

2016 Bowhunter Challenge Rules

- 1) For the Bowhunter Challenge Final the class is open only to current ABA members, *NEW* Non-members and those who do not meet class equipment requirements can shoot in a non-competitive nature (not eligible for certificates). For the clubs that adopt the format anyone using the equipment designated below can shoot regardless of membership standing and are eligible for Certificates at local shoots.
- 2) Categories based on age as of Sept 1st (Hunting Season!) of current year.
 - a. *NEW* Experienced class (EMBH/EFBH), Which is 50 and over split male and female (Max 40 yards)
 - b. Bowhunter class (MBH/FBH), which is **16** and up to 49, split male and female (Max 40 yards)
 - c. M16/F16 class: which is under 16 (**15-14**) split male and female (Max 40 yards)
 - d. M14/F14 class: under 14 (**13 and under**) split male and female (max 30 yards)
 - e. Peewee (PW) and Peewee Traditional (PWT) class **under 10 combined** (no placing awards all participants get a medal) (shoot from where comfortable)
 - f. Traditional Bowhunter Class: (MTBH/FTBH) same as (MBH/FBH Class)
 - i. Note target distances to be placed with no more than 7 targets per course of 20 targets between 25-30 yards
 - g. MTBH-16/ FTBH 16 class: under 16 (**15-14**) split into male and female (Max 30 yards)
 - h. MTBH -14/ FTBH 14 class: under 14 (**13 and under**) split into male and female (Max 20 yards)
 - i. NOTE: Categories can be combined as seen fit by **ABA Bowhunter Challenge Committee** to try and get a minimum of 5 archers in each class. i.e. instead of genders being split can become a combined gender class. Another option is to possibly change the age requirements of categories and will be announced PRIOR TO COMMENCEMENT of PLAYOFF Round. For example. Change M16/F16 to M18/F18. The goal is to provide increased opportunity for archers to gain an award. For example an archer may be 18 and thus in the MBH class and is in 10th place however with re-classification because of fewer archers in M16 class by changing class to M18 archer has opportunity and chance to shoot off for M18 award because he is now in 3rd in that class. Archer still has final say because they can stay in adult class as they meet requirements.
- 3) Equipment:
 - a. All Classes:
 - i. The stabilizer system can be any shape or configuration as long as it is contained within a theoretical sphere having a radius of 12 inches measured from the point of attachment on front of bow (For the purposes of this rule, any device adding length or weight to the stabilizer shall be considered part of the stabilizer and shall be subject to the 12-inch rule. Un-weighted vibration dampeners are not considered to be stabilizers; however, un-

- weighted vibration dampeners attached to the stabilizer are measured as a part of the stabilizer and are subject to the 12-inch rule above.
- ii. Sights: less than 12" and can be fixed pins or movable as long as pin is moveable without audible clicking. (not conducive to hunting) No lenses (magnifying or not) in front sight. Any number of pins can be used, any size, shape or configuration.
 - iii. Peeps are allowed clarifiers or verifiers, as used in hunting.
 - iv. Rangefinders not allowed however binoculars can be utilized at stake prior to shot only
 - v. *NEW* Lighted nocks are legal for all classes
- b. EMBH/FMBH/MBH/FBH/M16/F16: All the above plus
- i. Draw weight over 40 lbs (hunting legal)
 - ii. Minimum arrow weight is 300 grains
 - iii. Arrows must not have glue in points. They need to have an insert or outsert that can hold a commercially available broad head.
- c. Traditional:
- i. Traditional equipment will be either a longbow, recurve or self-bow of any make or design and will not include sights or stabilizers.
 - ii. All bows in MTBH/ FTBH- 16 and above will be required to have a legal bow (40 lbs. at 28")
 - iii. All traditional bows will be drawn by fingers in contact with the bowstring and released by opening the hand. Exceptions are horn rings and if the person is disabled, a mouth release may be used. Note: Gloves and finger tabs may be used.
 - iv. Bow silencers attached to the string may be used.
 - v. The arrows may be of any type and may be nocked with lighted nocks.
- d. All equipment outside of these classes are not eligible for bow hunter challenge. Any participant who is unsure if equipment meets requirements must approach ABA committee prior to shooting first arrow and any decisions of this ABA committee is final for that shoot but will be discussed after shoot for future shoots.

4) Shooting:

- a. Time at each stake is 1 minute. Once arrow is released archer must immediately leave the stake to allow next archer time to get to stake. (No using binoculars from stake after shot.)
- b. Archer's body part must contact stake or follow instructions at station i.e tree stands, chairs etc.
- c. Unsportsmanlike conduct will not be tolerated. Any action considered unsportsmanlike by the host club or the ABA will be grounds for disqualification and/or suspension from membership. Examples of unsportsmanlike conduct include, but are not limited to, the following:
 - i. Projecting any illuminated aiming point onto a target.
 - ii. Littering or improper disposal of trash.

- iii. Communicating to another archer the yardage of a particular target that the other archer has not yet shot.
 - iv. All forms of electronic communication are prohibited while on the shooting range unless communication is required for an emergency. Cell phone and other devices must be silenced before entering the range.
 - v. Disobeying or disregarding the orders of a range official or shoot official.
 - vi. Any otherwise-listed rule violation.
- d. Equipment failure: In event of minor equipment failure archer has 15 minutes to fix while on course if archer has to leave course to fix it is considered catastrophic failure and it is up to host club and ABA to determine if archer can complete or make up round or not within time constraints. All reasonable attempts will be made for archer to complete the course.

5) Target Placement

- a. All targets will be placed where a shot would be representative of a real life vital shot.
 - i. In most cases this means broadside
 - ii. Some targets are designed to be placed at a different configuration and if used the scoring zone must still be representative of a true life vital shot.
- b. Shooting lanes must be made so all categories have a realistic chance of placing an arrow in the vitals. (This does not mean a clear mowed path to each target for a shooting lane but reasonable approximation of real life shooting situations where they may be branches or other obstacles to shoot over or under but within reason)
- c. Retrieval path for arrows must be safely and reasonably accessible.
- d. Organizers: Please remember we are wanting to make course varied and attractive for archers of all skill levels. Make distances reasonable based on size of target. An archer of average skill should have a reasonable probability of placing arrow in vital zone. (i.e. no long bombs at a target with small vital area)

6) Stake Distances:

- a. EMBH/EFBH/MBH/FBH/M16/F16 will be max 40 yards. Stake color defined by host club
- b. M14/F14/MTBH/FTBH/MT16/FT16: 30 yards max. Stake color to be determined by club: Please note that distances are to be varied reasonable based on size of target (i.e. no long bombs at 30 yards at a tiny target)
- c. MT14/FT14: (max 20 yards) Stake color defined by host club.
- d. PW and PWT : will be their comfortable distance i.e let youngster walk up to 10 yards and shoot or 8 yards and shoot or 15 yards and shoot whatever they and their parent are comfortable at to keep cost of arrow replacement down!. (no awards for 1st 2nd 3rd etc.... all get a medal)

7) Target Scoring:

- a. 1 for a mortal hit (8 line in)

- b. 0 for a miss, or glance off, or “ethical pass”
- c. -1 for a wound (outside “8” line)
- d. +1 Bonus point for an X.

8) Overall Scoring:

- a. Where there is not a playoff and archers are tied for 1st, 2nd, or 3rd, then tie will be broken by advancing archer with least number of wounds, if still tied then by a one arrow shoot-off.
- b. Placing for Playoff format are as per below.
- c. Ties that occur outside of top 12 for playoffs or, outside placings, archers will share that place. i.e. two archers tied for 12th, both archers are in 12th place and next ranking archer is in 14th place.

9) Awards for each class,

- a. 1st, 2nd, 3rd, will be a an award provided By ABA
- b. U14, every youth under 14 will receive an ABA medal.

10) Playoffs, ONLY FOR FINAL CHAMPIONSHIP SHOOT

- a. Top 12 archer scores in the EMBH, EFBH, MBH, FBH, M16, F16, MTBH, FTBH, MT16 and FT16 categories will shoot off
- b. Placing will be determined by score then by, **least number of wounds**, and if still tied then by a 1 arrow shoot off just prior to the Playoff round. If archer is not available for shoot off then they will forfeit, if both archers not available then it will be decided by a coin toss. (Also applies to Playoffs)
- c. Format This will consist of a “Shoot Up”
 - i. 12th place will shoot against 11th place and winner moves on to shoot against next place and so on, if a shooter makes a non-vital hit they are out immediately...if both shooters make a non-vital hit they are both out.
 - ii. Archers can only drop one place but have potential to rise to 1st.
 - iii. Shoot off for all rounds but final round (see below) will consist of **one arrow** from each archer at a 3D target at unmarked distance (but within distance for the category).
 - iv. Shoot off timing: There will be room for both archers to shoot at same target. Both archers to shoot within same time allotment of one minute 30 seconds, once signal to commence is given.
 - v. Vital hit score then closest arrow to center of x ring wins, if too close to call then that target or a safe alternate as agreed on by both archers and organizers is re-shot by both archers.
 - vi. Final round will be a best out of three.
 - 1. Both archers shoot one target and closest archer gets one point, if tied the target is re shot,
 - 2. Then they progress onto another target until one archer has two points.
- d. NOTE: for organizers this will require ~ 10-15 targets to complete.