



Granite Mountain Youth Archers Tournament Rule Set

Unknown Yardage

Shooters will shoot one course of 15 targets

Shooting Classes:

Youth Male – YM (Age 14-17) Yellow - 35 yards

Youth Female – YF (Age 14-17) Orange - 30 yards

Genesis High School Boys – GHSB (Grade 9-12) Green – 20 Yards

Genesis High School Girls – GHSB (Grade 9-12) Green – 20 Yards

Cub Male – CM (Age 10-13) Purple - 25 yards

Cub Female – CF (Age 10-13) Purple - 25 yards

Genesis Middle School Boys – GMSB (Grade 6-8) Green – 20 Yards

Genesis Middle School Girls – GMSG (Grade 6-8) Green – 20 Yards

Genesis Elementary School Boys – GESB (Grade 4-5) Green – 20 Yards

Genesis Elementary School Girls – GESG (Grade 4-5) Green – 20 Yards

Peewee* – PW (Age 9 and Under) White - 15 yards

*A parent or guardian must accompany archers in the Peewee classes.

No guests, pets, or spectators on comp course (shooters only) w exception for PW

EQUIPMENT REQUIREMENTS

Youth Male, Youth Female, Cub Male, Cub Female, Pee Wee

A compound, recurve, or longbow shot with or without sights. A sight shall have fixed pins, cross hair, or circle style pins without lens or magnification. If circle style pins are used, all circles must be the same size. A sight may have a rear aperture (i.e., peep sight or fixed rifle type sight). Sights may NOT be adjusted after entering the shooting course. Only ONE stabilizer may be used. The stabilizer shall be no more than 12-inches long and extend no more than 12 inches from the point of attachment to the riser of the bow. Additional counterbalances or weighted attachments are prohibited. (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.). Unweighted vibration dampeners are not considered to be stabilizers; however, unweighted vibration dampeners attached to the stabilizer are measured as a part of the stabilizer and are subject to the 12-inch rule above. Equipment in this class may be shot with any manner of release.

SAFETY RECOMMENDATION: Peewee and cubs, use a “field quiver” (arrows pointed to the rear of the body), a bow quiver, or parents carry the arrows.

Genesis classes

An original Genesis bow which has a solid riser, one cam, stock flipper-style rest, open sights, and uses fingers to shoot with. Easton 1820 Aluminum arrows including short, tapered, glued-in target points. No bow sight, drop away arrow rest, mechanical release, or bow stabilizers are permitted.

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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**. An archer may not use parts of his or her body, the bow, or any other accessories or equipment to calculate yardage. Any mark on otherwise legal binoculars that could be construed as a reference point for range finding is prohibited. Hand-held binoculars are allowed without magnification limitations. Binoculars shall not be used at the stake after the shot has been taken. Archers may utilize binoculars additionally to view the target while waiting their turn at the shooting stake or from an on-deck area behind a group that is in the process of shooting a target.

SHOOTING RULES AND ETIQUETTE

1. All shooting groups shall establish a shooting rotation. No archer shall approach a target prior to the entire group shooting.
2. 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. Alterations to the ground around the shooting stake, using any tools or leveling aids, natural or otherwise, is not permitted.
3. Each archer shall be allowed a maximum of two (2) minutes to complete his or her shot. This rule shall operate as follows:
 - a. Time will begin for the first archer when the previous group clears the target. Time will begin for the next archer when the previous archer releases his or her arrow.
 - b. Archers should be sensitive to the time concerns of the groups behind them and make every attempt to shoot in a timely manner. An archer found to be over his or her allotted time by a range official will receive a verbal warning, on the second offense an archer may have five (5) points deducted from his or her score. If the actions of a whole group are contrary to this rule, each person in the group may have five (5) points deducted from his or her score. Repeated violation of an archer's two (2)-minute time limit is considered to be unsportsmanlike conduct.
 - c. After shooting, the shooter should immediately clear the stake for the next shooter. Using binoculars from the shooting stake after the shot is prohibited. Repeated violations of this rule will result in a five (5)-point deduction of the shooter's score for each violation.
 - d. In order to support the two-minute time limitation, an archer at the shooting stake may not let down more than three times. Let down is defined as drawing to anchor, then letting down and not taking the shot. If an archer lets down more than three times, he or she shall receive a score of zero for that target. All shooting groups shall enforce this scoring, and failure to do so will be considered falsification of a score.
4. 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.
5. No more than one umbrella may be used to assist a shooter at the stake. The maximum size for an umbrella used on a range shall be "golf sized."
6. 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.

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SCORING

1. Score Cards

- a. Scorecards must be split between two scorekeepers so that each scorekeeper has one card for each archer. Both scorekeepers must agree on a score, compare and record the score before the arrows are pulled from the target. Scorecards will be marked by a punched hole in the correct scoring box for each target prior to being turned in.
- b. Arrows pulled early will receive a zero. Repeated violations of this rule will result in the offending archer being disqualified.
- c. If the two scorekeepers for a group mistakenly record different scores, the inconsistent scores must be corrected as agreed upon by the majority of the group. The error must be circled and initialed by both scorekeepers and the correct score punched or otherwise clearly marked. If agreement by the majority of the group is not possible, the shooter will receive the higher of the two scores.
- d. Scorecards will be checked at the end of the course. Each group's scorecards must be turned in together by the entire group.
- e. 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.
- f. 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.

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- 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.

Unsportsmanlike conduct will NOT be tolerated. Any action considered unsportsmanlike by the club will be grounds for disqualification.

Examples of unsportsmanlike conduct include, but are not limited to:

1. Throwing equipment (bow, release, arrow, etc.)
2. Littering or improper disposal of trash (broken arrows shall NOT be left on the courses)
3. Communicating verbally or nonverbally to another archer the yardage of a particular target
4. Disobeying or disregarding the orders of a range official or event official.