

Archery

(11-Spring Air 2018 Archery Match Program)

Target: All archers will use the 40 cm. (16") FITA targets. The targets are divided into ten (10) concentric circles. The values from inside-out are 10, 9, 8, 7, 6, 5, 4, 3, 2 and 1 respectively.

Course of Fire: All archers - Three (3) scoring Ends consisting of five (5) shots each at 10 Meters (10.936 yards) and then 15 Meters (16.404 yards) for a total of thirty (30) shots.

Categories: There will be two categories: **Genesis Bows and Recurve Bows**. Both categories will be operated simultaneously on the range. **If the competitor is shooting in a squadded event (BB, AR, AP) then they may shoot in only one archery category. If the competitor is only shooting archery and no squadded event (BB, AR, AP) then the competitor may shoot both the Genesis Bow and Recurve Bow categories.**

Age Divisions: Juniors (ages 9 - 13) & Seniors (ages 14 - 19) as determined by the 4H calendar year.

Range Limits: A maximum of 8 archers may compete simultaneously on the range.

Awards: First, second and third place individual in each age division and each category. An achievement award will be given to each individual based upon their individual score.

Achievement Award:

<u>Ribbon</u>	<u>Score</u>
Gold	225 - 300
Silver	150 - 224
Bronze	75 - 149
Green	0 - 74

Ties: All individual ties to be broken by a shoot-off at the longest distance. Shoot-offs are determined after 5 arrows (highest score wins). If tie still exists, the end is shot again until the tie is broken or by means determined by the match director.

Rules: When shooting, the archer shall straddle the shooting line. Participants will be instructed with verbal commands as follows:

- Shooter to the line, straddle the line with bow in hand
- The line is hot; nock arrow and commence firing
- The line is cold; go forward to the target line

If an unsafe condition occurs, the CEASE FIRE! command will be given.

An arrow leaving the bow is considered a shot unless the archer can reach it from their position with their bow. **An archer must not attempt to reach for the arrow until instructed to do so by the match director, lane official or range official.**

An arrow going through or bouncing off the target paper shall be shot again regardless of where it hit the target. If an arrow bounces out of the target during an End the match director, lane official or range official should be made aware and they can give that archer another arrow during that particular End. If there are any archers that have a bounce out that was not re-shot during the End, then a bounce out End can be shot at that particular distance following the conclusion of that distance's three Ends.

Scoring:

- a. All arrows must be scored before any arrow or the target's face is touched.
- b. An arrow shaft (not fletching) touching the lines shall count as hitting the inner line and awarded the point higher value.
- c. An arrow that isn't in a scoring ring is awarded "0" points.
- d. The "X" ring in the center of the 10 is simply scored as a 10.
- e. An arrow that "robin-hoods" another arrow receives the value of the arrow it "robin-hooded" in the target.
- f. An arrow that skips off the floor and strikes the target is scored where it lands.
- g. An arrow that skips off the floor and bounces off the target is treated as a bounce-out.
- h. Scannable (bubble-type) scorecards will be used.
- i. The scorecard must be signed by the archer at the conclusion of shooting and scoring.

Prior to the competitor pulling their arrows, the judge shall orally count the score at the target. Any protest by the competitor must be taken up at this time. Final decisions rest with the Match Directors. The score shall then be recorded and the arrow pulled. Once an arrow is pulled the score for that arrow is final.

Official Postings: Following the shooters/coaches review, the official scores and standing will be posted at the designated area. This will allow shooters, coaches and spectators to continually see the updated scores and standings.

Equipment: Shooters **must** provide their own bows, arrows (each shooter must bring a minimum of 5 arrows to the shooting line), accessories and other equipment described for the categories below. Quivers are required for all shooters. Eye protection is recommended but not required.

A very small number of loaner bows, arrows and quivers will be available in case of equipment failures.

Genesis Bow - (i.e. Matthew Genesis-type stock bow). Only stock (original), unmodified Genesis Mini or Genesis Original are allowed. Genesis Pro and Genesis Gen-X are not allowed. Only bare bows with no let-off are allowed. Sights, sight marks/references, mechanical releases, draw stops, and stabilizers are not permitted. Archers may wear finger tabs, tape, or gloves to protect draw-hand fingers. Metal, tied, or heat-shrink nock locators may be used.

Only unmodified Easton aluminum 1820 Genesis arrows are allowed for the Genesis Bow category.

Recurve Bow - Only recurve bows with draw weights of 30 lbs. or less without pulleys or cams are allowed. Sights, sight marks/references, mechanical releases, draw stops, and stabilizers are not permitted. Archers may wear finger tabs, tape, or gloves to protect draw-hand fingers. Metal, tied, or heat-shrink nock locators may be used.

Any arrows that are 20/64 (.3125 inch or 7.93 mm) in diameter or less with field points are allowed for the Recurve Bow category.

Coaches Responsibility: It is the responsibility of each coach to insure that each of their competitors is familiar with the rules, is able to understand and follow range commands, and practice safe archery equipment handling.

Match Director: James Bass

Range Official & Lane Official: 1) Volunteers from the Virginia 4H Shooting Ambassadors
2) Volunteers as approved by the Match Director