

2013

Rules for Shoot



**3D Archery Association of
Australia**

Version 1.0.1

Effective 1st December 2012



Rules of Shoot

CONTENTS

SECTION 1

ELIGIBILITY AND QUALIFICATIONS TO SHOOT

- | | | |
|----|--|-----|
| A. | 3DAAA Tournament Year | p.4 |
| B. | Class advancement by age | p.4 |
| C. | Qualification to participate in the World Championship | p.4 |

SECTION 2

TARGETS AND SCORING AREAS

- | | | |
|----|---------------|-----|
| A. | Targets | p.5 |
| B. | Scoring areas | p.5 |

SECTION 3

EQUIPMENT

- | | | |
|----|--|-----|
| A. | Grains per pound and arrow speed | p.5 |
| B. | Maximum draw weight | p.6 |
| C. | Sights, overdraws, unusual equipment, etc. | p.6 |

SECTION 4

SHOOTING RULES AND ETIQUETTE

- | | | |
|----|--|------|
| A. | Shooting etiquette | p.7 |
| B. | Scoring | p.9 |
| C. | Binoculars and rangefinders | p.11 |
| D. | Equipment failures and leaving the course | p.11 |
| E. | Peer groups | p.12 |
| F. | Tie scores, unsportsmanlike conduct, and misc. | p.13 |



Rules of Shoot

SECTION 5

SHOOTING CLASSES

- | | | |
|----|-------------|------|
| A. | Level One | p.14 |
| B. | Level Two | p.16 |
| C. | Level Three | p.17 |

SECTION 6

RULE VIOLATIONS AND PROTESTS

- | | | |
|----|---|------|
| A. | Rule violations | p.18 |
| B. | Protests, Appeals, and Requests for Reconsideration | p.18 |
| C. | Review by the 3D AAA | p.19 |

SECTION 7

INDOOR COMPETITION

- | | | |
|----|----------------------|------|
| A. | General Indoor Rules | p.20 |
| B. | Rounds | p.21 |
| C. | Competition Events | p.22 |

SECTION 8

ADDITIONAL COMPETITIONS and AWARDS

- | | | |
|----|------------------------|------|
| A. | 3D State Series | p.24 |
| B. | 3D Shooter of the Year | p.24 |
| C. | 3D Sponsored Teams | p.24 |
| D. | 3D Club Teams | p.25 |
| E. | 3D Top 10 | p.25 |



Rules of Shoot

SECTION 1

ELIGIBILITY AND QUALIFICATIONS TO SHOOT

A 3D AAA TOURNAMENT YEAR

The 3DAAA Tournament Year begins upon **December 1st of each calendar year and ends the following November 30th.**

B. CLASS ADVANCEMENT BY AGE

B.1 **Cub & Youth archers will progress in class standing on December 1st of each calendar year. Regardless of actual birthdays they will maintain class standing (Cub/Youth) until the following December 1st.**

B.2 Adult archers may register at any event, for any class the archer is eligible, based on their age on the day of registration.

C QUALIFICATION TO PARTICIPATE IN THE WORLD CHAMPIONSHIP

In order to compete in the IBO World Championship an archer must be an IBO Member. From 2011 onwards, international competitors must qualify to enter the IBO World Championships. Competitors who have not met the qualification criteria will not be eligible to enter the World Titles but may compete in the Archery Festival.

To be eligible to enter the World Titles, a competitor must either:

- Be the winner of Shooter of the Year in a Level 1 Shooting Class or
- Place not lower than 10th in one of the Level 1 Shooting Classes at one of the nominated events shown in the calendar

Competitors wishing to enter the World Titles must have their entry certified by the Association prior to lodging it with IBO.



Rules of Shoot

SECTION 2

TARGETS AND SCORING AREAS

A 3D TARGETS

- A.1** At all 3DAAA Sanctioned Shooting Events, targets shall consist of 3-D type animal targets which meet the current 3DAAA Target Policy.
- A.2** Host Clubs may mix the size of the animals as long as the targets meet the current 3DAAA Target Policy.
- A.3** Targets shall be set at unmarked distances. The maximum distance for each stake shall be as follows:
- | | | |
|--------------|--------------|---------------------------|
| A.3.1 | Orange stake | = 50 yards (45.72 meters) |
| A.3.2 | Green stake | = 45 yards (41.15 meters) |
| A.3.3 | Yellow stake | = 35 yards (32 meters) |
| A.3.4 | White stake | = 30 yards (27.43 meters) |
| A.3.5 | Red stake | = 20 yards (18.35 meters) |
- A.4** Targets should be set so they are distinguishable with the entire vital area (8 ring) unobstructed.

B SCORING AREAS

- For all 3DAAA Sanctioned Shooting Events, the targets shall have scoring areas as follows:
- B.1** A "10 ring" consisting of a circle inside the vital area.
- B.2** A vital area (8 ring) that roughly approximates the heart, lung and liver area of the appropriate animal.
- B.3** The remainder of the animal shall be considered a "body" and be scored as five (5) except as set out in Paragraph B.5 below.
- B.4** An arrow embedded in the horn of an animal, not touching body colour, is considered a miss and is scored as a zero. Targets with legs or hooves of a different colour than the main body will still be considered as body colour for scoring.
- B.5** Some targets have material surrounding the actual outline of a target animal. This additional material will NOT be counted for score.

SECTION 3

EQUIPMENT

A GRAINS PER POUND AND ARROW SPEED

- A.1** Arrows must weigh at least five (5) grains per pound of the bow's maximum shooting weight unless the archer's equipment qualifies for the exception, as set out in Paragraph A.2 below. Shooting weight is defined as the bow's maximum draw or thrust weight, which ever is greater. A variance of five (5) grains or two (2) pounds of draw weight shall be allowed for scale variation (not both). For example; you will not be allowed to have a bow two (2) pounds heavy with an arrow five (5) grains light for the weight you thought



Rules of Shoot

you had (295 grain arrow and a 62 pound bow weight). Equipment qualifying in this Paragraph A.1, shall have no limit on arrow speed.

- A.2** In the case where an archer's equipment, when shot at five (5) grains per pound does not generate 290 feet per second (fps), that archer may shoot arrows weighing less than five (5) grains per pound. However, equipment qualifying in this Paragraph A.2, shall not exceed an arrow speed of 290 fps. A variance of 3% will be allowed for chronograph variation.
- A.3** Draw weight shall not be adjusted after entering the shooting course. Adjustments can be made only after equipment is checked at the conclusion of a course. Doing so will be considered poor sportsmanship and subject to disqualification.
- A.4** 3DAAA recommends that archers do not exceed manufacturer's recommended limits on arrow weight and draw length.
- A.5** A maximum arrow diameter of 0.422" (27/64) will be allowed with an allowance of up to 0.425" for arrow point diameter.

B MAXIMUM DRAW WEIGHT

- B.1** The maximum draw weight for each class shall be as follows:

- B.1.1** Cub Classes = 40 pounds.
B.1.2 All Female and Youth Classes = 60 pounds.
B.1.3 All Male and Traditional Class = 80 pounds.

- B.2** A two (2) pound variation will be allowed.

C. SIGHTS, OVERDRAWS, UNUSUAL EQUIPMENT, ETC.

- C.1** Overdraws are permitted in all classes except TRAD, RU.
- C.2** There is no limit to the number of pins on a sight.
- C.3** A sight used in a fixed pin class may not be adjusted once the archer enters the shooting course.
- C.4** Sights that project a laser light or other aiming dot on the target are illegal in all classes.
- C.5** An archer using new or unusual equipment not addressed by class definitions or elsewhere in these Rules, will be required to shoot in one of the open classes until the 3DAAA National Committee makes a ruling on the proper class for the equipment.
- C.6** A verifier or clarifier style peep sight will be allowed in all classes that permit the use of sights.



Rules of Shoot

SECTION 4 SHOOTING RULES AND ETIQUETTE

A. SHOOTING ETIQUETTE

- A.1** Shooting groups shall not consist solely of family **and/or team members**. Such groups shall be “busted” by including at least one (1) outsider who will keep score. **Such groups must be aware** that good sportsmanship requires an additional competitor/scorekeeper be added to their group. Failing to do so is unsportsmanlike conduct.

Shooting groups are to consist of no less than three (3) archers **including a minimum of two archers eligible to keep score** and no more than five (5) archers. **Cubs may not accompany a group unless that group has at least one person 18 years of age or older.** If a group has less than three (3) archers they must join the group behind providing that group does not exceed five (5) shooters. If this is the case the archers are to split into groups following. If a group has more than five (5) archers then this group needs to break into two (2) groups.

Groups of less than 3 archers are permissible provided they are accompanied by a non shooting tournament official.

- A.2** An archer may only participate in one (1) class at any one 3DAAA sanctioned event. This does not prevent an archer from shooting a different style or class at a different event.
- A.3** In a group that contains archers shooting from different stakes, the archer/s shooting from the farther stakes must shoot first. Except for instances of equipment failure (Rule D.2) no archer or spectator shall approach a target prior to the entire group shooting.
- A.4** When shooting, the archer must touch the appropriate stake with some part of their body.

- A.5** Each archer shall be allowed a maximum of two (2) minutes to complete their shot. This Rule shall operate as follows:

A.5.1 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 their arrow.

A.5.2 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 their allotted time by a range official **may** have five (5) points deducted from their score. If the actions of the whole group are contrary to this Rule, each person in the group may have five (5) points deducted from their score.

A.5.3 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.

A.5.4 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



Rules of Shoot

shooting groups shall enforce this scoring, and failure to do so will be considered falsification of a score and subject the group to **those** penalties described in paragraph B.1.9 under Scorecards.

Repeated violation of an archer's two (2) minute time limit is considered to be unsportsmanlike conduct.

- A.6** 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.
- A.7** No more than one (1) 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".

- A.8** Weather and local conditions permitting, range opening and closing times will conform to the following:

Event	Opening times	Closing times	Top 10 Cut off time
National Titles:			
Day 1	8am	5pm	not applicable
Day 2	8am	3.30pm	3pm
Sanctioned Event:			
Day 1	7am	3.30pm	3pm
Day 2	7am	1.30pm(*see below)	1.30pm(*see below)
Special Event:			
	As advertised		
Club Event:	As per club policy		

If local conditions (such as the number of shooters/available ranges or adverse weather conditions) logically dictate a change to these times during the event, the shoot director may vary them during the event, provided the revised times are displayed at the registration area. If local conditions dictate a change to these times prior to the start of the event, then they must appear on the shoot program for the particular event and be displayed at the registration area.

Scores turned in after the Top 10 cut off time will not be included in the calculation of the Top 10 or Exhibition Match contestants but will be included in the results for the overall event. Scores submitted after the closing times will not be accepted for the tournament.

**The Committee has chosen to introduce a minimum cut off time for Sunday shooting. Shoot officials may extend the time if circumstances warrant however they cannot be any earlier than shown above.*

Blatant time wasting by a group is considered to be unsportsmanlike conduct.

- A.9** All IBO competitive events are 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.



Rules of Shoot

B SCORING

B.1 Score Cards

- B.1.1** At all 3DAAA Sanctioned Events, two (2) **official** score cards must be completed for each archer. Score cards must have the archer's name, 3DAAA Membership Number, and the **3DAAA Membership Number** of each score keeper.
- B.1.2** Score cards must be split between two (2) score keepers (Cubs are NOT permitted to score), so that each score keeper has one (1) card for each archer. Both score keepers must agree on a score, compare and **record** the **score** before arrows are pulled from the target.
- B.1.3** Arrows pulled early will receive a zero (0). Repeated violations of this Rule will result in the offending archer being disqualified.
- B.1.4** If the two score keepers 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 initialled by both score keepers and the correct score recorded or otherwise clearly marked. If agreement by the majority of the group is NOT possible, the shooter will receive the **higher** of the two (2) scores.
- B.1.5** Score cards must be legible, complete and signed by the archer to be accepted. No score card may be changed by a competitor or score keeper after submitting it to a Range Official. **All score cards and check score cards MUST match and be signed by both the archer and scorer. Unsigned score/check score cards will not be recognised and all scores for the archer concerned shall be forfeited. The score of zero will be recorded for all ranges shot that day. Any records shot or 100's claimed will not be recognised.**
- B.1.6** Score cards will be **verified** at the end of each days shooting. Each group's score cards must be turned in together.
- B.1.7** Archers shall be responsible for their own score cards. It is up to each archer to ensure that his/her score card meets the above requirements.
- B.1.8** Host Clubs shall keep score cards for one (1) year following a 3DAAA Sanctioned Event.
- B.1.9** Any attempt by an archer to knowingly falsify a score, or knowingly allow another to falsify their score shall result in a disqualification of that archer for that shooting event, and that archer shall be ineligible to participate in any 3DAAA Sanctioned Event for a one (1) year period. A suspended competitor may petition the 3DAAA National Committee for re-instatement.
- B.1.10** The Tournament Director has the right, in their sole discretion, to correct harmless errors including but not limited to; score tabulation, posting, etc., which in the opinion of the Tournament Director, are clearly not a result of an attempted inflation of the archer's score.
- B.1.11** Completed score cards must be turned in to the shoot administration without delay following the completion of the final range for the day's competition.



Rules of Shoot

B.2 Scoring Arrows

B.2.1 Scores shall be tabulated as follows:

- Ten (10) points = 10 ring or heart.
- Eight (8) points = vital area.
- Five (5) points = body.
- Zero (0) points = miss or arrow not touching body colour.

B.2.2 **For the turkey and the alligator**, if more than one scoring area is visible on a target, the host organisation shall note which area shall be used at the shooting stake. In the event that such a target is not posted, either scoring area can be used.

B.2.3 An arrow touching the line of a greater scoring area shall be given the higher score.

B.2.4 The point of an arrow must stick in the target in order to receive a score other than a zero (0). Once an arrow passes by the target it will be scored as a zero (0). If an arrow passes by the target, hits an object and ricochets into the target it will be scored as a zero (0). Please note the explanations of a pass through, 'robin hood', or bounce back as set out in Paragraphs B.2.5, B.2.6 and B.2.7 below.

B.2.5 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; without adjustment of equipment.

B.2.6 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 embedded arrow. An arrow that hits another arrow (with the 'struck' arrow showing visible damage) and does not stick into the target shall be given the score of the 'struck' arrow. 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 into the target. If this is not agreed to by the majority of the group the arrow shall be scored as a miss.

B.2.7 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; without adjustment of equipment.

B.2.8 An arrow released or dropped accidentally will be scored a zero (0) unless the archer is able to retrieve it while touching the stake and re-shoot it within that archer's two (2) minute period.

B.2.9 Any arrow intentionally shot into the ground or any object other than the target



Rules of Shoot

shall be considered an act of unsportsmanlike conduct and the arrow scored as a miss.

- B.2.10** All arrows must remain in the target until all arrows are scored. The arrow shaft must be touching any portion of the next highest scoring line to be scored for the higher value. The status of any doubtful arrows must be determined and a judgement made before drawing any arrow from the target. If both score keepers are in agreement, the score will stand and arrows may be removed from the target. In the event that a clear decision is unable to be made, the scorekeepers' will alternate the responsibility of making the final determination; an agreement of this should be made before commencing to shoot (i.e. Official Scorer – even targets; Check Scorer – odd targets). An archer cannot decide on an arrow call if the arrow in question is theirs. Groups will be responsible for calling their own arrows, although if present a Range Official may call any arrow. Please keep in mind timeliness as other groups may be waiting to shoot.

C. BINOCULARS AND RANGEFINDERS

- C.1** An integral part of 3DAAA competition is the archer's ability to judge yardage without the assistance of range-finding devices or assistance from others. Therefore, cameras, rangefinders or any other devices that may be used to calculate yardage to the target ~~is~~ **are** prohibited. An archer may not use parts of his/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. Archers using adjustable sights may not adjust their sight elevation after drawing the bow and sighting the target.

C.1.1 Range finders shall not be carried or used on any competitive target range or in proximity to the Top 10 area. They may be carried and/or used on all the practice ranges, both 3D and target and in the car park and camping area for the purposes of checking target distances and practising range estimates.

Any person found in possession of a rangefinder in a prohibited area shall be guilty of acting in an unsportsmanlike manner and dealt with under rule F.4.

- C.2** Hand held binoculars are allowed without magnification limitations.
- C.3** Binoculars shall not be used at the stake after the shot has been taken. An archer with an adjustable sight may not adjust their sight after they have used their binoculars at the shooting stake. 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.

D EQUIPMENT FAILURES AND LEAVING THE COURSE

D.1 Leaving the Course

- D.1.1** Once an archer begins a shooting course they must finish with their group unless given permission to leave by a Range Official, or in the event of equipment failure. Any archer or group that leaves a range without the authorisation of a Range Official will not be allowed to continue.



Rules of Shoot

D.1.2 When possible, in the case of inclement weather, a siren or other warning system shall be implemented, indicating that a potential emergency exists, and all shooting and practice ranges are immediately closed.
When this warning has been sounded, all shooting activity must cease, and everyone should seek appropriate shelter. Archers shall use the utmost caution to ensure the safety of all persons involved.
Archers may only resume shooting activity after being instructed by the Range Officials on the proper manner to re-enter the competition ranges once the emergency has passed and the ranges have been re-opened. Due to the severe risk to oneself or other shooters and/or range personnel in a potential emergency situation, any attempt to circumvent these safety warnings and continue shooting will be viewed as unsportsmanlike conduct, and will be grounds for immediate disqualification.

D.1.3 Once an archer begins a shooting course, they may not exchange equipment unless there is an equipment failure as set out below.

D.2 Equipment Failures

D.2.1 Equipment failures must be visible and agreed upon by the majority of the group. The procedure for dealing with equipment failures shall be as follows:

- The score keepers for the group shall write "equipment failure" on the score card of the archer with the equipment failure and initial the score card;
- The score keepers will tabulate the archer's score to that point and initial the cards appropriately;
- The archer with the equipment failure shall then cautiously proceed forward through the course and notify a Range Official ASAP on the day;
- If three (3) or more archers remain in the group, they may continue shooting. If two (2) or less remain, they must join the following group (so long as it does not result in a group of six (6) or more), or step aside and wait for a Range Official before proceeding. If Range Officials are not readily available then the group should proceed through the range to the administration area;
- The archer will be given a time by a Range Official within which the repair must be completed.

E PEER GROUPS

At the 3DAAA National Championships competitors' qualifying with the top three (3) scores for "Shooter of the Year" (or the top six (6) shooters if the group is comprised of five (5) shooters) in all adult classes will be peer grouped. If an archer is placed in a peer group and does not shoot in the group they will be ineligible to win "Shooter of the Year".



Rules of Shoot

F TIE SCORES, UNSPORTSMANLIKE CONDUCT, AND MISC.

- F.1** Tens (10) will be used to break ties. The archer with the most tens (10) will be the winner. If still no result: then eights (8) are to be used. However, if two (2) or more archers still finish with identical scores, the Host Club **will** declare a shoot-off. A shoot-off will consist of a 3-D animal set at an unknown distance, within the limits of the relevant class, and an "X" shall be placed in the centre of the highest scoring area. The archer whose arrow is the closest to the "X" will be declared the winner. If only one (1) archer is present at the shoot-off, he/she will be declared the winner. **If neither archer is present a coin toss will determine placement. This rule applies to archers finishing in 10th place or higher.**
- F.2** No alcoholic beverages or recreational drugs may be carried or consumed on any shooting course, range, or practice area by anyone during shooting hours. If in the opinion of a Range Official, an archer who is under the influence of alcohol or recreational drugs attempts to enter a course, range or practice area, the archer will not be allowed to shoot and will be suspended from that competition. Repeated violations may result in a revocation of their 3DAAA Membership.
Using performance enhancing drugs: 3DAAA has developed its Anti-Doping Policy (2004) which outlines the Association's stance on drugs in sport.
- F.3** Spectators shall not distract, interfere with or assist archers while on the shooting course or range.
- F.4** Unsportsmanlike conduct will NOT be tolerated. Any action considered unsportsmanlike by the Host Club or the 3DAAA National Committee will be grounds for disqualification and/or suspension from Membership. Examples of unsportsmanlike conduct include, but are not limited to the following:
- F.4.1** Shooting more than one arrow from a shooting peg, whether aimed at the target or not.
 - F.4.2** Shooting anywhere at a venue other than the designated practice range or shooting stake.
 - F.4.3** Projecting any illuminated aiming point onto a target;
 - F.4.4** Littering or improper disposal of rubbish. Leaving drink cans or other rubbish at the shooting stakes is considered littering. If you take it onto the range it is your responsibility to remove it from the range.
 - F.4.5** Communicating to another archer the yardage of a particular target that the archer has not yet shot;
 - F.4.6** Using a mobile phone on the shooting range. Mobile phones are only to be used when the group decides there is an emergency requiring such use. Upon entering a course or range all mobile phones are to be switched "OFF";
 - F.4.7** Disobeying or disregarding the orders of a Range Official or Shoot Official;
 - F.4.8** **Using offensive, indecent or obscene language.**
 - F.4.9** Any otherwise listed rule violation which does not carry a specific penalty.
- F.5** Children under the age of eleven (11) must not carry their arrows while on the course, range or practice area. Arrows must be carried by **a person 18 years of age or older.**



Rules of Shoot

SECTION 5

SHOOTING CLASSES

A LEVEL ONE: ELIGIBLE FOR SHOOTER OF THE YEAR

A.1 Bowhunter Open (MBO)

A compound, recurve, or longbow shot with no restrictions on sights, stabilisers, or style of release. MBO archers will shoot from the ORANGE stake; maximum 50 yards.

A.2 Female Bowhunter Open (FBO)

A compound, recurve, or longbow shot with no restrictions on sights, stabilisers, or style of release. FBO archers will shoot from the GREEN stake; maximum 45 yards.

A.3 Bowhunter Release (MBR)

A compound, recurve, or longbow shot with no restrictions on stabilisers, or style of release. A sight shall have fixed pin, cross hair, or circle style pins without a lens or magnification. If circle style pins are used, all circles must be the same size. Sights may not be adjusted after entering the shooting course. MBR archers will shoot from the GREEN stake; maximum 45 yards.

A.4 Female Bowhunter Release (FBR)

A compound, recurve, or longbow shot with no restrictions on stabilisers, or style of release. A sight shall have fixed pin, cross hair, or circle style pins without a lens or magnification. If circle style pins are used, all circles must be the same size. Sights may not be adjusted after entering the shooting course. FBR archers will shoot from the GREEN stake; maximum 45 yards.

A.5 Bowhunter Fingers (MBF)

A compound, recurve, or longbow shot with no restriction on sights or stabilisers. Must be shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers. MBF archers will shoot from the GREEN stake; maximum 45 yards.

A.6 Compound Unaided (MCU)

A compound shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers. No sighting device of any kind may be used. A rest and plunger are all that may reside within the sight window of the bow. There shall be no markings on the bow or bowstring that could be construed as sighting marks. Archers must use the same nocking point and anchor point for each shot, and fingers must contact the string in the same place for each shot. Face and/or string walking are NOT permitted. MCU archers will shoot from the YELLOW stake; maximum 35 yards.

NOTE: STRING WALKING AND FACE WALKING WILL BE ALLOWED IN THIS CLASS.



Rules of Shoot

A.7 Recurve Un-Aided (RU)

A recurve or longbow without a sighting device. A rest and plunger are all that may reside within the sight window. A limb mounted draw check or clicker may only be used. There will be no markings on the bow or on the bowstring that could be construed as sighting marks. There may be only one (1) nocking point on the string. Must be shot with a glove, finger tab or bare fingers. The arrow shall be of the same material and in uniform length and weight. **Any stabilizer may be used in RU class.** RU will be shot from the WHITE stake; maximum of 30 yards.

NOTE: STRING WALKING AND FACE WALKING WILL BE ALLOWED IN THIS CLASS.

A.8 Traditional (TRAD)

A recurve or longbow without a sighting device. Arrow should be shot from the shelf or hand with no elevated rest. Only a piece of leather or similar material 1/8 inch thick or less shall be allowed on the arrow shelf. There will be no markings on the bow or on the bowstring that could be construed as sighting marks. There will not be any type of draw check on the bow or string. There shall be a single (1) nocking point on the string, i.e. this single (1) nocking point may have two (2) nock point indicators on the string between which the arrow is nocked on the string. Must be shot with a glove, finger tab or bare fingers. No stabilisers or counter balances shall be allowed. The use of clickers, draw checks, mechanical or electronic devices shall be prohibited as a shooting aid. While shooting, the archer shall touch the arrow with the index finger against the nock, and using a single anchor point. Aluminum or carbon arrows must have screw-in field points; wood arrows may have glue-on points. All arrows must have at least three (3) feathers or vanes no less than four (4) inches long. No stabilizers, counterbalances, or weights of any kind may be attached or built into the bow, except a quiver clearly designed to hold arrows. Arrows shall be shot off the hand or shelf of the riser only. An arrow side plate (if used) may only extend one (1) inch above the arrow. **The shelf may be built up and the side plate may be built out with a hard material that has a minimal consistency of wood. The shelf and side plate may be covered with a softer material that is no thicker than 1/8 of an inch.** Must be shot from the WHITE stake; maximum of 30 yards.

NOTE: STRING WALKING & FACE WALKING ARE **NOT** ALLOWED IN THIS CLASS.

A.9 Master Senior Class (MSR)

MSR is an optional class for archers fifty (50) years of age or older. Equipment shall consist of a compound, recurve, or longbow shot with no restrictions on sights, stabilisers or style of release. MSR archers will shoot from the GREEN stake; maximum of 45 yards.

A.10 Advanced Hunter Class (AHC)

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.



Rules of Shoot

Arrows must have screw in points and at least three (3) feathers or vanes no less than two(2) inches long (measured minimum 1.75 inch). **Only one stabilizer having a single point of attachment may be used. The stabilizer can be any shape or configuration as long as it is contained within a theoretical sphere having a radius of 12 inches measured from the point of attachment.** Additional Vbars, counter balances, or weighted attachments are prohibited. Un-weighted vibration dampers are not considered to be stabilisers. May be shot with a finger tab, shooting glove or release. HC archers will shoot from the GREEN stake; maximum of 45 yards.

A.11 Youth Release, Ages 13-14 (YMR 13-14)

YMR 13-14 is for archers thirteen (13) to fourteen (14) years of age. Equipment shall consist of a compound, recurve or longbow shot with no restriction on sights, stabilisers, or style of release. YMR 13-14 archers will shoot from the YELLOW stake; maximum 35 yards.

A.12 Youth Male Fingers (YMF)

YMF is an optional class for archers thirteen(13) to seventeen(17) years of age. Equipment shall consist of a compound, recurve or longbow shot with no restriction on sights or stabilisers. Must be shot with fingers directly contacting the bow string using a glove, finger tab or bare fingers, YMF archers will shoot from the YELLOW stake; maximum of 35 yards.

A.13 Youth Release, Ages 15-17 (YMR 15-17)

YMR 15-17 is for archers fifteen(15) to seventeen(17) years of age. Equipment shall consist of a compound, recurve or longbow shot with no restriction on sights, stabilisers, or style of release. YMR 15-17 archers will shoot from the GREEN stake; maximum of 45 yards.

A.14 Youth Female (YF)

YF is for female archers thirteen (13) to seventeen (17) years of age. Equipment shall consist of a compound, recurve, or longbow shot with no restriction on sights, stabilisers or style of release. YF archers will shoot from the YELLOW stake; maximum of 35 yards.

B LEVEL TWO:

ELIGIBLE FOR SHOOTER OF THE YEAR, NOT ELIGIBLE FOR FUNDING

B.1 Female Bowhunter Fingers (FBF)

A compound, recurve, or longbow shot with no restriction on sights or stabilisers. Must be shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers. FBF archers will shoot from the YELLOW stake; maximum of 35 yards.

B.2 Female Bowhunter Unaided (FBU)

A compound, recurve or longbow with no sighting device. A rest and plunger are all that may reside within the sight window. There will be no markings on the bow or bow string that could be construed as sighting marks. Must be shot with a glove, finger tab or bare fingers. FU archers will shoot from the WHITE stake; maximum of 30 yards.



Rules of Shoot

B.3 Youth Unaided (YU)

YU is for male and female archers thirteen (13) to seventeen (17) years of age. Equipment shall consist of a compound, recurve, or longbow shot with no sighting device. A rest and plunger are all that may reside within the sight window. There will be no markings on the bow or bow string that could be construed as sighting marks. Maybe shot with a finger tab, glove or bare fingers. YU archers will shoot from the WHITE stake; maximum of 30 yards.

B.4 Cub Aided (CUBA) 8-12 Years of Age

A bow with a sight; can be shot with a release aid, glove, finger tab or bare fingers. CUBA archers will shoot from the RED stake; maximum of 20 yards.

B.5 Cub Unaided (CUBU) 8-12 Years of Age

A bow without a sight; must be shot with a glove, finger tab or bare fingers. CUBU archers will shoot from the RED stake; maximum of 20 yards.

B.6 Cub Female (CUBF) 8-12 Years of Age

A bow with or without a sight; can be shot with a release aid, glove, finger tab or bare fingers. CUBF archers will shoot from the RED stake; maximum of 20 yards.

C LEVEL THREE: NON-COMPETITIVE

C.1 3DAAA may at its discretion, introduce a number of non-competitive divisions to promote participation at tournaments.

These classes will be non competitive for 3DAAA Sanctioned Shoots, State Series, National Championships and Shooter of the Year.

Entry fee is the same as any other age equivalent division.

No records will be kept by the Association for these divisions.

Competitors who are NOT full members of 3DAAA will shoot in these divisions.

Competitors will be ineligible to compete in Top 10 shoot outs and Match Play shoot outs.

C.2 Non Competitive Class (NCC)

A compound, recurve or longbow with or without a sight. Any type of release aid, glove, finger tab or bare fingers may be used. A maximum of eighty (80) pounds peak weight is allowed. To be shot from whatever stake the archer feels comfortable with.

Competitors will not be awarded a trophy at any 3DAAA Sanctioned Shoots.

This division has been designed to cater for the novice archer who wishes to try the game, but is not confident shooting from the distance dictated by their normal equipment. The competitor is not confined to shooting a full round from the same stake, but can move between stakes depending on the difficulty of the individual shot.

C.3 Cub Junior (CUBJ) Under 8 Years of Age

A bow with or without a sight; can be shot with a release aid, glove, finger tab or bare fingers. CUBF archers will shoot from the BLUE stake; maximum of 10 yards.



Rules of Shoot

SECTION 6

RULE VIOLATIONS AND PROTESTS

A RULE VIOLATIONS

- A.1** Any person in violation of the above Rules may be disqualified from the event in which they are participating and may be suspended from 3DAAA Membership. No warnings are necessary prior to imposing a disqualification, suspension, other disciplinary action or penalty.
- A.2** Any person suspended from 3DAAA Membership shall not be allowed to compete in any 3DAAA or 3DAAA Club Event for the duration of the suspension.
- A.3** Range and Event Officials are to be respected and have the authority to disqualify an archer from an event for unsafe behaviour and/or violations of the above Rules.

B PROTESTS, APPEALS, AND REQUESTS FOR RECONSIDERATION

- B.1** At all 3DAAA Sanctioned Events, an archer, upon the 'good faith belief' of a rule, may file a protest with the Protest Committee. The Protest Committee will be made up of at least three (3) members of the 3DAAA National Committee and any other persons that the 3DAAA may designate. No protest will be heard by the Protest Committee unless the protest is accompanied by \$50.00 and a written request for consideration that clearly outlines the basis for the protest. Protests must be turned in no later than one (1) hour after the close of shooting ranges for the day. The Protest Committee, in its sole discretion, may consider the protest solely on the written submission or may require testimony of available witnesses. Decisions of the Protest Committee will be made prior to the conclusion of the event, and awards may be issued at the conclusion of the event based on the Committee's decision. The Protest Committee shall preserve all documents submitted. Written documentation for the basis of the decision, along with all documents shall be forwarded to the Secretary of 3DAAA.
- B.2** The person filing the protest; or the person being protest may appeal the decision of the Protest Committee to the 3DAAA National Committee by filing a written appeal to the 3DAAA business office within five (5) working days of the Protest Committee's decision. If an appeal is made, the Protest Committee shall give the 3DAAA National Committee all material submitted to them and the written basis for their decision. The 3DAAA National Committee will hear the appeal at the next regular scheduled meeting. The 3DAAA National Committee will do their best to resolve the issue in a fair manner based on the information before them. However, archers must realize that some issues are very difficult to resolve after the conclusion of a shoot and an appeal may not be considered by the 3DAAA National Committee if, in their opinion, sufficient accurate information cannot be gathered to make an informed decision.

B.3 SCORING DISCREPANCIES

In the event of a scoring discrepancy, a protest may be filed by following the above procedures, OR if there is no allegation of intentional wrong doing and the scoring discrepancy is the result of inadvertence, simple error, or mistake, a request for reconsideration may be filed with the 3DAAA office no later than the first Friday following



Rules of Shoot

the conclusion of an event. If a protest concerning a scoring discrepancy or a request for reconsideration is filed with the 3DAAA office, the 3DAAA National Committee will review the appeal or request and a FINAL decision will be made and communicated to the archer within ten (10) working days following the date the protest or request is received. In the event a protest or request for reconsideration is received after the awards ceremony begins, 3DAAA or Host Officials will not be held responsible for awards given based on results posted prior to the awards ceremony at the conclusion of the event.

- B.4** The intentional failure of an archer to cooperate with a Protest Committee in its investigation of a protest is unsportsmanlike conduct. The Committee may disqualify or declare the archer ineligible for awards at that event and the archer may be further sanctioned by the 3DAAA for their failure to cooperate.

If a decision by the Protest Committee or the 3DAAA National Committee results in a change in the finishing order of a particular class, the 3DAAA National Committee, in its sole discretion, may require the archers' who are affected by the ruling to return their awards as needed to redistribute the awards based on the decision of the Protest Committee or the 3DAAA National Committee.

C REVIEW OF COMPETITION BY 3DAAA

It is the intent and goal of 3DAAA to encourage participation in archery by providing a fair and equitable competition for every competitor at every 3DAAA Sanctioned Event. 3DAAA also recognizes that it is very difficult for 3DAAA and Host Clubs to set ranges, monitor rule violations, tabulate scores, encourage safety, hand out awards, and do all the other things required for a successful competition in a very short time period. Consequently, 3DAAA reserves the right in its sole discretion to investigate, review, and/or correct any competitive result based on any violation of rules, unsportsmanlike conduct, shooter eligibility, inadvertence, mistake, harmless error, or any other relevant circumstance, whether or not a protest or request for reconsideration is filed.



Rules of Shoot

SECTION 7

INDOOR COMPETITION

A GENERAL INDOOR RULES

A.1 An indoor range is considered to be similar to an outdoor 3D course in that the rules which apply to the outdoor course apply to the indoor course where relevant. These include but are not limited to:

- Influence of alcohol or drugs
- Scoring arrows
- Obeying range official directions
- Un-sportsman like conduct
- Competition divisions
- Protests
- Safety consideration
- Use of score cards
- Arrow sizes, draw weights, grains per pound restrictions

A.2 SPECIFIC INDOOR RULES

A.2.1 Where the archer and scorer cannot agree on an arrow's score, a Range Official shall be called to decide the arrow value.

A.2.2 Arrows shot on the wrong target score a 0

A.2.3 All archers must comply with the Range Official's commands immediately.

A.2.4 An archer's front foot must be in contact with the shooting line. Failure to comply will result in the loss of the highest scoring arrow in the target at the completion of that end.

A.2.5 At the completion of shooting, the archer will immediately step back behind the waiting line and not interfere with archers still shooting.

A.2.6 No offensive or un-sportsman like conduct will be tolerated. A person found to be acting in this manner by a Range Official will be automatically disqualified from the event and asked to leave the premises. Failure to comply with the direction of a Range Official will be dealt with in the normal manner.

A.2.7 Equipment failure must be brought to the attention of a Range Official. If it can be repaired during a break, the archer may complete the match and make up the arrows after the event has completed if permitted by the Range Official. A 3 arrow practice will be allowed after the repair has been completed.

A.2.8 All archers' skill levels will be assessed at the commencement of a match. If in the opinion of the Range Official and archer's skill level is deemed to be inadequate, which could lead to damage or safety concerns, the archer will not be allowed to continue in the match.

A.2.9 Archers will share the scoring with the competitor in the next lane. A running total MUST be calculated, compared and agree between scorecards after scoring each end.

A.2.10 All cubs must be accompanied by an adult during the event. Local venue rules could also require cubs and juniors to be accompanied by an adult whilst in the venue.



Rules of Shoot

- A.2.11** Shooters may change out damaged targets throughout the event only with the Range Official's permission and at the archer's cost.
- A.2.12** Archers will be allocated a target lane. If more than one archer is allocated to the same lane, they will decide who shoots first. If there is no agreement, the Range Official will make that decision.
- A.2.13** If more than one archer is shooting in a lane, they swap over after 5 ends
- A.2.14** The Range Official will determine which target is shot first based upon the range lighting. eg if the range is lit from above, then the bottom target is shot first so that no shadow falls across the top target.
- A.2.15** If an arrow is released and any part of it extends beyond a line 3 metres from the shooting line, it is considered shot and will score a 0. If no part of the arrow is beyond the line then it is not considered shot and another may be shot in its place. If another arrow is shot and later the original arrow is found to be over the line, then the archer loses the highest scoring arrow in the target.
- A.2.16** Arrows which bounce or fall out of the target will be made up at the completion of the round. A time of 30 seconds will be allowed per makeup arrow.
- A.2.17** An archer must carry sufficient arrows to complete an end. No allowance will be made in time if an archer has insufficient arrows to complete the end.
- A.2.18** If an arrow is released after the completion of the shooting time, the archer loses the score of the highest arrow irrespective of where the arrow is imbedded in the target.
- A.2.19** Archers who violate the scoring time will be warned by a Range Official. Repeated violations may incur a penalty of 5 points per violation or disqualification.
- A.2.20** Two practice ends will be allowed before scoring commences.

A.3

DISTANCES

Adults	20 yards
Juniors	20 yards
Cubs	10 yards

A.4

EVENT TIMING

- A.4.1** Walkup time - 10 seconds (archer moves from the waiting line to the shooting line but may not raise the bow before the shooting time commences. Archers may load an arrow on the waiting line)
- A.4.2** Scoring time – 4 minutes (arrows must be scored and retrieved and the shooter return to the waiting line in this time.)

B

ROUNDS

B.1

STANDARD ROUND

- B.1.1** The Delta ASA Indoor Round target will be used for this round
- B.1.2** 10 ends of 3 arrows each end (total 30 arrows)
- B.1.3** 14 ring is not in play and will be scored as an 8
- B.1.4** 12 rings are not in play and will be scored as a 10
- B.1.5** 11 ring is in play and the "Penny" circle counts as an 11X
- B.1.6** 11x count will be used to break ties
- B.1.7** Shooting time – 2 minutes (all arrows must be shot in this time including



Rules of Shoot

additional arrows shot under rule A.2.15)

B.2 PRO ROUND

- B.2.1** The Delta ASA Indoor Round target will be used for this round
- B.2.2** 10 ends of 3 arrows each end (total 30 arrows)
- B.2.3** 11 ring not in play and will be scored as a 10
- B.2.4** 14 ring is in play and the "Penny ring" counts as a 14x but can only be scored once (Except cub divisions)
- B.2.5** 14x count will be used to break ties
- B.2.6** 12 rings are in play and the "Penny ring" counts as a 12x but each one can only be scored once (Except cub divisions)
- B.2.7** 12x count will be used to break ties
- B.2.8** Multiple 10 and 8 scores are allowed
- B.2.8** Shooting time – 2 minutes (all arrows must be shot in this time including additional arrows shot under rule A.2.15)

B.3 TEAM ROUND

- B.3.1** The Delta ASA Indoor Round target will be used for this round
- B.3.2** 10 ends of 4 arrows each end. 2 per team member (total 40 arrows)
- B.3.3** 11 ring is in play and the "Penny ring" counts as an 11x but can only be scored once
- B.3.4** 11x count will be used to break ties
- B.3.5** 12 rings are in play and the "Penny ring" counts as a 12x but each one can only be scored once
- B.3.6** 12x count will be used to break ties
- B.3.7** 14 ring is in play and the "Penny ring" counts as a 14x but can only be scored once
- B.3.8** 14x count will be used to break ties
- B.3.9** Multiple 10 and 8 scores are allowed
- B.3.10** Shooting time – 4 minutes (all arrows must be shot in this time including additional arrows shot under rule A.2.15)
- B.3.11** Only one archer on a team shoots at a time. All team members must shoot from the same lane marker

C COMPETITION EVENTS

C.1 CLUB EVENTS

Any combination of the Standard Pro and/or Team rounds.

C.2 SANCTIONED EVENTS

- Sanctioned events will consist of 1 x Standard and 1 x Pro rounds
- Event is to be shot over 1 day unless the number of nominations exceed the venue capacity
- Registration fees will include a new targets for each round
- Prenominations are required
- Clubs have the ability to limit the number of competitors and eligibility is based on a "first in best dressed" basis
- Late nominations will be taken at the club's discretion however the archer



Rules of Shoot

must accept the allocated time allotted to them

- The inclusion of a team event is at the discretion of the host club

C3

NATIONAL TITLES

- The National Committee has the right to nominate the format for the event



Rules of Shoot

SECTION 8

ADDITIONAL COMPETITIONS AND AWARDS

A 3D STATE SERIES

- A.1** In order to qualify for a State Series Award, a competitor must shoot in at least three (3) sanctioned shoots in a State Series. Points will be obtained from the best three (3) placings in each State Series.
- A.2** Shooters can participate in more than one State Series but may only place in one State Series
- A.3** If a shooter qualifies in more than one State Series then
- A.3.1** They will be awarded a placing in the series in which they accumulate the highest number of points and be in-eligible for an award in any other series or
- A.3.2** If they accumulate the same number of points in more than one series, they will be awarded a place in the series in the state in which they live and be in-eligible for an award in any other series

B 3D SHOOTER OF THE YEAR

- B.1** In order to qualify for 3DAAA "Shooter of the Year", an archer must participate in at least three (3) Sanctioned 3D Shoots and the National 3D Championships. Points are awarded as per the archers placing at these shoots. The make-up of the three (3) Sanctioned Shoots can come from one (1) of four (4) combinations:
- B.1.1** Three (3) State Series 3D shoots;
- B.1.2** Two (2) State Series 3D shoots and one (1) Interstate 3D shoot;
- B.1.3** Two (2) State Series 3D shoots and the State of Origin 3D shoot;
- B.1.4** One (1) State Series 3D shoot, and one (1) Interstate 3D shoot and the State of Origin shoot.
- B.2** The National Championships are worth double points.
- B.3** Archers in all Classes (except Non-Competitive Classes) are eligible for 'Shooter of the Year'.
- B.4** The committee reserves the right to amend the scoring procedure for shooter of the year to accommodate any inequitable situations in the shoot calendar as they arise.

C 3D SPONSORED TEAMS

- C.1** \$50.00 one off entry fee for the year
- C.2** Teams to consist of three (3) shooters only.
- C.3** The highest two (2) shooters' scores will be totalled and used at each Sanctioned Shoot that they compete in.
- C.4** Team members must compete in an adult class.
- C.5** Teams cannot be changed once started for the year. If a change is required it will have



Rules of Shoot

- to be approved by the 3DAAA National Committee.
- C.6 Teams must register in writing at EACH tournament before starting to shoot. The required form will be available at the registration area.
 - C.7 To qualify for "Team of the Year" that team must shoot three (3) Sanctioned Shoots and the National Championship.
 - C.8. Trophies will be given to all members of the winning "Team of the Year" and their Sponsor.
 - C.9 Team members must wear their Sponsor's shirt.
 - C.10 Persons competing in a Sponsored Team CANNOT compete in a Club Team.
 - C.11 Team members cannot compete in any other sponsored team.
 - C.12 Under Rule 4.A.1, groups cannot comprise solely of the members of a sponsored team.

D. 3D CLUB TEAMS

- D.1 \$30.00 one off entry fee for the year.
- D.2 Teams to consist of three (3) shooters only.
- D.3 Team members can be adult, junior or cub and must be a member of that Club.
- D.4 Team members can change throughout the year.
- D.5 Teams must register in writing at EACH tournament before starting to shoot. The required form will be available at the registration area.
- D.6 To qualify for "Team of the Year" that team must shoot three (3) Sanctioned 3D Shoots and the National Championship.
- D.7 A trophy will be given to the winning "Club Team of the Year".
- D.8 Team Members are expected to wear their Club shirt.
- D.9 Under Rule 4.A.1, groups cannot comprise solely of the members of a club team.

E 3D TOP TEN

- E.1 Competitors MUST shoot in an adult class.
- E.2 Archer's normal shooting equipment is to be used.
- E.3 General Shoot Rules apply.
- E.4 3D targets are to be used.

IN ADDITION

An individual MUST be a current paid up Full Member in good standing of 3DAAA before the start of the Australian Titles to receive the National Championship Award, and be eligible for 3D Shooter of the Year and Special Awards.

Further to the above, for an individual to qualify for 3D Shooter of the Year and Special Awards, they must compete in their 3D State Series and the 3D Australian Titles.

There are several designated shoots in each State Series. To qualify for the 3D State Series, a competitor must shoot in at least three (3) 3D Sanctioned shoots. Points will be awarded for the competitor's placing. Points will be obtained from the best three (3) placings from an archer's own State Series. (Note: Northern NSW Members can choose between the New South Wales and Queensland Series).

Points can be used from the State of Origin towards 3D Shooter of the Year regardless of where the archer lives. (Note: this shoot does not count as an 'out of State Series' shoot).