

MONTANA 4-H ARCHERY RULES

R11 Adopted April 11, 2015 by the Montana 4-H Shooting Sports Advisory Committee

HISTORY and PURPOSE

The 4-H Archery Project and competitive events exist to provide an opportunity for youth development through the pursuit of excellence. The intent of this document is to help ensure fair and equal opportunity for all Members. Each competitor will have the same predetermined rules and will compete with others of similar age and comparable equipment. Archers, Leaders, or Parents exhibiting unsportsmanlike conduct at tournaments will be expelled from the entire event without refund. **These rules are updated from time to time. It is the responsibility of the 4-H Archer and Archery Project Leader to know and abide by the rules at all times.** Failure to do so is grounds for dismissal.

ARCHERY SAFETY RULES

Archery Rules are to be adhered to at ALL times. Example: Practice, Tournaments, etc.

1. Give full attention to the **Range Master**.
2. Know and obey Range Commands and Rules of Etiquette and Safety at all times.
The Whistle Commands are: 5+ =Emergency! 3 =Score & Pull. 2=Archers to the line. 1=Shoot
3. Be Silent on the Shooting Line & Waiting Line.
4. Always wear an arm guard while shooting to protect you from String Slap, Clothing Interference, or a Broken Shaft!
5. Make sure arrows are long enough! Do not trade. If you change Draw Length, Check your Arrow Length!
6. Use a bow with Proper Draw Weight. Being Over Bowed leads to Bad Form & Shoulder Injuries.
7. Keep all arrows in the quiver until the "begin shooting" signal is given by the Range Master. The Range Master may require the use of floor quivers if in his/her opinion the conditions warrant it.
8. Let dropped arrows lie. Wait for specific permission from the Range Master before picking up dropped arrows.
9. The high setup is encouraged, but **arrows must be pointed toward the targets during the entire draw cycle**, not the floor, or ceiling.
10. When a mechanical release is used, the **archer shall draw with finger placed firmly behind the trigger** until the anchor point is established.
11. Never Dry Fire a Bow – (Includes Broken Nocks, Lost Inserts, De-nocked arrow, too Light arrows – Arrows must weigh a minimum of 5 grains per pound of bow draw weight.).
12. Always walk at the archery range. No horseplay.
13. Pull and carry arrows safely. Look Behind you!
14. Safely carry arrows in your hands controlling both ends of the arrow or in a quiver.
15. Inspect Arrows (Nock, Fletch, Point, & Shaft) each time you shoot before putting them back in your quiver. A damaged arrow must immediately have the nock removed so that it cannot be shot!
16. Always use a stringer to string a bow.
17. Leave equipment or friend blocking target when searching for lost arrows.
18. Be sure of your target **and beyond**. If in doubt, don't shoot!
19. Never draw or shoot an arrow pointed straight up!
20. Only travel forward on a 3-D or Field Course. Never backtrack.
21. Make sure archers ahead of you are clear before nocking an arrow on the 3-D range. Call Out.
22. Do not back out limb bolts beyond mfg's recommendation. Don't Know? Don't do it!
23. The Range Master may set other safety procedures he/she deems necessary.

ELIGIBILITY

Archers must be 4-H members in good standing to compete in 4-H Practice or Tournaments. (Note: Non-4H youth and adults may be invited to shoot at fund raisers.) Dress code will be enforced. Alcohol or tobacco logos or text, inappropriate language, unsportsmanlike slogans, sleeveless sweatshirts, bare midriffs etc. will not be tolerated.

ARCHERY EQUIPMENT

The maximum peak draw weight of any bow shall not exceed 60 pounds. Arrows must be no lighter than **5 grains** arrow weight per pound of bow peak draw weight. No arrows larger than **27/64** in. (9.13mm) in diameter are permitted. Stabilizer length is measured from the back of the bow at the point of attachment and includes any coupling device. Sight length shall be measured from the mounting screws to the sight pin or aperture. Bows in divisions without sights shall have no markings or blemishes or bow quiver or arrow rest parts in the sight window or face of the bow or string that could be used for sighting. No electric or electronic devices are allowed on the shooting line including sight lights, lasers, cell phones, communication devices, and headphones. Crossbows are not allowed. Armguards shall be properly worn by all archers when shooting.

ARCHERY DISCIPLINES

Archery Disciplines include Indoor Target Archery, Outdoor Target Archery (FITA), Field Archery, 3D Archery, Clout Archery, Flight Archery, Run Archery, and Ski Archery.

BOW DIVISIONS

Archers shall compete in the Bow Division that allows **all** of the components of the bow, sight, and release method being used, although all components are not required to be present. For example, a Bare Bow is not required to have a 12" stabilizer even though it is allowed, and a compound bow with no sights using a mechanical release would shoot in Bowhunter or Unlimited class because of the release.

Primitive Bow (PB): Longbow or Recurve with finger release and no sights or stabilizers.

Bare Bow (BB): Any bow with finger release and no sights. A single straight 12" maximum stabilizer is allowed.

Limited Bow (LB): Any bow with finger release and fixed sights with a length of 5" or less. Peeps with clarifiers or verifiers are allowed. A single straight 12" maximum stabilizer is allowed. Sights that are adjustable without the use of tools or sights with a lens are not allowed. No sight may be adjusted once the scoring has begun.

Bow Hunter (BH): Any bow with mechanical release aid, and fixed sights with a length of 5" or less. Peeps with clarifiers or verifiers are allowed. A single straight 12" maximum stabilizer is allowed. Sights that are adjustable without the use of tools or sights with a lens are not allowed. No sight may be adjusted once the scoring has begun.

Unlimited Bow (UB): Any bow with mechanical release aid, stabilizers of any length, V-bar, any sight including movable sights or sights with a lens, and written information. Sight may be adjusted any time during the round, but only by the Archer. (Not the coach.)

Olympic Recurve (OR): Recurve bow with finger release, clicker, kisser buttons, V-bar, stabilizers of any length and any length single movable sight with written information or multiple pin fixed sight. Sight may not incorporate a prism, lens, or leveling device. String peeps or marks on the string in front of the eye are not allowed. Sight may be adjusted anytime during the round but only by the Archer. (Not the coach.)

AGE CLASSES

For state matches "age" is based on the Member's age on October 1st preceding the event Archers must compete in their own Age Class as follows:

CLASS 1 - 9 to 10 years old. (15-yard maximum for 3-D)

CLASS 2 - 11 to 12 years old. (25-yard maximum for 3-D)

CLASS 3 - 13 to 14 years old. (35-yard maximum for 3-D)

CLASS 4 - 15 to 19 years old. (45-yard maximum for 3-D)

For the National Team Qualifying Event and the National Invitational "Participants must have past their 14th birthday by January 1 of the current year and may not have passed their 19th birthday before January 1 of the current year." (Age 13 may participate for practice.) See "Montana 4-H Archery Qualifier Rules and Procedures"

DEFINITIONS

A **Competitive Category** is a combination of a **Bow Division** and an **Age Class**. For example, Bare Bow (BB), Ages 9 & 10.

Each time an archer shoots a group of arrows, scores, & pulls it is called an **End**. Several **Ends** make a **Round**.

RANGE LAYOUT and PROTOCOL

LAYOUT: Indoor Target Archery ranges shall have a Waiting Line at a minimum distance of 3 yards behind a Shooting Line, and a target Line 2 yards from the targets. Lines shall be clearly marked with tape, paint or other means that is not a tripping hazard.

RANGE PROCEDURES: The range shall be under the exclusive control of the Range Master and the Range Master's appointees. Whistle commands should be used by the Range Master. Whistle commands shall be: 5 or more Blasts = "Emergency! Cease fire and quiver arrows." 3 Blasts = "Cease fire and Retrieve Arrows." 2 Blasts = "Shooters to the line." 1 Blast = "Begin shooting." Archers should be trained accordingly. Anyone may call a "Cease Fire!" in case of emergency.

In case of mechanical failure, the Archer shall get the attention of the Range Master and obtain permission before repairing equipment. The Range Master may set a time limit for repairs. Dropped arrows that are within reach of the Shooting Line may be picked up and shot only upon specific direction of the Range Master. The Archer may continue the Round and may be allowed to shoot make-up arrows or Ends at the Range Master's discretion, but the archer's score must *continue* from where he/she left off, and the archer may not start over regardless of the reason for the make-up arrows or ends.

No flash photography is allowed during Rounds.

TIMING: Timing will be provided by an Official Timer appointed by the Range Master. The start and end of each time limit will be signaled by a whistle or other audible device. An arrow shot before or after the specified time will be considered as being part of that End and will cause the athlete to lose the highest scoring arrow of that End, which will be scored as a miss. The Range Master or Timer may give a 30 second warning.

TARGETS: Competitors must use targets that have not been previously used, marked, or modified in any way. No aiming points or marks may be placed on the target or range. An **archer** may request a new target during the Round if the target has become damaged enough to make scoring difficult. However the target must be the same type as the original. i.e. If you start with a 3-Spot, you must finish with a 3-Spot.

SCORING: Archers and Scorers shall not touch arrows or targets until after arrows are scored and agreed upon. Scores will be called out by the athlete and checked by the scorekeeper. An arrow will be scored according to the position of the shaft in the target face, not the hole. If an arrow touches two colors or a line, score the higher value. If a target is deformed or partly missing, score will be based on an imaginary circular line in the original position. On a 3-Spot target there can only be one arrow scored per spot. If more than one arrow is in a spot, only the lowest score is counted. The others are scored as a miss-M. The Range Master or appointed Judge shall make the final determination of score if the Archer and Scorer cannot agree on an arrow's score. In Indoor Target Archery the Range Master will give Archers an opportunity to re-shoot arrows that pass through or bounce out of the target. Arrows that miss the target are not bouncers and may not be re-shot. Score as miss. (Note: use "M" for misses, not "0".) (See scoring for different archery disciplines below.)

PLACEMENT: Placement is by highest score in each Competitive Category. Tied scores shall be resolved first by the most number of X's. If still tied, use most 10's, then most 9's etc. until tie is resolved. (National Qualifier Rules vary. See "Montana 4-H Archery Qualifier Rules and Procedures")

COACHING: At tournaments Coaches and parents are not allowed in front of the Waiting Line, on the Shooting Line, or on the Range at any time except by special permission of the Range Master. (For example to help set up targets, help score, or for photographs.) Coaches may assist all archers and adjust sights during warm-up ends only. No further adjustments to any part of the bow or sight are allowed after the first Scoring Round has begun, except as stated in the Unlimited Bow and Olympic Recurve Divisions above. Coaching during a Round will be permitted only for members under the age of 14. All permitted coaching will take place behind the Waiting Line and between Ends and in a manner that does not disturb other archers.

NATIONAL GOVERNING BODY (NGB) RULES

If more specifics are required, the following rules shall apply: NFAA "**Traditional Bow**" rules for the Primitive Bow (**PB**) division. NFAA "**Competitive Bowhunter**" rules for the Bare Bow (**BB**) division. NFAA "**Freestyle Limited Bowhunter**" rules for the Limited Bow (**LB**) division. NFAA "**Freestyle Bowhunter**" for the Bow Hunter (**BH**) division. FITA "**Compound Division**" rules for the Unlimited Bow (**UB**) division. FITA "**Recurve Division**" rules for the Olympic Recurve (**OR**) division. These rules and divisions shall apply to both Target Archery and 3-D Archery events. ***In case of discrepancy the 4-H rules shall prevail.***

ARCHERY EVENTS

Here are some examples of archery events. The outdoor examples are typical of the 4-H National Invitational.

MONTANA 4-H INDOOR TARGET ARCHERY

Indoor Target: 40 cm FITA or Vegas 3 Spot (Archer's choice) at 1 m. above floor.
Distance: 10 meters.
Course of Fire: 10 ends of 3 arrows each.
Time Limit: 2.5 minutes per 3 arrow end.
Scoring: 10x,10 to 1, M from the center outward, or 10x-10-6,M on 3-Spot.

OUTDOOR TARGET ARCHERY

NGB = USA ARCHERY – FITA BOOK 2
FITA ROUND (1/2 FITA)

http://www.archery.org/UserFiles/Document/FITA%20website/05%20Rules/01%20C&R%20Book/Book%202010/2010_Book2.pdf

Target: FITA 122cm and 80 cm faces, 5-color face

Distance: Rounds are shot in the following order:

Ages 9-10 = 30m, 25m, 25m, 20m

Ages 11-13 = 50m, 40m, 30m, 20m

Ages 14-19 = 60m, 50m, 40m, 30m

4-H National Invitational Ages 14-19 = "60, 50, 40, and 30 meters in that order"

Course of Fire: 18 arrows at each of 4 distances. (72 arrows total.)

3 ends of 6 arrows each from the two longer distances using 122cm targets.

6 ends of 3 arrows each from the two shorter distances using 80cm targets.

Time Limit: 4 minutes per 6 arrow end and 2.5 minutes per 3 arrow end.

Scoring: 10x,10 to 1, M from the center outward.

FIELD ARCHERY

NGB = NATIONAL FIELD ARCHERY ASSOCIATION

<http://www.nfaa-archery.org/field/styles.cfm>

FIELD ROUND (1/2 Field Round)

Target: NFAA targets of sizes selected by the management and appropriate to the course.

Distances: Marked distances within the range of 5 to 60 yards

Course of Fire: 14 targets with at least one fan and one walk-up target, 4 arrows per target.

Time Limit: Shooters will move through the course expeditiously and avoid delays

Scoring: 5x, 5, 4, 3, M from the center outward

3-D ROUND

NGB = FITA 3D BOOK 5 CHAPTER 11.10

http://www.archery.org/UserFiles/Document/FITA%20website/05%20Rules/01%20C&R%20Book/Book%202010/2010_Book5.pdf

Targets: 3-D targets as selected and placed by the management.

Distances: Unmarked distances from 5 to 50 yards.

Course of Fire: 30 arrows, one arrow per target in order by the management.

Time Limit: Shooters will move through the course expeditiously and avoid delays. Lost arrow search is limited to 2 minutes.

Scoring: Determined by management. Typically 11, 10, 8, 5.

MONTANA 4-H ARCHERY QUALIFIER

See "Montana 4-H Archery Qualifier Rules and Procedures."