

2024 Granite Mountain Archers 3D Series

Three legs of competition 3D archery. NO drop leg!

15 target courses, shoot two courses each day, see listed times for each date.

Compound, Recurve, and Traditional. No crossbows permitted. Field tips only, no broadheads.

Flighted with a shotgun start.

Shooters meeting 30 min prior to start time. Start times are subject to change due to weather and unforeseen delays. Afternoon start time is estimated and will be dependent on when last shooting group clears course from morning flight. We allow for a one-hour break once the last group clears the course.

Saturday, March 09 0800 and 1200 pm

Saturday, April 13 0800 and 1200 pm

Saturday, May 11 0800 and 1200 pm

Points will be cumulative over the three legs. Buckles will be awarded for 1st, 2nd, and 3rd place in each class and presented at the conclusion of the series, Saturday May 11, 2024. There will be NO individual awards per shoot date offered.

We are unable to offer children or youth classes for this series. We do offer a shoot solely for children and youth in May.

Youth are welcome to enter and shoot in the adult classes offered, excluding the senior class.

\$40 entry fee per leg

\$35 Senior 55+ entry fee per leg

15% Discount when registering for all three legs, Early Bird special available until March 06. No refunds after registration closes.

Registration opens early January.

Registration will close for each Leg at 11:59 PM the Wednesday prior to the shoot date.

Known Classes

KHF Known Hunter Female 40-yard 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 PERMITTED, no length restrictions.

KHM Known Hunter Male 45-yard max green

- 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 PERMITTED, no length restrictions.

KFO Known Female Open 45-yard max green Shoot what you bring *see note on sights

KMO Known Male Open 50-yard max blue Shoot what you bring *see note on sights

KSR Known Senior 55+ (male and female archers combined) 45-yard max green

- Shoot what you bring *see note on sights

Known competitors

Yardage information will not be provided. Competitors must provide their own range finder. At no time are competitors permitted to "step off" the distance to any target, near or far. Range finders may be shared amongst archers assigned to the same target throughout the course. Please be candid when discussing distances as there may be competitors competing in the unknown divisions on your course.

Unknown Classes

HCF Hunter Class Female 40-yard 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 PERMITTED, no length restrictions.

HCM Hunter Class Male 45-yard max green

- 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 PERMITTED, no length restrictions.

FBO Female Open 45-yard max green Shoot what you bring *see note on sights

MBO Male Open 50-yard max blue Shoot what you bring, *see note on sights

BHS Unknown Senior 55+ (male and female archers combined) 45-yard max green

- Shoot what you bring, *see note on sights

TRAD Traditional (male and female archers combined) 30-yard max orange

- A recurve or 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 sighting device of any kind may be used. There shall be no markings on the bow or bowstring (intentional or accidental) that could be construed as sighting marks.
- 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 competitors

All distances will be judged by the naked eye. Using any part of the shooter's body is prohibited, which INCLUDES "gapping techniques" that may use equipment, or "stepping off" the distance to or from any target. Exchanging target information with other shooting groups at any time during the tournament is strictly prohibited. Target information may only be discussed among members of a shooting group after all members of that group have shot the target.

All competitors regardless of class

- Arrow Weight It 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.
- 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. -- A verifier or clarifier style peep sight will be allowed in all classes that permit the use of sights. -- *Sights with a built-in ranger finder must shoot Known Open class.
- 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.**
- No more than two letdowns within the time limit.
- Umbrella, Only ONE may be used to assist a shooter at the marker.
- Spectators, none are permitted on competitive courses.
- If an arrow is accidentally dropped or released, and projects beyond the shooting marker, it may be retrieved and reshot only if the archer can reach and retrieve the arrow while still touching the marker. If the archer cannot retrieve the arrow, they will score a zero for that target.
- Binoculars, Hand-held binoculars are allowed in all classes. - Binoculars with rangefinder capability are NOT allowed. Exception: 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.
- Scoring, 12, 10, 8, & 5. Circle within the 10 ring = 12 points. If multiple circles are within the 10 ring, the CENTER RING will be scored a 12. Circle inside the vital area = 10 points. Vital area = 8 points. The remainder of the animal = 5 points. 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.

- 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 daily 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 daily course inspection score, no inspection is required for the day. - Archers who are required to present their equipment for inspection must proceed directly to the inspection area after turning in scorecards (preferably as a group). - Chronograph official has 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.

PERFORMANCE LIMITS

Course Inspection Score all classes >145