

3D Archery

RULES

- 1. SAFETY FIRST!!
- 2. No alcohol or intoxicated people allowed in park.
- 3. THIS IS A WILDLIFE REFUGE, LEAVE ONLY FOOTPRINTS!
- 4. All shooters must register and obtain a scorecard.
- 5. All groups will be double scored by two individuals within each group.
- 6. This shoot is a privilege not a right, your privilege can be revoked at any time by a range officer.
- 7. Minimum of 2 and a max of 4 shooters per group.
- 8. Pee Wee, Youth and Cubs must be with an adult.
- 9. No rangefinders or binoculars with rangefinders.
- 10. All equipment failures will be viewed on a per case instance by a range officer.
- 11. Stabilizer length 12" maximum except in open division and unlimited division.
- 12. Field / target tips only on 3D targets and practice range.
- 13. No discussion of range to target before or after shot is taken.
- 14. The shooters foot must touch the stake at each station.
- 15. No re-shoots are allowed. You can enter only 1 class for the entire event.
- 16. Stakes farthest from the target must be shot first.
- 17. Any arrows released, accidentally or deliberately, will be scored.
- 18. All shoots will be scored by majority of group.
- 19. One arrow per person per target No Second Shots.

Scoring will be as follows:

- 12 Circle inside of the 10 ring.
- 10 Circle inside vital area.
- 8 Vital area other than 10 circle.
- 5 Remainder of animal.
- 0 Glance offs and misses.

Additional Scoring Rules

- 1. The arrow must touch the line to score that zone, pulling the line over is not enough.
- 2. Any target with multiple scoring zones scores only the front zone or most obvious zone from the stake.

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