

# WSAA 3D Championship Tournament Rules

## GENERAL

1. The official rules of the NFAA shall govern this tournament except as noted in these WSAA rules.
2. The 3D Championship shall consist of one 60-target Known Distance round, one arrow per target, at known (by archer's rangefinder) distances, shot over two days. Host to determine the number of targets shot per day.
3. The targets will be 3-D foam animals. Target distances, type and size will be at the option of the tournament host.
  - a. The host may use existing field / safari / 3D ranges. 3-D targets may be placed in front of existing butts if necessary for safety reasons or for access to the target.
  - b. Stake colors and target distances are:
    - (1) Adult, Senior, Silver Senior, Master Senior, Young Adult - orange stakes, maximum 60 yards.
    - (2) Youth - will usually shoot from the Adult (orange) stakes unless the distance exceeds the youth maximum of 45 yards or in case the shot is unusually difficult from the adult stake. Then a blue stake, which must be clearly visible from the orange stake, shall be used.
    - (3) Barebow Recurve, Traditional and Longbow Styles shall have their own (purple) stake; maximum distance 35 yards.
    - (4) Cubs (black stakes) – should be approximately one-half the distance of the Youth stakes up to a maximum distance of 25 yards.
    - (5) PeeWee (green stakes) – should be approximately one-half the distance of the Cub stakes up to a maximum of 15 yards.
    - (6) High School NASP shooters will shoot from the Black stakes and Elementary and Middle School shooters will use the Green stakes.
    - (7) These maximum distances are absolute. No variance is permitted.
  - c. No shooting stake will be laid out where it will be dangerous for an archer, an archer's bow, or any other person on the range.
  - d. The stake positions must accommodate both right- and left-handed archers of any size equally.
  - e. The entire kill area of the animal (8-ring) must be visible, but it is permissible for other parts of the animal to be hidden by vegetation.
  - f. The shooting lanes must be cleared for clean, non-interference shots for any arc of an arrow and for all archers, regardless of height, but not necessarily cleared to the ground.
  - g. A walking lane must be cleared to the target, but not necessarily the same line as the shooting lane.
  - h. No moving targets, steel targets, bonus/penalty shots or "mulligans" will be allowed.
  - i. Targets will be placed vertical to the horizon. Archers are required to return the target to this position after removing their arrows.
  - j. All targets will be placed at appropriate distances, with maximum allowable distance according to 10-ring size (see example of Rinehart targets; other manufacturers' targets may be used as long as they are placed accordingly). This is a max distance - larger targets can be placed closer at host club's discretion.
    - Group 1 - Kill diameter greater than 6", Maximum Distance 60 yards (Moose, Buffalo, Caribou)
    - Group 2 - Kill diameter 5" - 6", Maximum distance 50 yards (Black Bear, Mountain Lion, Leopard)
    - Group 3 - Kill diameter 4" - 5", Maximum distance 40 yards (Deer, Antelope, Stone Sheep, Wolf)
    - Group 4 - Kill diameter 2" - 4", Maximum distance 30 yards (Catalina Goat, Small Bears, Turkeys)
    - Group 5 - Kill diameter less than 2", Maximum distance 20 yards (Rabbit, Grouse, Squirrel).
4. **Divisions:** Pro, Senior Pro, Adult (18+), Senior (50+), Silver Senior (60+), Master Senior (70+), Young Adult (15-17), Youth (12-14), Cub (8-11) and PeeWee (under 8). Male and Female categories will be provided in all Divisions.
  - a. Archers will use their age at the start of the tournament to determine their division.
  - b. An archer aged 50 and older may compete as an Adult or Senior. Archers aged 60 and older may compete as an Adult, Senior or Silver Senior. Archers aged 70 and older may compete as an Adult, Senior, Silver Senior, or Master Senior.
  - c. Junior archers may elect to compete in any higher age division up through Adult with written parental consent. The Tournament VP will hold this letter. Once this option has been exercised, the archer may not revert.
  - d. We invite archers attending schools in the National Archery in the Schools Program (NASP) to compete in this event. NASP age groups are Elementary (grades 4-5), Middle School (grades 6-8) and High School (grades 9-12). NASP Division shoots Saturday only.

5. **Styles:**
  - a. Adults, Seniors, Silver Seniors, and Master Seniors shoot Freestyle, Freestyle Limited, Bowhunter Freestyle, Barebow, Traditional, Freestyle Limited Recurve, and Recurve Barebow. Adults ONLY may shoot Longbow.
  - b. Juniors (under 18 years of age) shoot Freestyle, Bowhunter Freestyle, Barebow, Freestyle Limited Recurve, and Barebow Recurve.
  - c. NASP Division archers shoot NASP equipment style only. (Original Genesis Bow without modification, full-length 1820 Aluminum Arrows, NO Sights.)
6. NFAA equipment rules will apply to all styles, except there is no speed limit or draw weight limit. Equipment may be subject to inspection at any time during the tournament day. Arrow shaft diameter is not to exceed .422" (27/64) with points no larger than .425". Lighted nocks are not allowed.
7. No archer shall draw a bow in any manner that if accidentally released could fly beyond a safety zone or a safety arrangement overshoot area or backstop. A warning will be given on the first instance. Second instance will require removal of archer from event.
  - a. This judgement may be made by any Tournament Official, or by anyone else, who should then notify a Tournament Official.
  - b. If the action persists after an official warning, the archer may, in the interest of safety, be asked to stop shooting immediately and to leave the course.
8. All competitors must be current WSAA members. Non-members are welcome to join at any time prior to the start of the tournament or with their registration, including on-site.
  - a. Non-members are also welcome to shoot as Guests, but, as such, will not be eligible for awards.
  - b. NASP archers may compete in the NASP Style in this tournament regardless of WSAA membership.
9. The Tournament Director will group archers with other archers of the same division and style whenever possible. Archers must shoot in their assigned group. Archers who choose not to comply with this will be re-grouped if possible, but will shoot as Guests and not be eligible for awards.
10. The tournament host will ensure responsible adult supervision for archers under age 12.
11. REGISTRATION (including WSAA membership application or renewal) WILL CLOSE 30 MINUTES BEFORE THE SHOOTER'S MEETING to allow for target assignments and other necessary last-minute preparations.

## SHOOTING RULES

1. The group will determine a shooting order and rotate at each target.
2. Each archer will shoot their arrows with one foot touching the appropriate stake for the division and style in which they are registered. Failure to touch the stake will cause the arrow to be "no score".
3. After assuming a position at the stake, the first shooter has two minutes to shoot. Every archer in the group after the first shooter has one minute to shoot. Shooters are allowed two let downs per target
4. No shooter may glass the target while standing at the shooting stake after shooting their arrow.
5. Targets must be shot in numerical order. An intentionally skipped target(s) may not be shot later and the archer will record a score of zero for all targets skipped.
6. This is a one-arrow per target shoot.
  - a. Scoring will be: center scoring ring = 12; second scoring ring (vital circle) = 10; third scoring area (kill) = 8; any part of the animal outside the scoring rings except antlers and horns (wound) = 5. The arrow shaft needs only touch the line or animal to score the higher value (see also rule 15.d.)
  - b. For the SHOOT-OFF, Targets will use OPA style scoring with a colored 14 Ring OUTSIDE of the 10-point area, and both upper and lower 12 Ring; second scoring ring (vital circle) = 10; third scoring area (kill) = 8; any part of the animal outside the scoring rings except antlers and horns (wound) = 5.

The scoring is as follows:

Potential scores on each 3D animal are 14, 12, 10, 8, 5, and 0 points.

14 is an existing ring on the 3D target and is colored pink.

12 is an existing ring on the 3D target and is colored orange.

Shooter must call if he or she is shooting for the 14-ring (pink).

When a 14 is called, the shooter cannot score a 10 or 12.

The arrow shaft need only touch the line or animal to score the higher value (see also rule 14.d.).



7. There will be a 5-minute time limit to find lost arrows. Search for lost arrows a maximum of 20 yards behind target. Enough arrows should be carried to allow a competitor to finish the round. If it becomes necessary to leave the range to obtain more arrows, the targets missed may not be made up.
8. Archers shoot in groups of 3 to 5, with 4 being the preferred number. No group of less than 3 shall turn in an official score.
9. Binoculars will be permitted, and archers may use rangefinders and may discuss distances with other archers.
10. If there is an open target in front of a group and two or more groups are backed up behind, that group must let the backed-up groups shoot through.
11. All scoring must be double scoring. A running total must be kept. Failing to do so and causing delays could result in disqualification.
12. If there is a dispute that cannot be settled at the target or place of incident and a range official is not available, the scorecard and target number should be marked, and a tournament official consulted to resolve the dispute before turning in the scorecard. Once submitted, a score cannot be changed.
13. The first arrow is for score. There is no practice target.
14. All arrows must be in the target to score.
  - a. Witnessed bounce-outs and pass-throughs shall be re-shot. A suspected pass-through may be re-shot with a marked arrow, which will not be scored if the first arrow is found and is scoreable.
  - b. Glance-off arrows do not score.
  - c. Arrows embedded past the nock may be pushed back until the shaft can be seen for scoring.
  - d. An arrow embedded in an object behind the target will be scored a miss (glance-off) unless the shaft is completely surrounded by intact target material.
  - e. 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 (8-ring) is sufficient for a good shot. However, if vegetation has fallen into the previously clear shooting lane, blocking a clear shot, the vegetation may be removed.
  - f. Any arrow deflected by a foreign object or misfired will be scored where it lies.
  - g. Off-ground skids or glances into the target shall be counted as misses
  - h. An arrow embedded in another arrow will be scored the same as the arrow it struck.
15. All arrows must remain in the target and shall not be touched until all arrows are scored. A questionable arrow touched by any person before it is scored must take the lower score.
16. Scoring of questionable arrows is to be decided by the shooting group using this procedure:
  - a. The caller must make an initial call.
  - b. If someone in the group disputes the call, another archer in the group is to make a third call. This should not be the archer whose arrow is in dispute, although in groups with only three shooters it may need to be. This call is final.
17. An arrow dropped while transferring from the quiver to the bow, which falls off the arrow rest, accidentally releases from the string in preparation of making a shot or falls during a controlled let-down, may be recovered if within reach of the archer from the shooting position.
18. In the case of equipment failure, the archer may have up to 45 minutes, as granted by a tournament official, for repair or replacement and re-sighting. The archer will then re-join his/her group and shoot the remaining targets. Missed

targets will be made up in the presence of a tournament official. An arrow released as a result of equipment failure will be considered a shot arrow and scored as it lies. Each archer is limited to one claim of equipment failure per tournament day.

19. Any archer acting in an unsportsmanlike manner shall be IMMEDIATELY disqualified.
20. It is the archer's responsibility to ensure scorecards are complete and accurate. Before submitting them to tournament officials, the archer should verify that:
  - a. Target totals have been fairly and accurately recorded. If there is a difference in an arrow value or a target value between the two score cards, the lower score must be taken.
  - b. The day's total score has been accurately calculated and transcribed to the summary block on the scorecard as appropriate.
  - c. Scorecards have been signed by the shooter and two scorers in that group (three DIFFERENT signatures are required). The score caller is a scorer, along with the scorekeepers. All signers must be WSAA members.
21. All Youth, Cubs and PeeWees must have their scorecards checked and signed by an adult.
22. All scorecards must be turned in within one hour of the completion of the round. It is each archer's responsibility to ensure their scorecard is turned in to registration and that they are registered in the proper classification. Classification cannot be changed after the first day.
23. Once signed and submitted, a score cannot be changed. The signatures are a guarantee that the score is accurate and true. If scorecards are turned in not tallied or not properly signed, they may be disqualified, or the lower score used for official score.
24. A five-target shoot-off will be held on Sunday afternoon among the top five archers in each category with five or more competitors. For those top five archers, their previous score carries into the shoot-off.
  - a. The winners of categories with fewer than five archers are the archers with the highest score in each division and style. Ties for first place will be broken by a one-arrow shoot-off on the practice range or course with an appropriate distance and target size. The arrow closest to the 12-ring is the winner. Repeat until a winner is determined.
  - b. Awards will be presented according to the unit rule. The unit rule determines the number of archers receiving awards in each division and style. One award for 1-3 shooters, two awards for 4-6 shooters, three if there are 7 or more. Places (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>) will be determined by the number of awards allowed and whether there are ties. The number of awards presented may be increased if there are ties for the last place allowed by the unit rule.
  - c. If a competitor is not present for a shoot-off, he/she will place below the other archer(s) tied for first, as allowed by the unit rule.
  - d. Ties for second and third place will be broken by the most 12-rings or given equal awards if still tied, as allowed by the unit rule.
25. For each Championship Tournament, the Tournament Vice President will appoint a three-member protest committee.
  - a. Prior to filing any protest concerning another competitor, the person filing the protest must verbally inform the person that a protest is being filed against him or her. The formal protest must then be submitted in writing, accompanied by a \$25 fee, to the protest committee within one hour of the end of the day's shooting and prior to the beginning of the awards ceremony. The person submitting the protest and other shooter(s) involved will each present their position to the protest committee. If the protest is upheld, the fee will be returned to the protester. If the protest is not upheld, the fee will be retained by the WSAA treasury.
  - b. In case of a dispute concerning the range setup or event management or operation, the formal protest must be submitted in writing, accompanied by a \$25 fee, to the protest committee within one hour of the end of the day shooting and prior to the beginning of the awards ceremony. The protest committee will review the written report and may request the person who submitted the protest and/or the host officials to present their position. If the protest is upheld, the fee will be returned to the protester. If the protest is not upheld, the fee will be retained by the WSAA treasury.
    - (1) If an error results in a course that is more difficult than standard, any records set or broken will stand. Records may not be set or broken on a course which is considered by the committee to be easier than standard.
    - (2) If an error concerns a distance which is beyond the allowed maximum, all archers in the division(s) affected may record a perfect score for that target and adjust their total score to reflect that adjustment. In this case, no records may be set or broken by the affected archers.