



Granite Mountain Night Shoot

REGISTRATION

Onsite registration only. Signups will be at the registration table the day of the shoot. Registration will close at 630pm.

Shooters meeting at dusk (approximately 7pm at the start of the season, and 730 pm later in the summer)

Shoot time is at Dark (approximately 730pm at the start of the season, and 8pm later in the summer)

Unknown Yardage

Shooters will shoot 15 targets

Distance to 40 ± yards all compound bows

30 ± yards for TRAD and children accompanied by adults, note children shoot for fun and cannot compete for prizes

EQUIPMENT

1. Shoot what you bring
2. Lights. One flashlight permitted, and one sight light attached to the bow. Archer's must work together within a group to illuminate the target for the shooter.

SAFETY

1. NO ALCOHOL PERMITTED ON THE COURSE
2. Archers appearing to be intoxicated pose a safety concern and may be asked to leave the course.
3. Archers **must move behind the designated line after shooting and turn off lights** so range officials can see down the line for safety. No equipment may be taken to the lighted marker, i.e., shooting chair as to obscure the range officials view.
4. Range officials will signal when the course is hot with one long whistle, and again when the course is safe to proceed down range w two quick blasts from the whistle.

Prizes and payouts

Prize money will be paid to the top male and top female shooter. Both Trad and compound shooters are competing for the same prize money, simply shooting different targets/yardage.

Children shooting the night shoot are shooting for fun and cannot be considered for prize money.

The size of the pot is based on the number of shooters and may vary.

Prize money awarded Sunday at the end of the shoot (2pm) to the winners. Must be present to win or designate a pickup person on your score card by writing their name at the bottom of the card prior to turning in your card.

SHOOTING RULES AND ETIQUETTE

1. All shooting groups shall establish a shooting rotation.
2. Targets are marked with a target number; be sure you are shooting the appropriate target for your equipment. There will be targets with a different colored number for participating children and those shooting Traditional/ recurve equipment.
3. When shooting, the archer must touch the appropriate stake with some part of his or her body. Once shot has been executed, archer must move behind designated mark until all archers have shot, and range official signals range is clear.
3. 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.
4. This event is based on a "free-hand" style of shooting. No archer shall use any device such as shooting sticks, slings or other such accessories or shooting positions to create a "braced" shot.

SCORING

1. Score Cards
 - a. Scorecards must be turned in at the end of the night.
 - b. Scorecards must be legible, complete, and signed by the archer to be accepted. No scorecard may be changed by a competitor or scorekeeper after submitting it to a range official.
 - c. Archers shall be responsible for their own scorecards. It is up to each archer to ensure that his or her scorecard meets the above requirements. Officials will be present on the range to assist as needed.
2. Scoring Arrows
 - a. Scores will be tabulated as follows:
 - i. 12 points = Circle within the 10 ring. If multiple circles are within the 10 rings, the CENTER RING will be scored a 12.
 - ii. 10 points = Circle inside the vital area
 - iii. 8 points = Vital area
 - iv. 5 points = Remainder of the animal
 - v. 0 points = Miss or arrow not touching body color. Horns or Hooves (If applicable) = 0 points. Some animals have material surrounding the actual outline of the animal. This material = 0 points. Failure to hit target (arrow does not stick in target) = 0 points.
 - b. If more than one scoring area is visible on a target, the forward or center scoring area will be scored.
 - c. An arrow shaft touching the line of a greater scoring area shall be given the higher score. Arrow parts that extend beyond the shaft such as feathers, vanes, or nock collars, cannot be used to score the arrow.
 - d. Arrows must stick in the target in order to receive a score other than a zero with the exception of a pass-through, robin hood, or bounce-back as set out in Paragraphs (e) (f), and (g) below.
 - e. 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.

- f. 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.
- g. 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 score can be agreed upon by the majority of archers in the group. 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.
- h. An arrow released or dropped accidentally will be scored a zero unless the archer is able to retrieve it while touching the stake and re-shoot it within that archer's two minute period.
- i. 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.