



## **Archery Division 3-D Shoot Rules**

1. All score cards must be shuffled and groups busted.
  - \* Group with 3 or 4 friends or family members, plus an outside person is considered busted.
2. Double scoring shall occur. Score cards shall be collected at the completion of each course. Score keepers of the group shall be responsible for turning in the groups score cards at the conclusion of each range. Score cards shall not be altered after the shooter signs his or her score to verify the accuracy of score. The shooter is solely responsible for making sure that the score card is legible, completed in its entirety, signed and accurate. All errors on score cards must be circled, correction made and initialed by both score keepers.
  - \* Any inaccuracies in the score cards, regardless of cause, will result in the disqualification of the shooter. To the extent that a majority of the North Eastern Kentucky Fish & Game Board of Directors believes the shooter signed a score card which reflects a total score greater than the score actually shot, the shooter shall be ineligible to compete in any archery division event for one (1) year immediately following the Board of Directors determination.
3. Shooters are responsible for their own score cards. Duplicate cards will NOT be issued for any lost, stolen or damaged cards.
  - \* All score cards will be kept by NEKFG Archery Division for one (1) year.
4. Once a shooter begins shooting a course he / she must finish with his / her own group or as assigned by range officer. Any shooter or group that leaves a range without authorization of a Range Officer will NOT be allowed to continue.
5. To score, arrows must be stuck in the target. Witnessed pass-through or bounce outs are to be scored as agreed on by the majority of the group, or re-shot before the shooters advance to the target.
  - \* A pass-through is defined as an arrow passing completely through a target, with material 360 degrees around the arrow, leaving an entrance and exit hole.
  - \* An arrow that is embedded into the nock end of an arrow that is embedded in the target will be scored the same as the embedded arrow. An arrow that hits another arrow leaving physical damage as agreed by the majority of the group and does not stick in the target shall be given the score of the arrow that was struck.
  - \* Any arrow released accidentally or deliberately, if not in the scoring area of the target, scored a zero (0). Any arrow, which is dropped and can be recovered while touching the stake maybe re-knocked and re-shot.

6. For all Archery Division 3-D shoots the scoring will be as follows:
  - \* 11- small circle centered within the 10 ring. Approximately Twenty-five (25) percent of the 10 ring will be used. Arrows must at least touch the circle. This score would reflect 11 on the score card.
  - \* 10 - circle inside the vital area. Arrow must at least touch the circle.
  - \* 8 - the vital area other than the 10 point circle. Arrow must at least touch the vital area line.
  - \* 5 - remainder of the animal touching body color.
  - \* 0 - A hit in the horn or hoof not touching the body color, any miss or glance off.
  - \* 1 shot per each target will be scored no second shots.
7. Targets must be scored by both score keepers before arrows are pulled. Early pulled arrows score zero (0). Repeated offenses will result in the offending shooter being disqualified.
8. Shooting stakes:
  - \* Blue - Cub class - 10 yard max.
  - \* White - Youth class - 20 yards max.
  - \* Red - Traditional class - 30 yards max.
  - \* Yellow - Bow hunter Class - 35 yards max.
  - \* Orange - Open & Crossbow class - 50 yards max.
9. Stakes farthest from the target must be shot first, unless directed by the Range Officer.
10. When shooting, the shooter must touch the stake with his / her back foot.
11. NO binoculars or range finders on the course, if caught, you will be disqualified immediately NO EXCEPTIONS!
12. There is to be no discussion of yardage until target has been scored. Discussion is restricted to shooters that have already shot said target.
13. Equipment:
  - A. Sights & v-bars must not extend more than two (2) inches from the point of attachment.
  - B. Stabilizers longer than twelve (12) inches are allowed in all classes except Traditional, or Bow hunter classes.
  - C. Overdraws are legal in all classes except Traditional.
  - D. There is no limit to the number of pins on a sight except in the Bow hunter class and the number allowed then is four (4).
  - E. Maximum peak bow weight:
    - \* Maximum in Open or Bow hunter class is 80 pounds.
    - \* Maximum in Traditional class is 90 pounds.
    - \* Maximum in Youth class is 40 pounds.
    - \* Maximum in Cub class is 20 pounds.
  - F. Equipment failures can be fixed by reporting to the Range Officer, all members of the group will have to leave the course. Score cards will be given to the Range Officer until the repair is made, then the group will be escorted by the Range Officer to the target left off, and finish the course.

14. No alcoholic beverages may be carried on , consumed on any range area by anyone at anytime, (If you show up under the influence , the Range Officer will refuse your participating in the event and you will be asked to leave club property.)

15. In the case of a tie:

\* Tiebreaker will be a 3-D animal target set at an unknown yardage with a small sticker placed in the eleven (11) ring. The archer closest to the small sticker will be the winner.

16. If a fixed pin / cross hair sight in used (in classes that require fixed pins) they may not be adjusted while on range during a shoot.

17. Spectators will not distract, interfere, coach or assist shooters while on range.  
(Except in the Cub class)

18. Shooter will be allowed to compete in one (1) class ONLY at 3-D shoots.

19. Unsportsman like conduct will not be tolerated. This will result in disqualification.

20. Classes Defined:

A. Bow hunter class - adult sixteen (16) and older. A compound bow with or without sights, may be shot with release aid, finger tab, or glove. If sights are used it will have no more than four (4) fixed or crosshair style pins. Stabilizers less than twelve (12) inches.

B. Crossbow class - crossbows may or may not employ a magnification sight. Whether a pin type or scope type sight is used it will not employ any rang finding capability. Magnification will not exceed eight (8) power if utilized. Crossbows may not exceed a draw weight of 190 pounds and shoot bolts at a velocity no greater than 300 feet per second. All crossbows must have a working safety!

C. Cub class - children 9 and under. No equipment restrictions.

D. Youth class - children 10 to 15 years old. No equipment restrictions.

E. Traditional class - any longbow or recurve without sights. 90 pound draw max.

F. Open class - adults only 16 and older. Compound, recurve or longbow with any type of sight, any type of release aid, glove or finger tab. Shot will be a maximum of 50 yards.

21. Any decision of a Range Officer is FINAL!