

PENN- YORK 3D ARCHERY

2018 RULES

Changes for 2018

- 1) Please fill score cards out completely.
- 2) Shooters are required to add up their own score. Any score cards turned in without a score will be considered a no score.

COURSE RULES

- 1) LITERING will be considered UNSPORTSMANLIKE conduct. Any action considered unsportsmanlike will result in disqualification.
- 2) Minimum of 2 shooters with 1 adult, maximum of 5 shooters per group. For this rule a cub, does not count as a shooter.
- 3) All shoots would be a minimum of 30 targets.
- 4) No alcoholic beverages may be consumed before or during an activity, including novelty shoots.
- 5) Communications regarding yardages, for everyone within a group, prior to execution of all shots will not be allowed.
- 6) The shooter must be at right angle of the target and within 2 feet of the appropriate stake while executing the shot. This will allow 2 shooters at one time.
- 7) Approaching a target closer than the shooter's stake prior to executing the shot is not allowed. Unless there is an obstruction. One shooter will be allowed to approach the target and remove debris that interferes with shooting that target or for safety reasons.
- 8) Only arrows stuck into the target are scored. (0) for grazing. Arrows must touch a scoring line to be scored at the higher amount. A Zero (0) will be scored for any arrow stuck in a non animal part of the target. (Antlers, hoofs, rocks etc.)
- 9) Shooter may use only 1 arrow per target. Once an arrow is nocked, if that arrow leaves the bow for whatever reason, the arrow can be reshot only if the shooter, without assistance, can retrieve that arrow while maintaining contact with shooter's stake.
- 10) A pass through is defined as an arrow passing completely through a target, with material 360 degrees around the arrow, leaving an entrance and exit hole. Witnessed pass through are to be scored as agreed on by the majority of the group, or re-shot before shooters advance to the target.

- 11) A person can compete only once, in only one class, on any one day. Their competition score must be the first shot on the scheduled day of the shoot. Shooting a course once it has been set up, for practice or score, prior to the scheduled day of the shoot will not be allowed for any competition score is turned in.
- 12) All sign ups are from 7:00 am to 1:00 pm. Score cards must be turned in by 4:00 pm.
- 13) Prices for 2017 will be \$10.00 for all males. Practice is \$10.00. Women are \$10.00. Youth class is \$6.00. Cubs are \$3.00 and non competitive cubs are free. Adult and minor sixteen and under will receive a discount of one dollar off all shooters. Yhec members will pay only two dollars to shoot. Prices are based gender and or age, not class. Hunter practice will now qualify for the banquet provided the score card is turned in.
- 14) Shooters are encouraged to take their time and enjoy themselves, but if your group is holding up others, ask the faster group to shoot through. If a group is holding up your group, you have the right to shoot through.
- 15) The league reserves the right to assign a scorer to any group or individual.

Scoring

- 1) Scoring is done from score cards as follows; Eleven, ten, eight, five and zero. The header on all score cards must be filled out completely **EVERY TIME!!!!!!**
- 2) Score cards must be marked based on target number. They can be shot out of sequence but must be shot in rotation.
- 3) Ties will be broken by number of X'S shot. Then by first target dropped.
- 4) Clubs should check reported scores using league use only box to verify scores are correct.
- 5) There must be 5 different shooters in a class during the year otherwise the class will be discontinued.

Abbreviations used for scoring

Club; SC=South Creek CR=Corning CH=Chemung PC=Pine City WA=Waverly CV=Cowanesque Valley

Classes; TG=Top gun, RFO=Range finder orange, RFY=Range finder yellow, M=Masters, SM=Senior male O=Open R=Release, CB=Cross bow, TR=Traditional, H=Hunter, SW=Senior women, W=Women, Y=Youth, C=Cubs, FB=Fingers/bare bow, P=Practice.

- NS= No score (A shooter who wishes not to post his or her score but will still get credit for the shoot).
- NC= No Card (Score card was not turned in. This shooter will not receive credit for the shoot).
- INC= Broke (For whatever reason a person could not finish a shoot. Provided their score card was turned in they will receive credit).
- NOT= Score card was not turned in on time, 4:00 pm is deadline. Scoring closes at 4:00 pm.
- SA= Shoot Alone Cannot be in competition, but will receive credit for shoot.
- MU= Make Up (To pay for a shoot after the fact, or a card that has no shots).
- N/S= A person request not to have his score posted.

CLUB POINTS

- 1) Points per class, 3 points for first, 2 points for second, 1 point for third. All classes will be flighted for an additional 6 points that have 20 or more shooters.
- 2) No points are awarded for NC cubs and Practice.
- 3) No points will be awarded for no scores or make ups. Incompletes will be given points provided one target is shot and a score is turned in to be recorded.
- 4) Until a shooter indicates a club on their scorecard, the host club will receive that shooter for that day. Once a shooter selects a club by the shooter writing it in the club area of the score card, that shooter will remain with that club for the rest of the year. You may not switch clubs.....

CLASS AND EQUIPMENT RULES

- 1) The use of any arrow, tip, or adapter that will cut, tear, or remove excess material from a target may not be used.
- 2) Range finders MAY NOT be used except in the range finder class. Anyone found using a range finder in a non range finder class will be disqualified!!!!
- 3) If there is someone shooting range finder with a non-range finder shooter then the group must be broke with two different club shooters. (Example, one shooter from Corning and one from Chemung).
- 4) **ALL SHOOTERS MUST SHOOT FROM THE CLASS STAKE THEY SIGNED UP FOR. MOVING BACK FROM THE RED TO THE YELLOW ETC. WILL NOT BE ALLOWED.**
- 5) No shooter is restricted to a class if they meet the requirements for another class, i.e. women to open, youth to release, senior to top gun, etc.

Class	Stake	Max Yards	Restrictions	Equipment
Cubs and NCC Cubs	BLUE	20 YARDS	11 years or under	Any type or style equipment.
Traditional	BLUE	20 YARDS		A recurve or long bow with no sights May not have any marks or blemishes on bow or String that could be used for aiming. May not use any type release aid. May not use any type stabilizer.
Youth Class	RED	35 Yards	12 to 16 years	Any type or style equipment.
Women Class	RED	35 Yards		Any type or style equipment.
Senior Women	RED	35 Yards	50 Years ++	Any type or style equipment.

Advance Traditional/Bare bow	RED	35 Yards		Compound with no sights same as traditional.
Hunter Class	RED	35 Yards		A Compound, Recurve, or Long Bow using a sight With a maximum of five pins and fixed sight. The sight may not extend more than 6 inches. Stabilizer or stabilizer system must be inside a 12" radius from the point of attachment. The stabilizer can be any shape or configuration as long as it's within The 12" radius. Additional Vbars, counter balances or weighted attachments are prohibited . May use lens. May use release or fingers. Must use screw in point And vanes or feathers no less than 2 inch (approx) Same as Hunter class.
Senior Male Hunter	RED	35 Yards	50 Years ++	
Fingers Class	RED	35 Yards		May use any sight, may not use any type release aid
Master Class	RED	35 Yards	60 Years++	Any type or style equipment.
Advance Master	RED	35 Yards	70 Years++	Any type or style equipment.
Release Class	YELLOW	40 Yards		Same as Hunter except no arrow restrictions.
Senior Class	YELLOW	40 Yards	50 Years++	Any type or style equipment.
Open Class	YELLOW	40 Yards		Any type or style equipment.

<u>CLASS</u>	<u>STAKE</u>	<u>MAX YARDAGE</u>	<u>RESTRICTIONS</u>	<u>EQUIPMENT</u>
Range finder yellow	YELLOW	40 Yards	NONE	Any type or style equipment.
Range finder orange	ORANGE	50 Yards	NONE	Any type or style equipment.
Top Gun Class	ORANGE	50 Yards	NONE	Any type or style equipment.
Cross Bow Class	YELLOW	40 Yards	NONE	Any type or style equipment.
Practice Class	Any Stake, Must Shoot from a stake for safety reasons.			Any type or style equipment.

Abbreviations for classes are as follows Top Gun, TG. Open, O. Range Finder Orange, RFO. Range Finder Yellow, RFY. Release, R. Master, M. Senior, S. Hunter, H. Senior Hunter, SH. Traditional, T. Advance Traditional, AT. Women's, W. Senior Women, SW. Youth, Y. Crossbow, CSB. Cub, C. Practice, P. Fingers, F. Bare bow, BB. Non competitive Cub, NCC.

The League is composed of 6 Clubs;

Waverly, Pine City, South Creek, Chemung, Corning, and Cowanesque Valley. See the schedule for Contact info, Names, Phone numbers,etc...

SHOOT OFF AND BANQUET.

- 1) The league hosts a SHOOT OFF and BANQUET at the end of the season (January to January).

- 2) To qualify for the shoot off and earn a FREE Dinner at the Banquet, you must shoot 2 shoots at each club and 6 more at any other you choose, to total 18. Remember you must turn in your score card to receive credit. Membership in a club is not required.
- 3) The shoot off is held on the last shoot of the year, Along with a normal 3D shoot. The course will consist of 40 targets for qualified shooters. The first 30 targets are for all shooters not qualified or for anyone not wishing to shoot the shoot off.
- 4) The banquet is held the first part of January the following year, when awards for the shoot off and the league trophy are given out, along with drawing for door prizes.
- 5) The clubs compete with each other for a league trophy. Clubs point total for year.
- 6) Once a shooter has qualified, that shooter will earn a token for each shoot he or she has attended. These tokens will be used for drawing of door prizes at the banquet. The more shoots you make the better your chances to win! There will be one door prize per person, so your chances of winning are fairly good.
- 7) A shooter must be qualified for the shoot off and banquet before shooting their first target the day of the shoot off, provided they are competing in the shoot off. A shooter may pay for shoots not made, provided it is done prior to the shoot off. Information will be available at the shoot off along with via internet. Paying for make-ups after the shoot off will not be allowed.
- 8) You may bring a guest for the price of a banquet ticket. The price and location will be posted later within the season.

For Club Officials

- 1) Definition of club, (Any group or individuals who are on the 3-D league's schedule for that year.)
- 2) League shoots will only be held on Sundays. Clubs may only hold shoots on a Sunday if they scheduled for that day on the 3-D League's schedule.
- 3) Safety shall be the primary concern of any club or persons setting up a course.
- 4) All trails must lead to the furthest stake (top gun) from the target.
- 5) All trails must be adequately marked. Old courses will be marked or barricaded to inform shooters that it is no longer to be used.
- 6) Courses must be changed before a league shoot, if that course was previously used for competition or practice.
- 7) Clubs will use and abide by the 3-D league's rules.
- 8) Clubs will use the 3-D Leagues scorecards and scoring system.

- 9) Any new club coming into the league will be under one year probation. While on probation, the new club will not have any voting rights.
- 10) At league meetings, each club may have 2 representatives, but will have only 1 vote for any league decision.
- 11) No club may hold any activities that will in any way distract shooters on the day of the shoot.
- 12) All clubs are required to keep a copy of the rules posted at every shoot.
- 13) Scoring is done from score cards: HEADER ON THE SCORE CARD MUST BE COMPLETE.
- 14) Shooters are required to add up their own score. Any score cards turned in without a score will be considered a no score.
- 15) Score sheets are used to check NC'S, spelling, etc. Try to keep as legible as possible.
- 16) If during a shoot, a target is found to be unsafe for any reason, an official from the club where the shoot is being held will decide to move or remove that target and inform scoring. If removed that targets score will be removed from everyone's score for that day.
- 17) Tie breaks are by number of X'S first, if there is a tie then it will be by first target dropped.