



Granite Mountain Night Shoot

REGISTRATION

On site registration only. Sign ups will be at the registration table the day of the shoot. Registration will close at 600pm.

Shooters meeting at dusk (approximately 7pm)

Shoot time is at Dark (approximately 730 pm)

Unknown Yardage

Shooters will shoot one course of 15 targets

Distance to 30 yards

EQUIPMENT

1. Shoot what you bring
2. Flashlights, two flashlights permitted. One to illuminate the archer's sight, and the other on the target. Archer's must work together within a group.

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.

Prizes and payouts

Prize money will be paid to the top male and top female shooter.

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 pick up 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. 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.



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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 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.



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- 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.