

# 2026 Granite Mountain Archers 3D Series — Official Rules & Information

## Event Overview

The Granite Mountain Archers 3D Series is a four-leg competitive archery event featuring 3D target courses. Participants must complete three (3) of the four scheduled legs to qualify for series awards. Each archer's lowest score of the four legs will be dropped from the cumulative standings.

Each leg will consist of two (2) separate 15-target courses, shot on the same day.

## Event Schedule

Saturday, March 14, 2026 – 8:00 AM & 12:00 PM\*

Saturday, April 11, 2026 – 8:00 AM & 12:00 PM\*

Saturday, May 9, 2026 – 8:00 AM & 12:00 PM\*

Saturday, June 13, 2026 – 8:00 AM & 12:00 PM\*

Start times are subject to change due to weather and unforeseen delays.

\*Afternoon start time is approximate and depends on when the last morning group clears the course. A one-hour break will be observed between morning and afternoon flights.

## General Format

- Flighted shotgun start.
- Shooter's meeting: 30 minutes before each start time.
- Field tips only — no broadheads permitted or practice broadheads permitted.
- Compound, Recurve, and Traditional bows only (no crossbows).

## Registration & Fees

Registration opens January 1, 2026. Registration closes at 11:59 PM on Wednesday prior to each shoot date.

Entry Fees:

- Standard Entry: \$40 per leg
- Senior (55+): \$35 per leg
- Money Class: \$175 one-time fee (covers all four legs; no refunds after March 11)

15% discount when registering for three or more legs (not applicable to Money Class). No refunds after registration closes.

- Change Order: \$10 fee will be applied to changes in registration. This includes, but not limited to, changes to shooting classes. Should the host club eliminate or combine a shooting class, this fee will not be charged to the participant to change shooting class.

## Awards & Scoring

Per event awards will be presented to the top three archers in each class at the end of each leg.

Series scoring: cumulative points from each archer's top three scores. Series buckles will be awarded for 1st, 2nd, and 3rd place in each class, including Money Class.

Money Class Payouts:

- 1st: \$1000

- 2nd: \$500

- 3rd: \$250

Series awards will be presented Saturday, June 13, 2026, at the conclusion of the event.

## Divisions & Classes

No youth classes offered for this series. A separate youth shoot will be held in May.

Youth may compete in adult classes, excluding Senior 55+.

Classes may be eliminated or combined based on lack of participation (e.g., TRAD and FTRD). There will be no class changes once registration closes for the 1<sup>st</sup> leg on March 11, 2026. All affected participants will be notified of any changes via the phone number and/or email provided during registration.

## Known Distance Classes

KHF – Known Hunter Female – 40 yds max (pink) – Fixed pins, no lens magnification. Peep verifier/clarifier permitted. Front Stabilizer no greater than 15" in length measured from the point of attachment at the riser. Length includes the bar, weights, dampeners, and attachment (i.e., quick disconnect). ONE rear stabilizer aka wind bar, side bar allowed (no length limit).

KHM – Known Hunter Male – 45 yds max (green) – Same as KHF.

KFO – Known Female Open – 45 yds max (green) – Shoot what you bring.

KMO – Known Male Open – 50 yds max (blue) – Shoot what you bring.

KSR – Known Senior 55+ – 45 yds max (green) – Combined class, male and female. Shoot what you bring.

MNY – Money Class – 50 yds max (blue) – Combined class, male and female. Shoot what you bring.

Known Class Notes:

- Yardage not provided. Use personal rangefinders.
- No stepping off distances.
- Rangefinders may be shared within the same group.
- Avoid discussing distances near unknown competitors.

## Unknown Distance Classes

HCF – Hunter Female – 40 yds max (pink) – Fixed pins, no lens magnification. Peep verifier/clarifier permitted. Front Stabilizer no greater than 15” in length measured from the point of attachment at the riser. Length includes the bar, weights, dampeners, and attachment (i.e., quick disconnect). ONE rear stabilizer aka wind bar, side bar allowed (no length limit).

HCM – Hunter Male – 45 yds max (green) – Same as HCF.

FBO – Female Open – 45 yds max (green) – Shoot what you bring.

MBO – Male Open – 50 yds max (blue) – Shoot what you bring.

BHS – Senior 55+ – 45 yds max (green) – Combined class, male and female. Shoot what you bring.

TRAD/FTRD – Traditional Male and Female Traditional – 30 yds max (orange) – Recurve/longbow shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers. The index finger must touch the nock of the arrow. No face or string walking. No type of draw checks allowed. No stabilizers, counterbalances, or weights of any kind may be attached or built into the bow, except a quiver clearly designed to hold arrows. Only one quiver may be used.

### Unknown Class Notes:

- Distances judged by eye only, no use of body parts, gapping techniques, or stepping off to target allowed.
- Rangefinders, there will be no use of rangefinders permitted. This includes after the shot.
- Target distances discussed only after all in group have shot.
- No sharing info between groups.

## Equipment Rules

“Shoot what you bring” no restrictions on sights, stabilizer, or magnification.

Participants are responsible for ensuring proper class and equipment compliance.

Arrow Weight is the individual competitor’s responsibility to ensure that their arrows meet the manufacture recommendations for minimum arrow weight per pound of draw weight. All arrows must be the same, i.e., weight, points, manufacturer. Field tips only – no broadheads or practice hunting points.

Binoculars, hand-held binoculars are allowed in all classes. - Binoculars with rangefinder capabilities are only allowed in the known yardage classes. Any scribed mark (other than factory marks) on otherwise legal binoculars that could be construed as a reference point for range finding is prohibited. Binoculars are to be inspected by all archers within a group before the first shot of the day. An archer with an adjustable sight may NOT readjust his or her sight after using binoculars at the shooting marker. Archers may utilize binoculars from behind the shooting marker to view the target while waiting their turn or behind a group that is in the process of shooting the applicable target.

Sights, there is no limit to the number of pins on a sight. \*Sights that project a laser light or other aiming dot on the target are not allowed. Sights with a built-in ranger finder must shoot Known Open class. Magnified scopes are allowed only in Money, Senior, and Open classes.

Umbrella, Only ONE may be used to assist a shooter at the marker.

## Scoring & Conduct

Standard Scoring, 12, 10, 8, & 5. If multiple circles are within the 10 ring, the CENTER RING will be scored 12. Failure to hit target (arrow does not stick in target) = 0 points. **Horns, Hooves, and decoration (If applicable) = 0 points.** If more than one scoring area is visible on a target, the forward or center scoring area will be scored. Arrows touching the line receive the higher score. No touching or pulling of the arrows until all arrows have been scored and agreed upon.

Time limit, each archer shall be allowed a maximum of two (2) minutes to complete his or her shot. 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.*** After shooting, ***the shooter must immediately clear the marker for the next shooter.***

Let downs, no more than two letdowns within the two (2) minute time limit.

Unsportsmanlike behavior or safety violations may result in disqualification.

Spectators are not permitted on competitive courses unless special permission has been granted by host club, 3D Series committee member.

## Performance Limits & Inspection

Performance Limits (Excluding Known Yardage Classes and Trad)

Speed limit of 310 feet per second (3% for equipment variances – 320 fps).

Absolute maximum of 320 fps (Penalty: Disqualification). The rule is 310 fps; 320 fps is to compensate for temperature, altitude, equipment variations, etc. If an archer is flirting with 320 fps, the archer is doing so by choice. **No excuses if an archer shoots ABOVE 320 fps.**

- Archers must present their equipment for inspection if their course score is ABOVE the course inspection score for their applicable class. Archers are aware of their course score and are responsible for presenting their equipment. If an archer does NOT score above the course inspection score, no inspection is required.

### PERFORMANCE LIMITS

Course Inspection Score all classes >140

- Archers who are required to present their equipment for inspection must proceed directly to the inspection area with their scorecards (preferably as a group). Archer is only required to present equipment for inspection once per shooting date. Example, if you chronograph after the AM flight, there is no need to chrono after the PM flight. If you did not chrono for the AM flight, being as you did not shoot over 140, but did so during the PM flight, you must chrono before turning in your scorecard for the PM flight.

- Chronograph officials have the option of selecting the arrow to be shot during the inspection.

- Archers must come to full draw and release, no quick releases allowed. If chronograph official believes that the archer quick released, the official has the authority to make the archer shoot again.

- Chronograph officials will mark the archer's score card and the archer will then turn scorecards into the scoring officials.

