

# LCC-IWLA

## 3D competition Rules

### 3D Range Setup

1. Range consists of 30 3-D targets which should have "Official" scoring rings.
2. All targets should be in good enough condition to prevent an arrow from passing through the vital area of the target and score rings should be distinguishable. In the case of a target reaching the pass-through state (arrows penetrating to the fletching) or becoming unscorable during a meet, range officials should be notified ASAP for the appropriate target replacement, repair, angle change, etc. Groups should make a majority ruling on the placement of the arrow or judgment call in the absence of a definable line.
3. Shooters may only enter one class per course, (Pro, Hunter, Junior, and Cub).
4. Targets are to be set at unmarked distances up to the following as determined by the rangemaster's official range finder for the event:
  - White(Pro) - 40 yards maximum
  - Blue(Hunter) - 30 yards maximum
  - Orange(Junior) - 20 yards maximum
  - Yellow(Cub) - 10 yards maximum(Clarification point: color of stakes is to be set by the Rangemaster)
5. Targets must be distinguishable. Obstruction of the vital area is legal, so long as it is possible for the arrow to travel an unobstructed (which doesn't mean visually unobstructed) path to a portion of the vitals that must contain the entire 15 and the portion of the 12 ring above the 15 ring area. Shooters may sit, kneel, lean, twist, and/or use arrow arch. At the time of arrow release, the shooter must be in contact with the shooting pin. (Shooters should not have to shoot through the obstructions. However over, under, between and/or around is perfectly acceptable. The shot counts if shooter hits obstructions while refusing to break form and or makes an error in yardage judgment.)
6. All targets must be positioned in a manner that is appropriate for the score rings to support proper shot placement for the shot presentation. **Headshots are not allowed.** (Clarification point: targets may be angled so long as the intended shot placement would constitute a double-lung pass through and/or a heart shot on the animal target in question for all stakes.)
7. In the event that a target has multiple score zones (some targets have score zones for BOTH elevated AND ground shooting) visible to shooters at the same time, shooters in each group should agree on which rings best simulate a kill shot for the shot presentation **before the first shot is taken.** Shots placed in the wrong rings by a shooter claiming to have misunderstood which rings the group agreed to shoot will be scored as to how they lay according to the rings the group had designated.

### Scoring

1. Official scoring areas are as follows:
  - 10 points - smallest ring (3/4 to 1 inch)

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8 points - 3 to 5 inch ring, surrounding the 10 point ring.

5 points - 7 to 15 inch (or larger) ring, surrounding both the 8 and 10 point ring

0 points - any part of animal outside 5 point ring.

In "Cub" classes, any part of animal outside the 8 point ring count as 5. (This is being done to encourage these younger archers.)

2. This scoring method will be used at all LCC-IWLA member events.

3. Once the score card for your group is turned in, that is your official score for the event. Blank, or illegible target scores will be counted as a "Zero" for that target. **CHECK YOUR SCORE CARD BEFORE YOU TURN IT IN!**

4. At the tournament sign in, each shooter will be given a score card. Corresponding information will be recorded by the tournament administrator on the sign in sheet. Scorecard must be filled out legibly to make scoring and shooter recognition easier for the tournament administrator. Please write your scores clearly!

5. Shots must be scored (written down) before arrows are pulled. Early pulled arrows receive a zero. Repeat offenders may be disqualified at group discretion.

6. To score, arrows must be stuck in the target. (Clarification point: Arrows must be judged while in target, not after being pulled. If you are unsure enough to need to pull the arrow to see if it is in or out of a line then it is to be called in.)

7. If two or more parts of a broken arrow are stuck in the target, the shooter only receives a score if the actual target point is present and stuck in the target. If no target point is present then no score is given.

8. Upon final tally, tie scores will be broken based on the following:

- a) The least 0's
- b) The most 10's
- c) the most 8's
- d) the most 5's

In the event of a perfect tie, a sudden-death tie-breaker will be based on the scorecards from that shoot starting with shot number one on the card. Beyond that will be a sudden death shoot-off in which a shoot official will judge all scoring and line calls. (Clarification point: It is the responsibility of the shooter to make sure that the scorekeeper starts the scorecard on the correct line corresponding to the target number on which their group starts.)

9. An arrow that strikes another arrow on the way to the target, regardless of the impact angle, and physically damages the nock or shaft of that arrow, rendering the arrow unsafe to shoot, will receive the same score as the damaged arrow regardless of where any deflection may have placed the arrow

10. If an arrow is touching the outer edge of a line, the shooter receives the higher score. (Clarification point: Touching means NO visible space between the arrow shaft and the outer edge of the line in

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question. If it is questionable then call it in and move on. If there is space between the shaft and the line then it is to be scored out, regardless of any distortion the arrow may have caused to the target in question.)

11. If a group is unable to reach a majority ruling on a line call, the shooter shall receive the benefit of the doubt with the higher score. (Clarification point: just as a tie goes to the runner in baseball. If it is so close to the line that you are unsure if it is touching or not, call it in and move on.)

## Classes

1. Age classes are optional.

2. All classes that are determined by age (Cub and Junior/Senior) will be as of January 1st of each year.

3. It is the responsibility of the shooter to know all the rules pertaining to his/her class and make sure he/she is assigned the proper class, shooting stake, and range. Once a shooter shoots their first target he/she may not change classes. *HOWEVER, if a shooter is clearly and evidently out of his/her class within the first 3 targets, the group can agree to allow the shooter to move down a class. However, this must be annotated on the score card.* The class change starts at the next target.

4. For the Loudoun County Chapter of the Izaak Walton league here are the following classes.

CUB – These are for children under the age of 10 years old. (NOTE: A bow strung so that a 6 year old can draw it, is unlikely to shoot an arrow that can penetrate a 3D target. Use common sense when bringing small children to a 3D event.)

JUNIOR – This class is for people above the age of 10. Ideally this is for the novice shooter just getting into 3D shooting and archery. The bow should have sufficient power to allow a field pointed arrow to penetrate the target.

HUNTER - This class is for the intermediate to advanced archer. The targets at this range are between twenty and 30 yards out. This is also an ideal range for the non-compound bow shooter.

PRO - This class is for the advanced shooter. These targets are between 30 and 40 yards out and typically have non-distance related challenges as well (i.e. obstructions, terrain, etc.)

Any shooter breaking a 240 score twice in any class should move up to the next class for the next LCC-IWLA 3D shoot.

5. All first time shooters to 3D competition should enter in a class that most closely fits their shooting skills. If you are unsure of which class you should start in, it is strongly suggested that you class up and not down. (ATTENTION: If you sandbag in these classes just to win a title SHAME ON YOU! Sandbagging not only hurts you as a shooter it directly hurts the growth of our sport and is obvious to everyone around you!)

## Shooting

1. When shooting, the shooter must touch the stake with some portion of his/her body.

2. When drawing a bow, shooters should always draw bows in the direction of the intended target - never to the side or upward in a sky drawn direction. Safety first! Only one warning will be given.

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3. There is to be no discussion of target yardage until the target has been shot by each shooter in the group. Discussion is restricted only to shooters who have shot said target. Be considerate of others waiting to shoot.

4. When multiple classes are in the same group, the stakes farthest from the target must be shot first unless otherwise directed.

5. All shooters in a group must shoot before any advancement to pull arrows. Each shooter will shoot a single arrow per target.

6. The following time guidelines will help keep competition moving.

No more than 2 minutes should be necessary for the first shooter, to come to the pin, knock an arrow, touch the pin, and shoot.

It should take no more than 1 minute for following shooters to knock, touch and shoot.

Theoretically this time is to begin when:

a) 1st shooter of the group - as soon as the target is cleared by the preceding group or if the target is unoccupied, as soon as your group reaches the target.

b) Following shooters - when the shooter preceding you releases his/her arrow.

7. The maximum time to complete the course should be calculated as follows. The time allotted for each person shooting in the group plus 5 minutes per target to walk and score arrows. This calculation leads to an average time for a group of 3 shooters to complete all 30 targets in approximately 4 hours.

8. It is each shooter's response ability to see that his/her group shoots and moves on in a timely manner. If you are part of a group that is lagging behind or holding up others, allow those behind to "Play Though" or Skip a target and move on.

9. Once a shooter has reached full draw, a controlled let down must be verbally announced prior to the shot. If an arrow is launched down-range during a controlled letdown, it may be re-shot without penalty unless the arrow hits the target.

10. If a shooter launches an arrow out of his/her reach during the process of coming to full draw. Shooter may re-shoot the arrow without penalty so long as the entire group agrees that it was not an intentional release and the shooter had not yet reached full draw. (Clarification point: unless the arrow hits the target)

11. Any arrow that can be reached by the shooter while still touching the stake may be re-shot without penalty so long as it is not touching the target.

12. If any part of the archer's equipment fails during a shot, that arrow maybe re-shot after the repair has been made. This only applies to the target the shooter is at when he/she realizes that the malfunction has occurred.

13. Shooters may alter obstructions that can be reached while they are touching the stake. Any altering of obstructions down-range or out of their reach while touching the stake may result in disqualification.

## **Gentleman Rules**

1. If a shooter discovers an arrow from a previous group is still in the target, the group must agree to advance and remove the arrow, and as a courtesy, bring it to the match administrator at the end of their round.

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2. Play-Through Rule - any "fast shooting" group must be allowed to pass through and shoot ahead of any group. This allows "fast shooting" groups not to get frustrated from waiting and slower groups who are still within the time guidelines to shoot without feeling pressured to hurry.

3. Gallery rule - a shooter has the right to ask any person or persons that are within his hearing distance to please be quiet while he/she is shooting. This is common courtesy and should be obliged.

4. Friendly banter is a part of sport, however, words of anger or profanity to another shooter for any reason, are grounds for disqualification on the spot. ("Fighting" is against the rules and it doesn't matter why.)

## Shooter Grouping

1. There must be at least three people assigned to a shooting group and with no more than five unless a shoot official requires more or less shooters under extenuating circumstances.

2. Shooters can be grouped and divided at random. Breaking up family groups and regular shooting partners helps keep the pace even and improves the sport. (Clarification point: Obviously we can't separate everyone just because they know each other. Isn't getting to know new people one of the reasons we go to these events in the first place?)

3. If any shooter suspects that another is cheating he/she should bring it to the attention of the group. If after group discussion, a shooter still feels that a cheat has taken place, the shooter can bring it to the attention of the shoot administrator. Let's be honorable here. Don't cheat. If you do and you are caught, you will be disqualified from the shoot. Why bother?

4. Once a shooter begins shooting a course, he/she must finish with that group unless re-assigned by a shoot official.

## Equipment

1. The LCC-IWLA 3-D course does not restrict any type of "Vertical" archery equipment. Crossbows are not allowed. Field points, bullet points and target points are the only type of points allowed on the 3D range. **No broadheads** of any kind, i.e. mechanical, fixed blade, or practice, are allowed on the 3D range at any time.

2. LCC-IWLA strongly recommends that all equipment be shot within the equipment manufacturer's specifications.

3. No manual adjustment to the peak bow weight will be allowed after the shooter has started an event.

4. Electronic range finding devices are **NOT** allowed on any of the shooting ranges regardless of use. Binoculars (handheld) will be allowed with no power restrictions. The use of a shooter's normal equipment or any part of the body as a range finding device is **NOT** a violation of this rule. Cameras may be used only for photography purposes (not as a range finding device) after shots have been taken. This is up to the GROUP to regulate. (Remember your time guidelines!)

5. Equipment failures are determined by the shooter. The shooter must have his/her scorecard initialed by the entire group as an equipment failure. The score of the shooter with the equipment failure will be totaled and initialed by group scorekeepers before leaving the range. At that time, only the shooter with the failure must proceed forward through the course to the Archery House and notify a range official. The shooter has 30 minutes from that point to make repairs and check equipment on practice range before checking back in at the Archery House for re-entry at the target where the failure occurred. If there are three or more shooters remaining in the group, they may continue shooting. If two or less shooters

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remain, they must join the following group or wait for a range official to join the group before continuing. All persons re-entering the range must notify a range official. Any shooter not following these guidelines may be disqualified.

## **Miscellaneous**

1. Range safety is everyone's responsibility. A 3D course can be a busy place. ALWAYS make sure your shooting lane is clear. **look and listen before you draw.** Shoot safely. LCC-IWLA will not be responsible for acts of negligence or equipment mis-use.
2. Littering the tournament grounds will not be tolerated. Any shooter caught littering may be disqualified.
3. No alcoholic beverages may be carried or consumed on any range or practice area by anyone PERIOD! Also any person thought to be intoxicated at an event will be asked to leave the premises. Law enforcement officers will be called if necessary. This rule MUST be enforced for the safety and wellbeing of all members and participants of any IWLA event.
4. Family and spectators are welcome at all events so long as they do not interfere with any shooters ability to compete nor pose a safety risk.
5. If any type of circumstance arises that these rules do not cover, the shoot administrators will make the final ruling. Regardless of how the rule is written, the decision will stand for that instance.
6. Range managers have the authority to modify any rule that is necessary to accommodate a handicap shooter or to promote a safer shoot.
7. All rules and guidelines apply to everyone, including all shoot and range officials, Members, Competitors, and Spectators.

Shoot safely and have fun. If you have any questions, you may contact the LCC-IWLA Archery Chairman for clarification.