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# New Jersey State Field Archery Association. Inc. 3-D Unmarked and Marked Championship August 7 & 8, 2010

This shoot is being co-sponsored by

**Fletchers Corner & Cape May County Archery Association**

Registration form can be found  
on the SFAA website, any SFAA club or contact Chairperson

Shooting Schedule: Saturday & Sunday: **30 3-D Targets**  
Same format both days Unmarked Saturday, Marked Sunday  
8:30 AM Assembly, 9:00 AM Shotgun start  
SFAA Membership required for awards.  
Awards Ceremony will follow at the end of both days' round  
Registration Fees are for single day shoot.  
Lunch will be available both days.

<b>3-D ENTRY FEES</b>	<b>1<sup>ST</sup> DAY UNMARKED</b>	<b>2<sup>ND</sup> DAY - MARKED</b>
Adults 18 Years and Older	\$25.00	\$25.00
Senior 55 and Older *	\$25.00	\$25.00
Master Senior 65 and Older**	\$25.00	\$25.00
Young Adult 15-17 yrs of age	\$10.00	\$10.00
Youth 12-14 yrs of age	\$ 8.00	\$ 8.00
Cub 11 yrs of age and under	NO CHARGE	NO CHARGE
Family (Husband, Wife & Children under 18 yrs of age)	\$50.00	\$50.00
SFAA Life Members over 55	NO CHARGE	NO CHARGE
State Officials	NO CHARGE	NO CHARGE

\* Seniors can choose to shoot in Adult Division

\*\* Master Seniors can choose to shoot in Senior or Adult Division

Pre Registration Mailing Deadline: Postmarked July 30, 2010

Late Registration: Day of shoot (7:00 to 8:15 am at range)

Registration will be closed 45 minutes prior to shoot.

### Tournament Chairperson:

Donna Denight Phone: 856-767-6357 / 856-297-0223 – Donna95@comcast.net

**Cancellation Policy-80% refund of registration 48 hrs prior to shoot**

### Directions to Cape May County Archery Association

#### From North:

Garden State Parkway south to exit 4A Route 47 North continue on Route 47 North approximately 3 miles turn left on Fulling Mill Road continue to gate of clubs entrance on the left. Turn left into Club follow dirt road till you come to clubhouse.

#### OR

Take 55 South to the end which is Route 47 follow 47 South until you come to the split where 47 goes to the right and 347 goes to the left take 347 South to where it remerges with Route 47 and follow Route 47 South until you get to Menz's Restaurant just past restaurant make a right onto Fulling Mill Road continue to gate of clubs entrance on the left. Turn left into club follow dirt road until you come to Clubhouse.



# 3 ***NEW JERSEY STATE FIELD ARCHERY ASSOC.***

## ***3D Rules***

### **GENERAL RULES AND REGULATIONS**

Marked 3-D will consist of 30 3-D targets or as determined by the SFAA.

Unmarked 3-D will consist of a minimum of 30 3-D targets.

### **GUEST COMPETITORS**

Shooters not carrying a SFAA Membership Card will shoot in a Guest Class with no awards.

### **AWARDS**

SFAA Members will compete for Awards under Current SFAA Award System.

### **GENERAL SHOOTING RULES AND REGULATIONS**

1. Prior to the start of each tournament, the archer is required to check in at the Registration desk. **You should double-check your target assignments and your shooting classification. All archers are responsible for checking to be sure there are no errors in their registration. This will be the only time you can make changes in your classification, and/or shooting time. After the tournament begins, it will not be possible to make changes.** Remember it is the shooter's responsibility to get his or her target assignments, range assignment and scorecards. Scorecards may never leave the archery tournament. Scorecards must be double signed by shooter and "scorers" in that group. This signature is a guarantee that the score is accurate and true. **If scorecards are turned in not tallied or not properly signed, they will be disqualified and/or the lowest score used for official score.** All scorecards must be turned in no later than one hour after the completion of that round.
2. Prior to the start of competition, all shooters may be expected to attend a "pre-competition meeting". These meetings are for information and special announcements from the Tournament Committee. These meetings will begin forty-five (45) minutes prior to the start of competition, or as announced by the Tournament Committee.
3. The SFAA has adopted the 300 ft. per second rule with a 3% margin of error as measured by the official on-site chronographs. Each competitor understands and agrees that they may be required to shoot the designated tournament on-site chronographs. Any arrow shot through the chronograph after a tournament round (which exceeds 309 ft. per sec.) will result in immediate disqualification of that round score with no exceptions. (Three-arrow average).
4. The SFAA maximum draw-weight of a bow shall not exceed eighty pounds (80) lbs.
5. All targets will be 3-D animals placed vertical to the horizon and all archers are required to return the targets to this position after removing their arrows. No target may be placed at an angle greater than that which would create a glance-off.
6. Marked 3-D maximum distance will be 60 yards.  
Unmarked 3-D maximum distance will be 50 yards.  
Distances on marked 3-D courses will be measured with a tape or a more accurate measuring device. Handheld range finders will not be used.
7. Participants will be assigned in minimum groups of three shooters per target, and shooters are required to be at their assigned target 5 minutes prior to start times.
8. Each archer will shoot their arrows with one foot touching the appropriate stake for the division and class in which they are registered.

9. No archer will write down distance-to-target information or notes on an unmarked 3-D range, or will refer to written memoranda concerning distance-to-target while shooting an unmarked course.

### **PROTESTS**

1. "Protest Committee" will be made up of the Tournament Chair Person and State Officials. This committee will be made up of members present.
2. Any grievance or protest must be filed in writing with the Tournament Chair Person within one (1) hour from the completion of that competitive round. This protest must include the names of all parties and witnesses involved with the said grievance. It is the responsibility of the person or persons filing the grievance to have this information written down and signed by all parties involved. There is a \$50.00 cash protest fee. All participants must be available to be interviewed by the Committee at the time of filing. If the committee rules in favor of the protest, or if the protest is withdrawn, the fee will be returned.
3. All decisions of the Committee will be final. Any agreement acted upon must be signed off on that day, or before the conclusion of the tournament if at all possible, by the parties involved.

### **SCORING**

1. Marked and Unmarked State 3-D will shoot a 1 arrow format, scoring 12-10-8-5.
2. Scorecards will be picked up at registration, or a designated area, prior to each round of competition. This is forty-five (45) minutes before starting time at pre-tournament meeting announcements. Each shooter will receive two (2) score cards for each round. All information on each scorecard must be filled out and correct.
3. Each group will designate two (2) members of their group to call scores and two (2) members to record the scores. (If the group has only three (3) shooters, only one (1) will call arrows). Archers will draw for the shooting order in their respective groups and rotate the shooting order.
4. All arrows must remain in the target and should not be touched until all arrows are scored. The arrow shaft must touch any portion of the scoring ring, regardless of deformity of the scoring rings or angle of the arrow in the target to be scored the higher value. The status of any questionable arrows must be determined before removing any arrows from the target. If both score callers agree, the score called is final. If there is disagreement in the designated callers, a third caller from the group other than the archer whose arrow is in question will make the final call. If a questionable arrow exists in groups of three, the designated caller will make his call. If the archer whose arrow is in question does not agree, he may have the third party make the final call. In all cases the third call is final.
5. Score callers will judge and score each arrow and call out the results to the scorekeepers. This will be recorded on the respective shooters scorecard. Running scores can be checked during the progression of the round to eliminate errors.
6. Both completed scorecards must be totaled and signed as correct by the score keepers and the shooter and turned in at the assigned area. Each shooting group must turn in their scorecards together (except when a shooter is permitted to makeup targets due to equipment failure or other approved leave of emergency). Any individual or group that does not turn in their cards before leaving the range (taking cards with them) will receive a score of "X" for that day's score. "X" will be used instead of the number (0) on all cards, symbolizing "NO SCORE".
7. Arrows passing through the face, but still in the target, will be pushed back and scored.
8. Any arrows deflected by a foreign object or miss fired will be scored where it lies.

9. Any arrow embedded in the nock of another arrow (generally known as a “Robin Hood”) will be scored the same as the arrow it struck and skewered, even if it falls to the ground and not in said target.

10. Arrows in corresponding areas of the target will be scored with point values as follows:

12 – Highest Score

10 – 2nd Scoring Ring

8 – 3rd Scoring Ring

5 – Outside Scoring Area (ANTLERS AND HORNS, NO SCORE)

“X” – NO SCORE

11. All tied scores will be broken by the number of 12 Rings; except in the case of a first place tie. When this occurs, a sudden death shoot-off will take place. All shooters tied for 1st place will shoot one (1) arrow. The arrow which is determined to be the closest to the 12 ring will be declared the winner. If two shooters tie by being the same distance to the 12 ring, they will shoot until the tie is broken. This will be true for all classes. If competitors are not present, ties will be broken by Rule of First Points dropped. [If possible use same ranges when comparing cards to break ties].

12. A witnessed bounce-out will be re-shot. If an arrow is shot at a target and is suspected by the archer or the group as a pass-through then proceed by letting the next archer in order shoot. Archers not standing at the stake should always observe where the arrow strikes the target for this reason. When all shooters of a group have completed shooting, one (1) “scorer” may proceed to the target to see if there was a pass-through or if the arrow is embedded in the target. If it is embedded in the target, he will request the group to come to the target, and observe pushing back the arrow to score. If the arrow has passed-through, then the “scorer” has to return to the group so the archer can shoot another arrow at the target to score. As soon as possible, tell Range officials which target you had a pass-through on, so it can be replaced or repaired.

13. After shooting the last arrow, the group shall stand together away from the shooting stake if shooting in close quarters. This will let others know you are through. When it is safe, all shooters are to proceed to the target to score all arrows before any arrows are pulled from the target. If any shooter pulls arrows from a target before the score callers and the scorekeepers can officially record them to the cards by sight, that shooter automatically receives an “X” for said target.

14. **In consideration of time, no shooter will glass the target while standing at the shooting stake after shooting their arrow.** Shooters may glass the target prior to shooting, but still be reminded of the time factor restrictions. After assuming their position at the stake, 2 minutes are allowed to shoot one (1) arrow. The shooter will receive a verbal warning from the group for the first offense. Second warning will be a five point (5) penalty from target score, but no less than an “X”. Each subsequent offense will receive same (5) pt. penalty but no less than an “X”.

15. An arrow inadvertently dropped while transferring the arrow from the quiver to the bow in preparation of a shot or an arrow that falls off the arrow rest or accidentally releases from the string in preparation of making a shot may be recovered if **within reach** of the archer from the appropriate shooting stake.

### **EQUIPMENT FAILURE**

An archer declaring equipment failure, verified by the group may leave the range to report the equipment failure to a tournament official. Upon reporting to an official, the archer will have forty-five minutes (45) to make necessary repairs or replacement and re-sight the repaired equipment. The archer will then rejoin the original group and continue shooting the remaining targets. All targets missed will be shot under make up rules with a scorekeeper and witness. Any equipment failure that results in an arrow being released toward a target will be scored as it lies, a missed target may not be re-shot. Each

archer is limited to one (1) equipment failure per tournament. If a second equipment failure occurs, the archer will remain with his or her group to act as a scorer or scorekeeper.

### **BINOCULARS and RANGE FINDERS**

1. Binoculars and spotting scopes will be allowed. They may be checked at random by tournament officials or individuals in your shooting group. You may ask to check theirs as well.
2. If any marks are deemed inappropriate by an official, the glasses will be confiscated and presented to the Tournament Director and committee for examination. In addition, any binoculars and or spotting scopes that have been pro-marked by the factory and are being used by the shooter as a range finding device, will be confiscated and will be presented for review to the tournament committee. Penalty for this if found guilty will be disqualification.
3. On unmarked ranges, no range finders are allowed. On marked 3-D ranges, range finders would be allowed if announced and advertised as to be used. This would be left as an option to the Tournament Officials.
4. An archer may not hold any equipment in line with the target for use as a range finder, and after an archer has set his/her sight, **may not let down and re-set the sight**. A verbal warning may be given from the group for a first offense. A second offense may be assessed a penalty of 5 points by the group. Each subsequent offense may be assessed a 5 point penalty.

### **PROCEDURE FOR FINDING LOST ARROWS**

As a safety consideration, and to insure a timely competition, no archer will go behind a target to look for a lost arrow, unless you can see it at time of scoring. Always keep at least (2) two archers in front of target to insure that no other group will shoot said target while you are retrieving the arrow. If you cannot visibly see the arrow, make a note to return with a range official, after the completion of the round.

### **CLASSES AND DIVISIONS**

Equipment for 3-D is in accordance with existing NFAA Style and Division equipment rules.

ADULTS Marked maximum – 60 yards  
Unmarked maximum – 50 yards  
Stakes = White

YOUTH & TRADITIONAL Marked maximum – 45 yards  
Unmarked maximum – 40 yards  
Stakes = Blue

CUB Marked and Unmarked maximum – 25 yards  
Stakes = Black