids, sights and accessories permitted; and
 - d. Compound Fingers (no mechanical releases) sights and accessories permitted,

Must meet general archery equipment restrictions listed above.

3. Course of Fire/Age divisions (Age is as of December 31st of the 4-H year)
 - a. Junior (age 8-10) will shoot 60 arrows at 10 yards.
 - b. Intermediate (age 11-13) will shoot 60 arrows at 15 yards.
 - c. Senior (age 14-18) will shoot 60 arrows at 20 yards.

Each participant will shoot 14 ends of 5 arrows each: 2 ends for practice (10 arrows) and 12 ends for score (60 arrows) per line. Maximum score is 300 points.

4. Time Limits: A maximum of 4 minutes per end of 5 arrows is allowed.
5. Scoring: (single bull, 5 ring)
 - a. The scoring point value is 5, 4, 3, 2, 1 from the spot out.
 - b. X-rings shall be counted and used as tie breakers and will be considered part of the official score.
 - c. Archer shall record X's and numeric values of each arrow in each scoring box before touching or drawing any arrows from the target. No archer may touch the target face before all arrows are scored.
 - d. Witnessed bounce outs or arrows passing completely through the target will be reshot.
 - e. Hits on the wrong target will be scored as misses.
 - f. If an archer shoots more than the prescribed number of arrows in an end, the excess arrow or arrows of higher value will not be scored. A penalty of one point will be assessed for each arrow shot over the prescribed number of arrows.
 - g. If an archer shoots less than the prescribed number of arrows in one end he/she may shoot his/her remaining arrows if the omission is discovered before the end is officially completed; otherwise they shall be scored as misses.

Scoring (Five spot target)

- h. An archer may shoot the 5 spot target in any order and shoot as many arrows into any spot as the archer desires, not to exceed the prescribed number of arrows per end.
 - i. Scoring shall be 5 points for the combined four cm. X-ring and 8 cm. white ring; and 4 points for the combined twelve cm. and sixteen cm. blue rings.
6. Entry restriction: 1 archery event per day. If you wish to shoot 2 “300” events (different equipment), you will be scheduled on 2 different days. If a 4-H member enters the State Trap Shoot (Saturday) – then he/she will have to schedule this event for Sunday.

No awards will be presented the day of competition. All awards will be sent to the county extension office.

Modified American 600 Rules – (September event)

1. Target: 5-color, 122cm FITA- style target face with ten equal and concentric scoring rings.
2. Equipment Classes (3)
 - a. Recurve –bare bow recurve or long bow, no accessories
 - b. Recurve – with accessories
 - c. Compound – with or without use of release aid

Must meet general archery equipment restrictions listed below.
3. Age Divisions: (3)
 - a. Junior
 - b. Intermediate
 - c. Senior
4. Course of Fire: 60 arrows for score, beginning with the furthest distance
Junior:
 - a. 30 yards – 3 ends of 6 arrows (18)
 - b. 20 yards – 3 ends of 6 arrows (18)
 - c. 10 yards – 8 ends of 3 arrows (24)

Intermediate:

 - a. 50 yards – 3 ends of 6 arrows (18)
 - b. 40 yards - 3 ends of 6 arrows (18)
 - c. 30 yards – 8 ends of 3 arrows (24)

Senior division:

 - a. 60 yards – 3 ends of 6 arrows (18)
 - b. 50 yards – 3 ends of 6 arrows (18)
 - c. 40 yards – 8 ends of 3 arrows (24)
5. Time limits: Two (2) minutes for each round of 3 arrows & four (4) minutes for each round of 6 arrows. This event takes approximately 3 hours to complete.
6. Scoring: 600 points possible
 - a. From the center of the target (inner gold-color area) outward, the scoring areas are 10, 9, 8, 7, 6, 5, 4, 3, 2, 1.
 - b. The lines between scoring areas are part of the higher value scoring area. A shaft touching a scoring line receives the high point value. Shots outside the scoring areas are misses and receive no score.
 - c. Ties broken by the number of Xs; if still tied then by the number of 10s, then 9s, etc.
7. Procedures:
 - Multiple shooters(3-4) will be shooting at the same target butt at the same time, therefore
 - Each arrow must be identified somehow with the shooter (name with sharpie on fletching or shaft)
 - Seniors will score this event (opponent) so bring a pencil
8. Entry Restriction: May enter only 1 archery class on this day.
9. The modified American 600 round is an adaptation of the NFAA 900. The NGB is the National Field Archery Association:
<http://www.nfaa-archery.org/depot/documents/170-2005404-Archery%20Range%20Guidelines.pdf>

3-D Archery Rules – (September event)

Participants cannot enter both 3D archery and Sporting Clays as those events will be taking place simultaneously in 2 different locations.

1. Course of Fire: 3-D targets will be placed in natural cover and at unmarked distances from designated shooting stakes. One or more stakes may be placed for various classes and age groups of shooters at the option of the shoot management. Only one arrow will be shot from each shooting station/stake by the archer.
2. Age divisions/Course of fire
 - a. Junior - 30 targets at unknown ranges.
 - Compound from 5-30 yards
 - Recurve at 5-20 yards
 - b. Intermediate- 30 targets/unknown ranges.
 - Compound from 5 – 40 yards
 - Recurve from 5 – 30 yards
 - c. Senior - 30 targets/unknown ranges.
 - Compound from 5 to 50 yards
 - Recurve from 5 to 40 yards.
3. Equipment Classes
 - a. Recurve
 - b. Compound
4. Optics - Binoculars are permitted but **no range finders** will be allowed on the 3D course. This applies to everyone: parents, coaches and spectators as well as theshooters.
5. Scoring
 - +11 pts. if target has a 11 ring,
 - +10 pts. 10 ring
 - +8 pts. 8 ring
 - +5 pts. Any other body shot
 - 0 Misses, bounce outs, or pass through
 - 0 any part of the target outside the "hair line" (hoofs, horns, stumps or rocks molded into target)
 - Ties will be broken by the highest number of 11s, then number of 10s, 8s, etc.
6. Procedures
 - a. Participants will move through the course expeditiously and avoid delays. Each shooter has a maximum of 2 minutes to take the shot.
 - b. Lost arrow search is limited to 2 minutes. Spectators may help search for lost arrows – after scoring is completed.
 - c. In consideration of time, no shooter may glass the target from the shooting stake after taking his or her shot. Participants may glass the target prior to shooting, but are reminded of the time restriction for their shot.
 - d. Shooters will be assigned to squads. Squads will be formed by age and class when possible.
 - e. Scoring will be done by the shooters but all members in squad must agree before arrows are removed from target.
 - f. All other Missouri State 4-H state archery rules will apply for equipment and safety.
 - g. Some body part must touch the stake when shooting
 - h. National governing body rules will be followed unless otherwise noted in these 4-H rules.
NGB: International Bowhunting Organization (IBO)
<http://www.ibo.net/pdf/2015/2015%20Trad%20Rules.pdf>

The NFAA 300 Archery Score Card

4-H archers, archery instructors, parents and other volunteers should understand and be prepared to complete the archery score card at the state shoot. Senior division may be asked to score for a fellow competitor. The sample score card below is similar to what will be used at the State Shoot. Please review the example and directions below.

Archery Score Card NFAA 300 - 4-H State Shoot

Name: _____

Arrow #	1	2	3	4	5	No. of X	Total
End							
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							

Total
↑

Directions:

1. Card is scored by Arrow- record the value of each arrow in a different box.
 2. Cell 1:1 should be the score of the first scored arrow.
 3. Columns represent an arrow - not points
- Example : 2 arrows in the 1 score ring - record a 1 in two of the boxes
 (end 1) 2 arrows in the 4 score ring; record a 4 in two boxes
 1 arrow in the 5 x score ring; record a 5 in one box

Arrow #	1	2	3	4	5	No. of X	Total
End							
1	1	1	4	4	5	1	15 - 1x
2	3	3	3	5	4	1	19 - 1x

4. Add & record the total value for all arrows after each end.

MODIFIED 600 - (SENIOR)

	60 Yards					#X's	Total
1							
2							
3							

	50 Yards					#X's	Total
1							
2							
3							

	40 Yards			#X's	Total
1					
2					
3					
4					
5					
6					
7					
8					

	#X's	Score
60 Yards		
50 Yards		
40 Yards		
Grand Total		

Archer: _____

Scorer: _____

Scorer: _____

4-H Archery -- 3D

	11(x)	10	8	5	0
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

	11(x)	10	8	5	0
16					
17					
18					
19					
20					
21					
22					
23					
24					
25					
26					
27					
28					
29					
30					

Scorer Initials: _____

Shooter Initials: _____

#11's _____ x 11 _____

#10's _____ x 10 _____

#8's _____ x 8 _____

#5's _____ x 5 _____

#0's _____ x 0 _____

Total: _____ Total: _____

SCORE CARD

