



Northern District Archery Challenge Saturday, August 18th



Augusta Archers 4-H Club, in conjunction with its sponsoring organization (Augusta Archers) invites the Northern District to compete in a one-day tournament to sample all three events that will be held at the 1st Annual Virginia 4-H Archery Championship. Archers will shoot a complete FITA round, and shortened 3-D and Field rounds.

Registration: should be submitted to Jakki Avery via email by August 1st. Email: aaavery@comcast.net. Day of registrations will be accepted as space permits and cannot be guaranteed.

Check-in: 8:30

Mandatory Safety Briefing: 9:00

Competition Begins: 9:45

Equipment Inspections will take place at each competitor's initial phase at 9:30

Fees: this event will be held in coordination with an Augusta Archers 3-D, a thirty target course. 4-H shoot: \$30 per competitor. Shoot the 3-D (thirty targets) on Sunday for an additional \$10.

Food: Food stand with hotdogs, hamburgers, etc is on-site.

Lodging: Many hotels conveniently located within minutes of the event. Closest hotels are off Interstate 81, exit 222 (Route 250, Staunton, VA).

Awards: Achievement awards (gold, silver, bronze ribbons) will be awarded based on competitor performance. Top three winners in each division will receive awards.

Divisions: Competitors will compete based on age and equipment. Age divisions will be Juniors 9-10, Juniors 11-13, and Seniors 14-19. The three age divisions will be further split by equipment: Compound, Traditional, and Traditional Barebow. Juniors will only shoot the shorter FITA distances (10-15-20-25 yards). See general rules for equipment restrictions. Archers' age will be considered as of December 31, 2018.

Safety:

- NO walking, hiking, or exploring trails on the property. The entire facility will be used for this competition and exploring may place you in an unsafe location. Pay attention to and respect safety barriers.
- Use common sense in setting up awnings. If there is a question about where one may be placed, ask first.
- Practice areas will be available, but must be supervised.
- Sky Drawing, also called a High Draw will not be permitted. What is considered a High Draw? High Draw as defined by World Archery Rule Book 3, art. 12.9: An athlete, when drawing back the string of his bow uses any technique which, in the opinion of the Judges, could allow the arrow, if accidentally released, to fly beyond a safety zone or safety arrangements (overshoot area, net, wall etc.).

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If you are a person with a disability and desire assistance or accommodation, please notify Marie Rothwell, Augusta County Extension Agent, at (540) 245-5750 or TDD number (800) 828-1120 during business hours of 8:00 a.m. and 5:00 p.m.

Northern District Archery Challenge - 2018 General Rules

1. Arrows---Minimum arrow weight of 5 grains/pound of bow draw weight. No larger than 27/64 (.422 inches diameter for arrows and .425 inches diameter for points maximum). Make sure arrows are marked in some fashion, to be told apart from others.
2. Bows---Peak draw weight cannot exceed 60 pounds. No electronic sights. Illumination of pins is allowed.
3. No lenses of any type will be allowed in recurve sights.
4. **ALL archers SHALL remain with their group during shooting and until all score cards are signed and turned in. Archers must turn in all score cards as a group.** Archers **MAY NOT** leave range until score cards are complete and turned in. If archers need help they should ask range officers for assistance.
5. Dress Code: Modesty rules. No skin showing when the archer is at full draw. Shorts/Skirts should be modest, passing the “fingertip” rule. Leggings may be worn, but shirts should cover the archers’ bottom completely when the archer is at full draw. Closed toe shoes are required.
6. Coaches may use spotting equipment.
7. Archers shooting extra arrows will have highest arrow not scored.
8. Range Finders may be used in the Field and FITA round only. Range Finders will **NOT** be allowed on the 3D range. This includes archers, coaches, parents, and spectators.
9. This event is meant to be a positive learning environment and when needed, coaches may offer encouragement to competitors.
10. Participants, coaches, spectators, or parents are **NOT** allowed on the official archery ranges used for the competition, unless permission has been granted by the Chief Range Officer. Practice or warm up shots are **only** allowed in the designated area.
11. Deliberate shooting or attempting to shoot any living animal while on competitive ranges is grounds for ejection from the event or from the match. Under no circumstances is “sky-drawing” permitted.
12. Scorecards must be signed by all archers in the shooting group and turned in together as a group. Archers must total their scores.
13. If a competitor feels a rule was broken, an infraction occurred, or wants a ruling from a range officer, they have the right to stop forward movement, on the range, until the issue is taken care of.

FITA Round

1. DISTANCE: Seniors: 15-20-25-30 yds. and 30-40-50-60 meters. Juniors: 10-25-20-25 yds.
2. COURSE OF FIRE:
 - 10-30 yards = 1 end of 3 arrows (80 cm target face)
 - 60/50/40/30 meters = 1 end of 3 arrows (80 cm target face)
3. TIME: 3 arrows in 2 minutes
4. SCORING: 10 pts. minus 1 pt. from the center outward. Inner 10's scored as X's
5. TIE BREAK: Total #10's first (10's and X's), then #X's, #9's, #8's etc. until tie is broken
6. WHISTLE COMMANDS: 2 Blasts=Get your bow and come to firing line.
 - 1 Blast= Nock and shoot arrows.
 - 3 Blasts=Score and Pull arrows
 - 4 or more Blasts=CEASE FIRE
8. Witnessed bounce-outs or pass-through by archer or coach must contact the Range Officer. Visual non-marked holes will be verified and scored accordingly. No re-shoots. Score must be agreed by all archers and range official and signed by CRO.
9. Robin Hoods - if it sticks in the arrow or hits the arrow and falls out, and the arrow it hit can be determined it will score the value of the arrow it is stuck in or damaged. If the arrow deflects off another arrow then sticks in the target it will score the value of where it sticks in the target. No re-shoots. Score must be agreed by all shooters and range official and signed by CRO.
10. Dropped or shot arrows that the archer cannot pick up safely from the shooting line will count as a miss.
11. Targets will not be moved. Parents, spectators, and coaches must remain behind the range.
12. PRACTICE: Must take place in the designated practice area.

Field Round

1. DISTANCE: Marked distance of 5 to 60 yards, with proper sized targets for the distance shot. Seniors will shoot from white, Juniors (11-13) will shoot from yellow, and Juniors (9-10) will shoot from green.
2. COURSE OF FIRE: Target lanes, shooting 4 arrows per lane. Archers will shoot at least 5 lanes.
3. TIME: Move through course in a timely manner. Avoid excessive glassing of targets. A (3) three let down rule, per arrow, will be enforced. A (4th) fourth letdown will be considered a shot arrow.
4. SCORING: 5, 4, 3 from center out marking center X's.
5. TIE BREAKER: Greatest number of X's, 5's, 4's, 3's in order
Target by target comparison starting with #1 until broken
6. SHOOTING: Two archers shoot at a time. Pairs of archers shooting first should rotate.
 - ONE target - All archers shoot all 4 arrows in the one center.
 - TWO targets - Archers on the left shoot the left target and archers on the right shoot the right target.
 - FOUR targets - Each archer shoots all 4 arrows in his/her own target. First 2 archers shoot bottom targets on left or right side. The other 2 archers shoot top targets on left or right.
 - 35,30,25,20 FEET WALKUP - Archer will pick one column and will shoot all 4 arrows in that column with one arrow in each target. You must shoot from top to bottom or bottom to top in that order.
 - WALK-UP - All archers will shoot 1 or two arrows from each of the markers then move forward, as group, to shoot the next.
 - FAN - Archers will shoot 1 arrow from each marker, moving around the fan to the right. All 4 archers can shoot at the same time. If there are two targets then you will shoot the two left arrows in the left target and the two right arrows in the right target.
7. BOUNCE OUTS / PASS THROUGH: Witnessed bounce-outs or pass-through will be re-shot. Contact the Range Officer.
8. ROBIN HOOD: If a shot arrow sticks in an arrow already in the target, or hits an arrow and falls out, and the arrow it hit can be determined it will score the value of the arrow it is stuck in or damaged, if not then it will be re-shot before moving to next target. If the arrow deflects off another arrow then sticks in the target it will score the value of where it sticks in the target.
9. PRACTICE: Practice, 1st target (you **can not** score this target), score 2nd and consecutive targets.

3-D Round

******NO RANGE FINDERS ALLOWED ON RANGE!******

****NO Practice Shots on the 3-D Range.**

1. **DISTANCE:** Unmarked from 5-30 yards (orange stakes) for compound archers and 5-25 yards (white stakes) for recurve archers (Seniors). All juniors will shoot from the white stakes (25 yards or less).
2. **COURSE OF FIRE:** 1 arrow at each 3-D target. Course will consist of at least 10 targets.
3. **TIME:** Two minutes to shoot your arrow from when you step up to the stake, or after the archer ahead of you leaves the stake.

You **MAY NOT** glass the target from the stake after your shot. You **MAY NOT** adjust your sight after you have drawn and let down. You **MAY NOT** adjust your sight after glassing the target **AT** the stake.

In the case of a lost arrow you have two minutes to look then move on to the next target. Mark where the arrow was lost and you may return to find it later.

4. **SCORING:**
 - Center X-----listed as X counts 11 points
 - Center Vitals----10
 - Outer Vitals-----8
 - Any non-vital hit in the target----5
 - Complete Miss—0
5. **TIE BREAKERS:** Number of X's, 10's, 8's, 5's, in order
Longest String of 10's starting with target #1
6. **SHOOTING:** Archer must have a part of the body touching the stake when shooting. Archers will select a shooting order and rotate who shoots first through the stations.
7. **BOUNCE OUT / PASS THROUGH:** Witnessed bounce-outs or pass-through will be re-shot. Contact the Range Officer. A glance off will be counted as a miss and will be scored a 0.
8. **ROBIN HOOD:** If a shot arrow sticks in an arrow already in the target, or hits an arrow and falls out, and the arrow it hit can be determined it will score the value of the arrow it is stuck in or damaged, if not then it will be re-shot before moving to next target. If the arrow deflects off another arrow then sticks in the target it will score the value of where it sticks in the target.