

Archery

General Rules



Washington State 4H Archery Tournaments are multi-faceted events designed in conjunction with the Washington State 4-H Shooting Sports Plan serve as qualifying rounds for advancement to the National Invitational.

4H Washington State team will consist of the 4 top scoring members in the senior division in both compound and recurve discipline.

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Event General Rules

- The Washington State 4H Shooting Sports Archery Tournament rules follows the guidelines for National 4-H Competitive Events.
- Washington State Archery Tournament events were selected to loosely characterize the 4H Shooting Sports National Invitational and provide a means of establishing a qualified team to represent Washington State.
- By entry in these events, the team coach or shooting sports program coordinator for the individual 4H clubs is verifying that the youth entered are knowledgeable and proficient in the safe use of the equipment and the fundamentals of the event.
- Match and/or range officials may dismiss or disqualify a participant if he/she believes the participant does not demonstrate the basic proficiency and knowledge required.
- Members shall compete in the tournament based upon their enrolled school grade Division in 4-H as of the tournament date.

Junior: 3rd – 5th grade

Intermediate: 6th – 8th grade

Senior: 9th – 12th grade

Additional Rules

- Tournaments are open to 4H Archery members enrolled in a 4H Archery Shooting Sports project.
- The archer must have a minimum of 8 hours of instruction under a certified leader.
- All youth will compete for awards as individuals.
- Individuals will compete for awards in “one” discipline.
- Separate awards will be presented by Divisions and Disciplines.
- Long Bow compete in the Recurve discipline.
- Cross Bow are not allowed.
- Each participating Archery club shall provide a minimum of one adult per three participants to help with scoring, target captain and range master duties.

Participation

4-H Membership – All 4-H Shooting Sports members in good standing are eligible to compete in 4-H shooting sports events, subject to limitations imposed by the specific event and the rules for active membership instituted by the state. Official 4-H enrollment is required.

Age Requirement – Participants must have past their 8th birthday by January 1 of the current year and may not have passed their 19th birthday before January 1 of the current year in which the Washington State 4-H Shooting Sports Tournament is held.

Official Entry– Participants must be register in the Washington State 4-H Program.

National Invitational Qualifications – Only those individuals competing in the senior age division may qualify to advance to the National 4H Shooting Sports Invitational.

Range and Facility

- Clubs and individuals are responsible for the security of their personal equipment and vehicles. The range facility/venue will not be held liable for theft or personal injury

Equipment Check-In

- By registering, the club leader assures that an individual's equipment is suitable and in compliance with NGB Rules and meets the requirements established by event rules
- Individual club leaders are responsible for assuring bows, arrows and safety equipment are inspected prior to the official competition
- Each individual is required to check in at the registration booth in order to gain access to and warm up range and event field
- Range/event officials may perform a spot check on equipment or accessories anytime during official practices or competition
- Non-compliant equipment and accessories discovered during competition will result in disqualification.

Warm-up Rounds

- Warm-up ends may only be shot during designated times
- Warm-up rounds will be shot in 3 ends of 3 arrows
- Due to time and space limitations, no archer may shoot more than three warm-up ends
- The warm-up range will close prior to the opening ceremonies

Health and Safety

Medical Consent Form & Adult Supervision - It is the responsibility of each club leader/team to have the appropriate state health consent and release forms for each participant. An adult supervisor or coach should be present at the event site, with immediate access to the forms anytime their youth are participating in an event. The 4-H Shooting Sports Program and host institution are not responsible for medical authorizations or health histories of the participants.

Safety – Safety is the highest priority for range staff, participants, leaders, and spectators. Standard accepted safety rules will be followed at all times, special safety considerations will be announced at each venue. The Match Director, Range officers, or other event staff may dismiss anyone from the range for unsafe behavior. The score may be forfeited, participant disqualified, or spectators barred at the discretion of the State 4-H Shooting Sports Championship staff.

Cell Phones –The use of cell phones or other electronic communication devices is not permitted during competition by participants at any time and must be turned off and unavailable.

Personal Listening Devices – such as iPod / MP3 are prohibited during tournament play or warm-ups.

Coaching

Coaches – Only one coach shall officially represent each team. This coach is the only adult permitted to discuss procedures, ask questions, or advocate for his/her team with range officials. This coach should be designated on the entry form and approved by the appropriate 4-H Program Leader and 4-H Shooting Sports Coordinator.

Event Coaching - As a general rule, limited coaching at the event site is permitted. However, coaching must never disturb other participants. Each club is limited to 1 "coach" per event. A coaching line will be established on the FITA range - behind the participant's area and firing line and separate from the spectator area. Except during preparation time, coaches are to stay behind the firing line and in the coaching area. Coaches may assist the participant during prep time only. Once shooting for record begins, no coaching is permitted unless the participant asks permission from the range officer. The participant must initiate any request for coach assistance; the coach may not initiate contact with the participant. The participant will put down their equipment, make it safe, leave the line, and then go talk to their coach. Coaches may ask the line officer to have their youth member come back to talk, but may not initiate contact with the participant. Coaches may not handle equipment after the match begins nor advance to the firing line unless authorized by the range officer. A coach may set up his/her own spotting equipment. Please note that specific coaching instructions may be issued at the range for each event.

Spotters – individual spotters are not permitted to assist an archer during match play. Individuals may set-up and use spotting scope on the FITA range.

General Rules

- Shooters will be grouped by division and paired up with members of competing club when possible (groups of three or four with one adult target captain)
- Groups will receive a short overview of course procedures and safety. Archers and Target Captains are expected to know the game rules and scoring procedures.
- Shooters will be assigned to a starting position (target location) on the course.
- No two shooters from the same club will shoot together in a single group or target bank if possible
- If it is not possible to "break up" members from one club, a target captain will be assigned from opposing club.
- Target Captains will not work with a bank or group which contains their own child if possible
- Shooters must resolve score dispute before pulling arrows
- If dispute cannot be resolved between shooter and Target Captain, Range Master will have final say
- Totals and running totals will not be tallied (added) during tournament
- Totals will be added and validated by scoring officials at end of tournament
- Score cards will be signed by shooter, witness and/or Target Captain
- Neither the arrow nor the target may be touched until all arrows on the target are recorded
- Arrow holes must be marked prior to removing an arrow
- Missed shots shall be scored as miss (M) on the scorecard
- Should the shaft of an arrow touch two colors, or touch any dividing line between scoring zones, that arrow shall score the higher value of the zones affected
- Any arrow outside of a scoring ring will be recorded as an "M" (Miss)
- DO NOT enter "0" (zero's) on scorecards.
- Arrows will be recorded on scorecard in descending order (from center ring out). In other words, the highest scoring arrow will be recorded first followed by the next highest scoring arrow.
- Witnessed bounce-outs or arrows shot completely through the target that cannot be verified by unmarked hole in target will be re-shot at the end of the game (Bolo round)
- When an arrow is dropped while the archer is in the act of shooting, he/she may shoot another arrow in place of the dropped arrow if the dropped arrow is within 5 feet of the shooting line
- Any arrow that drops to the ground five feet (5 Ft.) or more from the shooting line is a shot arrow and will be recorded as a miss (M)
- The range commander will make the official ruling on when an archer may shoot another arrow in place of a dropped arrow
- If an archer shoots more than 3 arrows in an end only the 3 arrows of lowest value will be scored, unless the extra arrows were awarded as a result of a witnessed bounce-out or arrows shot completely through the target
- An additional penalty of one point will be assessed for each arrow shot over the prescribed number (except re-shot arrows awarded by the range commander)
- If an archer shoots fewer than 3 arrows in one end, he/she may shoot the remaining arrows only if the Range Master has granted a Bolo Round due to equipment malfunction.
- If an archer shoots fewer than three arrows in one end and the time for that end has expired, no additional arrows or makeup arrows will be allowed
- Enough arrows must be carried to complete the game
- If a shooter must leave to get additional arrows, all missed shots/arrows shall be "no scores" (recorded as an M) if not shot within the prescribed time limit
- Decisions of tournament officials shall be final.
- Score sheets will be turned in to scoring officials at the end of each game for final scoring.

FITA

- Archers must know and obey whistle commands at all times
- Failure to recognize and adhere to whistle commands is cause for disqualification
- Archers may receive "verbal" instruction from a coach during warm up ends only.
- Coaches must remain behind the "waiting line" during warm up ends.
- No one other than Range Marshals and shooters are allowed on the shooting line.
- Target Captains remain behind the waiting line until signal is given to retrieve arrows
- During tournament, while an archer is on the shooting line, he/she shall receive no assistance or information, by word or otherwise from anyone, other than for the purpose of making essential changes in equipment, or to ensure the safety of the archer or others in the vicinity
- In the event that an archer has faulty equipment or requires assistance, they must return to the waiting line to make adjustments. Shooting will continue.
- Archers may ask for assistance with equipment malfunctions.
- A FITA timer buzzer may be used in place of whistle commands

Field & 3D

- A Signal Horn may be used for range commands or radios
 - Two Blast-Two Minute Warning
 - One Blast – Begin Shooting
 - Five Blasts – Cease Fire, or Stop Shooting. Emergency on the field
- In the event of a cease-fire on the Field/3D course, all Archers are to discontinue shooting, remain alert and remain in position until the signal to begin shooting again has been sounded or until they have received verbal instruction from the Range Master. In an emergency situation it may become necessary to move the first aid personnel safely through the course.
- Groups will move to the assigned starting position prior to the sound of the shotgun start
- Groups will not begin shooting until the signal has been sounded.
- Target Captains are responsible for assuring their group's safety and cooperation at all times.
- Archers who fail to cooperate with Target Captain are subject to disqualification
- After shotgun start, shooters will move to the "colored or marked distance" stake for shooting and shoot allotted amount of arrows.
- In mixed groups (Example: Senior, Intermediate, and Junior) the furthest distance (Senior Division) will be shot first. After arrows are shot, the group will advance forward to the next closer stake (Intermediate) and so on.
- No spectators permitted on Field and 3D Course
- Binoculars will be permitted.
- 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.
- Rangefinders of any type including cameras are not permitted.
- The archer must touch the shooting stake with some part of their body or be within inches of it.
- Failure to touch or be within inches of shooting stake will cause the arrow to be a "no score" and recorded as a miss (M).
- Archers will shoot from designated "colored or marked distance" stakes for their division.
- It is legal to stand or stretch forward of the shooting stake, or to kneel at the stake.
- No archer shall advance to the target and then return to the stake for any reason.
- An arrow must remain in the target to be scored.

- Glance-off arrows do not score.
- Witnessed Pass-through or bounce-out arrows do not count but may be re-shot.
- There will be a three-minute time limit to find lost arrows
- Archers may NOT leave the range to obtain more arrows
- Enough arrows should be carried to allow a competitor to finish the round
- Search for lost arrows is limited to a maximum of 15 yards behind target.
- Target Captain shall remain in front of target or target shed in plain view of approaching groups to signal that the target is not clear
- Target Captain remains at target shed or target until all archers have cleared the target lane
- Target Captain will proceed to next target and sound "All Clear" to signal to following group that it is now safe to shoot the lane
- Archers may not leave their assigned group for any reason other than an emergency.
- An arrow that strikes vegetation in front of the target is a shot arrow if the arrow path to the kill area of the target is sufficient for a good shot. However, if vegetation has fallen into the previously clear shooting lane, blocking a clear shot by anyone, the vegetation may be removed
- Appointed photographers may be assigned to a group or Target Position. Photographers will be identified by special range pass.
- Flash photography is prohibited in Field and 3D range

Scoring Rules

- Raw score is used in determining placements in each competitive event (highest score wins).
- Overall awards are determined by placement points (points assigned for each "place") in all 3 events, not by a compilation of total raw scores.
- Purpose of placement points: To equalize the value of each event; i.e. so that the 3D event has the same value as the FITA event; AND to equalize the value of each discipline when determining the overall award. To accomplish this, each event must have the same point value for 1st place, 2nd, etc.
- Each individual and each team will be assigned a placement point value after event scores are recorded, tie breaks are made, and final ranking for the event is determined. Placement points from each event are totaled for each team and individual to determine the overall awards/ranking.

Junior Division

- One Target Captain per three shooters (Target Bank or lane)
- Maximum three shooters per target bank
- Scorecards will be maintained for each shooter (double scoring or single scoring system)
- Target Captain will mark target face and call out scores
- Target Captain will record scores for each shooter on scorecard
- All archers must agree on score before pulling arrows

Intermediate and Senior Division

- Maximum of three shooters per bank.
- If less than three, a Target Captain must be assigned.
- Scorecards will be maintained for each shooter (double scoring or single scoring system)
- One shooter will "Call" the score
- Remaining shooters or Target Captain will record score on scorecard
- All scores will be witnessed and agreed on by all three shooters prior to pulling arrows
- Person calling scores will mark arrow holes prior to pulling arrows
- Target Captain will witness and initial each end prior to pulling arrows
- Scorecards will be signed by scorers and one witness (third Archer or Target Captain)

Shooting/Scoring Rules

FITA

- FITA target Rings are scored from center out (10 points to One point)
- The center 10 (X Ring) will be recorded as an "X".
- An X has the value of 10 points
- "X"'s will be used for tie breakers
- An archer shall stand so he/she has one foot on either side of the shooting line
- A time limit shall be assigned per end
- Number of Arrows per end will be communicated
- Archer will shoot up to 2 ends of 3 arrows as a "warm-up" before recording scores
- Archer shall shoot "warm-up" arrows under the direction of the range commander
- If an arrow is shot after the whistle or buzzer terminates the end, the "highest" scoring arrow will be counted as a miss for that archer
- If an archer is unable to shoot all arrows during an end due to equipment failure the score shall be recorded as a M (miss)
- Maximum of 1 (one) makeup end will be allowed (3 arrows total)
- After an archer has shot his/her arrows, he/she shall retire behind the waiting line
- Time to search for lost arrows is 2 minutes.

NOTE:

- Spectators must remain in designated spectator area at all times
- Spectators are not allowed in the archers waiting area
- Spectators may cheer or encourage the shooters between ends and after a match
- Any form of instruction from spectators during a match is cause for disqualification of archer
- Spectators who provide instruction, verbal distractions or any actions deemed a distraction or un-safe will be removed from the premises.

Field Round

- Marked distances
Junior Stake – 5 to 20 yards max.
Intermediate Stake – 5 to 35 yards max.
Senior Stake – 5 to 50 yards max
- Field Course consist of set number of Targets as in the event description
- Number of Arrows per Target as in the event description
- Only one archer may shoot at a time
- Archer MUST touch the stake at all times during shot cycle or be within inches of the stake.
- Archer may stand in front, behind or beside stake so long as a single point of contact is made with stake or be within inches of the stake.
- Farthest distance stake shoots first.
- Archers will shoot both arrows before next archer may shoot.
- In the event of a "Walk Up" stake arrangement, each archer will take a single shot from the farthest stake before advancing to the next closest stake.
- Advance to next closer stake only after all arrows are shot from furthest stake.

Example:

A Group consists of three archers (Two Seniors and One Intermediate)
The senior archer No.1 will shoot all arrows then Senior Archer No. 2 will shoot all arrows.
The Group will then advance to the Intermediate stake.

The Intermediate will shoot all arrows.
When shooting is completed the group will advance to target to score.

DO NOT back up on course

Scoring a NFAA Official Field Face



Score 5, 4, and 3 from center out
Black Center = 5 points
White = 4 points
Black Outer = 3 points

If Center X Ring is hit, record as an X on score card

X = 5 points (x will be used to break ties)
DO NOT touch arrows until all Hits have been scored
"TICK MARK" all hits before removing arrows

NFAA Official 20cm Target



You may encounter this scenario on the Field range.

The first archer will shoot spot in upper left corner (No 1)
Second archer will shoot spot No. 2
Continue in counter clockwise direction
Any arrows outside of the assigned target spot will be recorded as a miss (M)

NOTE: The numbers will not appear on actual target faces

3D Round

Unmarked Distances

Shooting position stake colors and rules same as Field Round Targets

Number of Arrows per target as in the event description - No warm ups

+10 pts. - (X, 11 or 12 ring), if target has a inner 12 ring, record X on scorecard

+10 pts. - (10 ring) record 10 points on scorecard

+8 pts. - (8 ring)

+5 pts. - Any other body shot (excluding hoofs and antlers)

0 pts. - Hoof and Antlers will be scored as a miss (M)

0 pts. - Complete miss of the target (M)

Ties will be broken by the highest number of X's, then number of 10s, 8s, etc.

No score for ethical pass. Enter a (M) if archers choose to pass on the shot.

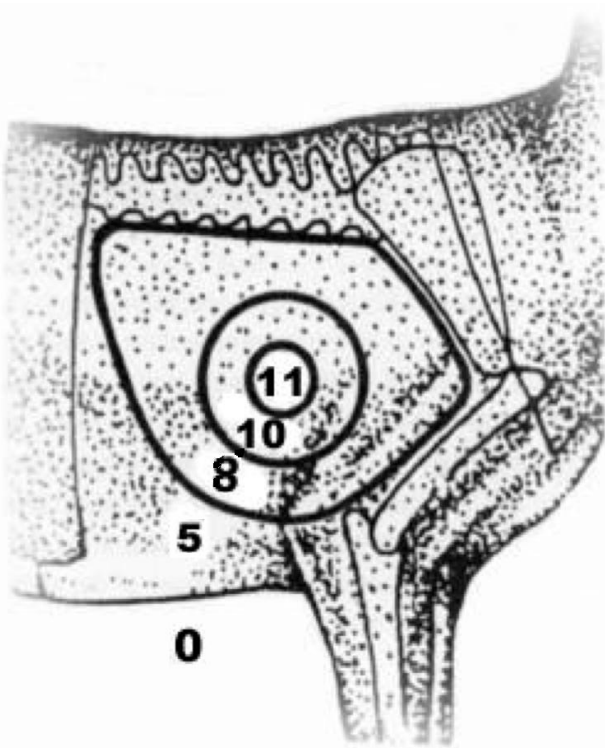
Zeros (0) will be recorded as an M (miss) on the scorecard.

Do not write 0's (zeros) on scorecard

In the following illustration, the "center vital" (11 ring) inside of the vital ring (10 point ring) is labeled as 11 points.

If a archer HIT's inside the center vital ring it will be recorded as an "X".

The "X" has the value of 10 points and is used for breaking ties.



Team Scoring– The three high scores from team participants will count toward the team score. If there are 4 members to a team, the low score will be dropped. Clubs with less than 3 competitors are not eligible for team awards.

If a club wishes to participate in the Team competition, the individual team members must be identified on the "Team Registration" form before the official closing deadline for registration. No substitutions for a Team may be made after the close of registration. If a team member is unable to attend or complete the three events, the team total will still be used. A score of zero (0) will be entered for that individual

Equipment Rules

Peak bow weights:

Maximum is 60 pounds for this tournament.

Arrow restrictions:

- Six (6) grains of arrow weight per pound of bow weight.
- Arrow shafts and points may not be wider than 23/64ths of an inch.
- All arrows must match in both spine and weight
- To aid in scoring, the arrows of each archer should be marked with the archer's name, initials, or insignia, and all arrows used for the same end will carry the same pattern and color(s) of fletching, nocks, and cresting, if any.

Safety equipment:

Archers will be required to utilize an armguard and a form of finger protection, i.e. finger tab, shooting glove, or mechanical release.

Notice:

As a form of additional safety, it is recommended that archers and target captains utilize appropriate footwear for varying terrain. Wet or muddy conditions and steep inclines are likely to be encountered on a Field and 3D course.

Recurve/longbows may be used in the recurve/longbow division, provided:

- A recurve or straight-limbed bow of any type may be used, provided it subscribes to the accepted principal and meaning of the word "bow" as used in target archery, e.g., an instrument consisting of a handle (grip), riser, and two flexible limbs each ending in a tip with a string notch. The bow is braced for use by a single bowstring attached directly between two string notches only and in operation is held in one hand by its handle (grip) while the fingers of the other hand draw, hold back, and release the string.

- Archers choosing to compete with sights may use devices with pins, sight rings, or similar sighting devices that may be adjusted for all distances. "Peep" sights are not permitted in this division.

Archers may not use a sighting device that incorporates a prism, lens, or other magnifying device.

Release aids are not allowed, unless of a personal handy cap. Clickers and kisser buttons **are** allowed.

- Stabilizers may be used.

Compound Bows may be used in the compound bow divisions, provided:

- Basic bow design includes a handle riser, grip, and two flexible limbs.

- Total arrow propelling energy is developed from a flexing of the materials employed in limb construction.

- In operation, the bow is held in one hand by its handle (grip) while the fingers of the other hand draw, hold back and release the string.

- The point of the arrow at full draw cannot be behind the shelf of the bow.

- State rules apply for overdraws.

- Archers choosing to compete with sights may use devices with pins, sight rings, or similar sighting devices, and incorporates a prism, lens, or other magnifying device. "Peep" sights, appropriately served into the bowstring are permitted in these divisions.

- Release aids and stabilizers may be used in the Compound Freestyle discipline. Any release aid may be used provided it is hand operated and supports the draw weight of the bow and is not attached to the bow other than the bowstring. In the case of physical disability of the arms or hands, a chew strap may be used in place of fingers or release aids

- Spirit Levels (bubble level) are permitted on sights

Crossbows may not be used in this tournament.

Disqualifications

- Shooter will be disqualified if not currently enrolled in 4-H and district shooting sports project
- Any shooter acting in an unsafe manner will be disqualified
- Un-sportsman like actions such as intentionally bothering another shooter or tampering with another shooter's equipment shall be reason for disqualification
- Disqualifications shall be at the discretion of the range master and the range marshal
- Complaints must be filed with range marshal
- Rulings of range marshal shall be final

Conduct

Dress Code - Participants are expected to dress appropriately for the events in which they will participate. Team uniforms or shirts are encouraged, but not required. Both young people and adults should wear attire appropriate for the weather while remaining modest and socially acceptable. Clothing with sexually suggestive wording or graphics; and alcohol or tobacco advertisement is not appropriate. Range officials have the final word concerning the dress code and may announce or address specific cases. All participants and coaches should remember that they may be having photographs taken or be asked to interview for the media. Remember that you represent all of 4-H Shooting Sports. Make it a positive image!

Footwear Policy - Any participant while on the shooting line or shooting in any outdoor shooting event is required to wear shoes that completely cover their feet. Examples of footwear that are not acceptable include, but not limited to: sandals, clogs, crocks, flip-flops, and bare feet.

Behavior and Sportsmanship - All participants, coaches, and spectators are expected to demonstrate the highest level of sportsmanship, supporting the objectives and ideals promoted by the 4-H program in general and the 4-H Shooting Sports Program in particular. Participants or coaches will render aid and/or testimony if asked to do so by any match official. All participants, coaches, and observers are expected to conform to appropriate state 4-H Code of Conduct expectations or volunteer agreements, and the State 4-H Shooting Sports Program Code of Conduct, not only to the letter, but to the intent.

Knowledge of Rules and Procedures

Where possible, each of the events have been associated with a National Governing Body (NGB). An exception to any NGB rule is noted in the "Synopsis". It is the responsibility of each participant and coach to read the NGB rulebook, understand the procedures used in each event, and comply with the rules and standards of the events. Questions are encouraged to clarify any areas of misunderstanding or lack of knowledge.

Ignorance of the rules in any event does not obviate their existence. Participants are responsible for knowing the rules of their event and staying within them. Learning the rules of the events is part of the educational process for shooting sports participants.

Challenges and Protests

Challenges - Only participants may review their own targets and challenge the scoring. Once targets have been scored, they will be available for review by participants for a period of 30 minutes unless otherwise posted. Upon completion of that time period the scores may no longer be challenged. Challenges must be accompanied by a fee of \$1 per hole being challenged. A jury (not including the original scorer) will review the challenge and pronounce their findings to the challenger. If the challenge is upheld, the \$1 will be returned to the participant. If the challenge is rejected, the fee will be deposited in the Host Match funds. No fee is required to point out mathematical errors. The host range may announce its own procedures and time allowances for challenge.

Protests - Youth participants only (no adults), may protest; a) an injustice they feel has been done them individually; b) the conditions under which another competitor was permitted to fire; or c) the equipment another competitor was permitted to use.

Steps to Filing an Official Protest:

- Range Officer – The protest is made orally to the chief range officer or other State 4-H Shooting Sports Championship official present on the range.
- Range Jury – The protest may be stated orally to the jury of 3 or more officials present at the match, indicating the decision of the range officer. The jury should include a state discipline representative as well as local match officials.
- Match Director or /Jury – The protest must be submitted in writing to the Match Director or the Chief Range Officer, accompanied by a \$25 cash protest fee, within one (1) hour of the conclusion of the event. If the Protest is given to the Chief Range Officer, they will notify the Match Director immediately via radio or phone. The match jury will consider the statement, may ask questions of the participant and range officials and will render a decision in an expeditious manner. The decision of the match jury will be final and no further appeal is possible. Coaches, parents, and other parties may not participate in the process. If the protest is ruled valid, the fee will be returned.