



RULES OF THE RANGE

Note: By submitting your registration form, you are acknowledging that you have read, understand and agree to these rules.

The following rules are intended to promote safe and fun archery. The goal is to have fun with archery in a family friendly environment.

No Firearms are allowed on the property.

No consumption or possession of alcoholic beverages is allowed on the property. Bay City has and will exercise the right to ask anyone who appears to be impaired by alcohol or drugs to leave any tournament.

No smoking on the property except in designated areas. None of these designated areas are located on the tournament course.

No broad heads may be used.

No hunting is allowed on the property.

No illegal activities are allowed on the property.

No containers or trash (including cigarette butts) will be left on the range: please use the trash cans provided.

Vehicles must remain in designated parking areas. If special transportation provisions are needed, please consult an acting officer.

No trees will be cut, removed, or impacted in any way.

No Crossbow on the course or practice range.

Violation of any of these Range Rules may be grounds for your removal from the range.

SHOOTING CLASSES

Sighted

Male

A compound, recurve or longbow shot with no restriction on stabilizers or style of release. A sight shall have fixed-pin, cross-hair or circle style pins without a lens or magnification. If circle style pins are used all circles must be the same size. Sights may not be adjusted after entering the shooting course.

Female

A compound, recurve or longbow shot with no restriction on stabilizers or style of release. A sight shall have fixed-pin, cross-hair or circle style pins without a lens or magnification. If circle style pins are used all circles must be the same size. Sights may not be adjusted after entering the shooting course.

All Hunters will shoot from the green cones.

Traditional

Longbow

A one (1) or two (2) piece longbow shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers, Archers may use one (1) nock locating devices. The index finger must touch the nock of the arrow. Face or string walking are not permitted. No sighting device of any kind may be used. There shall be no markings on the bow or bowstring (intentional or accidental) that could be construed as sighting marks. No type of draw check or clicker may be used. A longbow shall conform to the following specifications:

The bowstring, when the bow is strung, may only contact the nocks of the bow.

No stabilizers, counterbalances, or weights of any kind may be attached or built into the bow; except a bow quiver clearly designed to hold arrows.

Recurve

A recurve bow shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers. Archers may use one (1) nock locating devices. The index finger must touch the nock of the arrow. Face and string walking are not permitted. No sighting device of any kind may be used. There shall be no markings on the bow or bowstring (intentional or accidental) that could be construed as sighting marks. ***No type of draw check or clicker may be used.***

Aluminum or carbon arrows must have screw-in field points; wood arrows may have glue-on points. All arrows must have at least three (3) feathers or vanes. no less than four (4)

inches long. No stabilizers, counterbalances, or weights of any kind may be attached or built into the bow, except a quiver clearly designed to hold arrows. Arrows shall be shot off the hand or shelf of the riser only. An arrow side plate (if used) may only extend one (1) inch above the arrow. The shelf may be built up and the side plate may be built out with a hard material that has a minimal consistency of wood. The shelf and side plate may be covered with a softer material that is no thicker than 1/8 inch.

TARGETS AND SCORING AREAS

Targets

Targets shall consist of 3-D type animal targets having official scoring areas. Targets shall be set at unmarked distances.

Scoring Areas

Targets should have scoring areas as follows:

A vital area (8 ring) that roughly approximates the heart, lung, and liver area of the appropriate animal.

The remainder of the animal shall be considered a “body” except as set out in Paragraph 5 below. Hitting the body of the animal outside the vital area is worth 5 points.

An arrow embedded in the horn of an animal, not touching body color, is considered a miss and is scored as a zero. Targets with legs or hooves of a different color than the main body will still be considered as body color for scoring.

Some targets have material surrounding the actual outline of a target animal. This additional material will NOT be counted for score.

EQUIPMENT

Maximum Draw Weight

The maximum draw weight for each class shall be as follows:

60 pounds

A two (2)-pound variance for bow scale variation will be allowed.

Sights, Overdraws, Unusual Equipment, Etc.

Overdraws are permitted in all classes except Traditional Classes.

There is no limit to the number of pins on a sight.

A sight used in a fixed-pin class may not be adjusted once the archer enters the shooting course.

Sights that project a laser light or other aiming dot on the target are illegal in all classes.

A verifier or clarifier style peep sight will be allowed in all classes that permit the use of Sights.

NO DRAW CHECK OR CLICKER MAY BE USED IN THE TRADITIONAL CLASSES.

SHOOTING RULES AND ETIQUETTE

Shooting Etiquette

In a group that contains archers shooting from different stakes, the archers shooting from the farther stakes must shoot first. No archer (or spectator) shall approach a target until the entire group has finished shooting.

When shooting, the archer must touch the appropriate stake with some part of his or her body. At times, stakes are set to challenge the archer with various shooting positions. Any alteration to the ground around the shooting stake using any tools or leveling aids, natural or otherwise, is not permitted.

Each archer shall be allowed a maximum of two (2) minutes to complete his or her shot.

There shall be no discussion of yardage until all arrows have been scored. Discussion of yardage is permitted only among archers who have shot the subject target and must be done in a manner to ensure that other archers who have yet to shoot the target will not be assisted.

No archer shall use any device such as shooting sticks, slings or other such accessories or shooting positions to create a "braced" shot.

Scoring

Score Cards:

Bay City scorecards will be provided and must be use to record scores.

Scoring is required to be considered for any award.

Score cards must be turned in at the check in booth upon completion of the round or before the time set for that shoot.

All score cards must be legible, completed, and signed by the shooter and the scorekeeper to be accepted.

Once a score card is turned in, it is official and may not be modified by the shooter or scorer.

Shooters are to be responsible for their own scorecards

There will be no duplicate score cards issued.

Arrows pulled early will receive a zero. Repeated violations of this rule will result in the offending archer being disqualified.

Any attempt by an archer to knowingly falsify a score, or knowingly allow another to falsify his or her score, shall result in a disqualification of that archery event.

Bay City reserves the right, in its sole discretion, to correct harmless errors including but not limited to, score tabulation, lack of initials or signature, posting, etc., which in Bay City's discretion are don't result from an attempted inflation of the archer's score.

Scoring Arrows:

Scores will be tabulated as follows:

10 points: Heart Ring

8 points: Lungs

5 points: Body outside the vital ring.

0 points: Miss or arrow not touching body color.

If more than one scoring area is visible on a target, Bay City will specify which area shall be used at the shooting stake. If a target is not posted, either scoring area can be used.

An arrow touching the line of a greater scoring area shall be given the higher score.

Arrows shot must stick in the target to receive a score other than a zero with the exception of a pass-through, robinhood, or bounce-back as set out in Paragraphs below.

An arrow that passes through a target may be scored if witnessed and agreed upon by the majority of archers in the group. A pass-through is an arrow passing completely through the target with material 360 degrees around the arrow, leaving a separate entrance and exit hole. If the pass-through was witnessed by a member of the group other than the shooter, and the group cannot agree, the archer may re-shoot the target before the group advances to score the target.

All whole arrows or partial arrows that include the point, that are sticking in the target shall be scored where they penetrate the target. An arrow embedded into the nock end of an arrow embedded in the target shall be scored the same as the arrow embedded into the target. An arrow that hits another arrow—with the arrow being struck showing visible damage—that does not stick in the target shall be given the score of the arrow that was struck. The majority of the group must agree that 1) a particular arrow was struck, and 2) that striking the arrow prevented the arrow from sticking in the target, or the arrow shall be scored as a miss. A bounce-back is an arrow that squarely strikes the target and bounces back toward the shooter. An arrow that glances off the target is not considered a bounce-back.

A bounce-back may be scored if the majority of archers in the group agree upon the score. If a member of the group other than the archer witnesses the bounce-back and the group cannot agree, the archer may re-shoot the target before the group advances to score the target.

Any arrow intentionally shot into the ground or any object other than the target shall be considered an act of unsportsmanlike conduct and the arrow scored a zero.

Binoculars and Rangefinders

An integral part of 3-D competition is the archer's ability to judge yardage without the assistance of range finding devices or assistance from others. Therefore, rangefinders and other devices that may be used to calculate yardage to the target **are prohibited**.

Archers may use hand-held binoculars without magnification limitations to view the target before taking their turn at the shooting cone. Binoculars may not be used from the shooting cones.

Tie Scores

The archer with the most 10's will be the winner. However, if two or more archers still finish with identical scores, 10's will be used to break ties, followed by 8's if necessary. If a tie still remains the archer with the fewest 5's will be the winner.

Unsportsmanlike Conduct and Misc.

No alcoholic beverages or illegal drugs may be carried or consumed on any shooting course, range, or practice area by anyone during shooting hours. If in the opinion of a range official, an archer who is under the influence of alcohol or illegal drugs attempts to enter a course, range, or practice area, the archer will not be allowed to shoot and will be suspended from that competition.

No firearms or crossbows are allowed on the range.

Spectators shall not distract, interfere with, or assist archers while on the shooting course or range.

Unsportsmanlike conduct will not be tolerated. Any action considered unsportsmanlike by the Range Officials will be grounds for disqualification and/or suspension from the tournament. Examples of unsportsmanlike conduct include, but are not limited to, the following:

- Projecting any illuminated aiming point onto a target.

- Littering or improper disposal of trash.

- Communicating to another archer the yardage of a particular target that the other archer has not yet shot.

- Disobeying or disregarding the orders of a range official or shoot official.

If time allows:

FUN ROUNDS Shooters may also shoot “fun rounds” in addition to, or instead of, competitive rounds. If you choose to shoot a competitive round and a fun round you must shoot the competitive round first and turn in your scorecard before beginning the fun round. *Score cards from second passes through the course will not be considered for awards due the shooter having an unfair advantage.*

PRO PRESSURE POINT SHOOTDOWN PROCEDURES:

Should time and weather permit, the Tournament Director may designate classes for a ShootDown to determine the final order of finish.

Designated classes may have up to five participants or in case of a tie in score and in bonus rings for the final spot(s) the Tournament Director may either elect to allow additional shooters, or use the "Closest-to-the-12" tie-break procedure (see Scoring Rules "J") to determine the fifth position.

Prior to the start of the ShootDown, all competitors will be provided a ten-minute period to judge the targets. Anyone not present for any of the judging period forfeits this opportunity and will be required to adhere to the ShootDown pace without additional time for judging.

The first place shooter will start on target one, second place on target two, and so forth.

The group will have one minute to shoot their respective target. Anyone not shooting within the allotted one minute will be given a zero for that target.

Shooters will remain at their stake until their arrow is scored before going to the next target.

Shooters are responsible for having enough arrows to complete the initial round.

After the initial round all shooters within ten points of the leader will proceed to a Final Arrow with the lowest score shooting first and proceeding to the leader.

Bonus rings will not break a tie for first place in the pro classes (except due to weather or time under Scoring Rules.) Should a tie in total score exist for first place following the Final Arrow, the Shooters tied for first will continue to shoot until the tie is broken by total score. The individual with the most bonus rings will select the order of shooting for the first target or if tied for score and bonus rings a coin toss will determine the initial order. Their shooting order will alternate for any additional targets that are required to break the tie.

Due to manufacturer contingency programs there will be a clear second and third place order of finish. Should a tie exist for second and/or third place that is not broken by total bonus-rings, the Tournament Director will use the "Closest-to-the-12" tie-break procedure (see Scoring Rules "J") with the winner receiving an additional bonus ring to break the tie. The winner of a coin toss will select their preference for the order of shooting.