

WPFG ABRIDGED RULES - ARCHERY - Page 1

GUIDING BODIES

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EVENTS

All events are Unisex Open.

1. TARGET ARCHERY COMPETITION (WPFGEF/FITA Rules)

Consists of one 900 ROUND. 30 arrows (Five-6 arrow ends) shot at each distance of 60m (65.61 yds), 50m (54.68 yds), 40m (43.74 yds), all shot on 122cm (48") target face.

2. FIELD ARCHERY COMPETITION (IFAA Rules)

Consists of one 28 Target Field Round. [Note: Subject to mutual agreement between Host and Federation, FITA Field Archery rules will apply.]

3. 3-D ROUND (WPFGEF Rules)

Consists of one 28 Target Round, with "life-size" animal targets.

BOW CLASSES: Each competition (Target, Field and 3-D) is a separate tournament with awards in each of the following classes:

BAREBOW - COMPOUND	BOWHUNTER
FREESTYLE	BOWHUNTER - FREESTYLE
FREESTYLE - LIMITED	BOWHUNTER - FREESTYLE - LIMITED
FREESTYLE - LIMITED - RECURVES ONLY	TRADITIONAL (LONG BOW OR RECURVE)

NOTE: Freestyle classes allow mechanical releases. Freestyle Limited classes prohibit the use of release aids.

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BRACKETING

Point System bracket: See Bracketing Rules. All bracketing must meet WPFGF rule requirements.

SCORING

Scoring shall be in accordance with the IFAA/FITA/WPFGF rules in existence at the time of the tournament.

GENERAL SPORT RULES for Archery

Order of shooting: Only one competition is to be shot each day.

There shall be no break in shooting, for lunch or any non-emergency reason, or unless weather conditions would dictate a break in the shooting.

Each competition (Field, Target & 3-D) is a separate tournament and is scored separately.

Practice shall not be allowed on the competition field of the Field Round, nor on the target assigned for competition for the 900 Round. For the 900 Round, sufficient time shall be allowed for "sighting in" at all distances prior to the three (3) uninterrupted practice ends.

No alcoholic beverages may be carried or consumed on any range or practice area by anyone during shooting hours.

Competitors drawing a bow with the bow hand above the top of the head, when drawing on a horizontal plane, shall be immediately disqualified from further use of the range.

No archer shall draw a bow with the bow hand above the top of the head when drawing on a horizontal plan. He/She shall be disqualified from further use of the range whether it is for practice or competition. The judgment of any official making the call shall be final.

The competition for the WPFG will consist of three separate Rounds: 900 FITA Target Round, 28 Target Field Round and a 28 Target 3-D Round. Each Round is a separate competition with separate medals awarded to winners. A competitor may enter one, two, or all three rounds. A competitor may shoot the same equipment for all Rounds, or change styles for different rounds.

TARGET COMPETITION

900 TARGET ROUND

1. Standard Unit:

1. 30 arrows at 60 Meters (65.61 Yards)

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2. 30 arrows at 50 Meters (54.68 Yards)
3. 30 arrows at 40 Meters (43.74 Yards)

2. Targets

The scoring area of the target face shall be 48 inches (122 cm) in diameter. The target face is divided into 5 concentric color zones arranged from the center outward as follows: Gold (Yellow), Red, Blue, Black and White.

A scoring line, not more than one-tenth inch in width shall be provided between scoring rings. An arrow must break the inside edge of the scoring line of the face to score the higher color.

3. The Target Range

The target field shall be laid out so that shooting is from South to North. A maximum deviation of 45% is allowed for local tournaments if required by terrain available.

The targets shall be spaced 5 yards (4.57 M), plus or minus 1, (4 to 6 yards) apart, measured from the center of the gold to the center of the gold of the adjacent target.

The center of the gold on the target shall be mounted 51 inches (129.54 cm) from the ground. The target face shall be inclined away from the shooting line at an angle from 12 to 18 degrees from the vertical.

4. Shooting Positions:

An archer shall stand so that he/she has one foot on each side of the shooting line. He/She shall also stand 18 inches (45.72 cm) from the center of the target lane or 18 inches from the boundaries.

Any archer may retire from the shooting line to avoid proximity to tackle or a shooting practice that he/she considers unsafe, and may resume shooting when safe conditions prevail.

Archers may not shoot at varying distances from different shooting lines, nor engage in unauthorized practice, unless separated laterally by the width of at least four target lanes.

5. Shooting Rules:

An END consists of six arrows.

A COMPLETED END is that condition when all six arrows have been shot.

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Any kind of a bow may be used, providing it is shot by holding it in one hand and the string in the other, without mechanical assistance of support which in the opinion of the tournament officials would give undue advantage over other competitors.

Any kind of arrow may be used provided that it does not, in the opinion of the tournament officials, damage the target unreasonably.

For Freestyle Limited or Unlimited, any type of a sight or aiming device attached to the bow may be used. Any type of point-of-aim may be used which does not protrude more than 6 inches (15.24 cm) above the ground and does not interfere with shooting or scoring.

Any type of artificial spotting aid may be used, provided it be restricted for use behind the shooting area. An archer may not interrupt his/her shooting turn to use a spotting aid.

Foot markers may be left on the shooting line during the round provided they are embedded in the turf and do not extend more than 1/2 inch (1.27 cm) above the ground.

Ground quivers may be placed on the shooting line while the archer is in the process of shooting but must be removed to the tackle area while others are shooting and during the scoring interval.

There shall not be less than three nor more than five archers assigned to each target in use, and four is customary.

Archers shall be reassigned targets after each round on the basis of their total score for rounds completed.

There shall be at least three uninterrupted practice ends, at the longest distance, followed without interruption by the beginning of scoring for the round.

There shall be no practice permitted after a postponement or delay unless such postponement or delay exceeds thirty (30) minutes.

If an archer shoots less than six arrows in one end, he/she may shoot the remaining arrows if the omission is discovered before the end is officially completed, otherwise they all score as misses.

If an archer shoots more than six arrows in one end, only the lowest six shall score.

Archers may not make up lost rounds, ends, or arrows except as specified.

If a target falls before an end is scored, that end shall be reshot by all archers on that target.

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Equipment failures, mishaps, or other occurrences not specifically covered in other rules shall not entitle an archer to repeat a shot unless the mis-shot arrow can be reached by the bow from the archer's position on the shooting line.

If an arrow should hang from the target face, shooting shall be interrupted and a Field Official shall immediately reinsert the arrow in its proper place in the scoring face.

6. Scoring: All arrow holes must be marked with a marker.

Arrows in the standard target face shall be evaluated as follows: Inner Gold - 10, Outer Gold - 9, Inner Red - 8, Outer Red - 7, Inner Blue - 6, Outer Blue - 5, Inner Black - 4, Outer Black - 3, Inner White - 2, Outer White - 1.

If an arrow in the target touched two colors, breaking the outside edge of the black scoring line, the higher color shall count.

An arrow that has passed through the scoring face so that it is not visible from the front shall score according to the value of the hole in the target face provided all arrow holes have been marked and provided an unmarked hole can be identified. Arrows passing completely through the target, if witnessed, are scored in the same manner.

An arrow which rebounds from the scoring face, if witnessed, shall score the same as a pass-through.

An arrow embedded in another arrow on the scoring face shall score the same as the arrow in which it is embedded.

Hits on the wrong target shall score as misses.

The archer chosen to pull the arrows from the target, normally the first in order of assignment, shall be the Target Captain and shall rule all questions on his/her target subject to appeal to the Field Officials.

Neither the arrows nor the target face shall be touched until all the arrows on the target have been recorded. Scorers should check results after each end to avoid errors.

Each archer is individually responsible for seeing that his/her arrows are called correctly and properly entered on the score cards, and that his/her score cards are turned in to the proper officials. Score Cards shall be signed by the scorer and the archer.

BREAKING TIES:

In the Target Competition, ties shall be broken by:

1. Greatest number of scoring hits.
2. Greatest number of 10's, then 9's.

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3. After this, the archers shall be declared equal.

FIELD ROUND COMPETITION

At least 3, but no more than 5 archers shall be grouped together. Groups shall be composed of archers of the same shooting class, whenever possible. Four (4) archers per group is an ideal number. At least one archer in the group must be from a different agency.

TIES: In the Field Archery Competition, ties shall be broken by:

1. Greatest number of X's
2. Highest score on first 14 targets (1-14)
3. Highest number of 20's, 19's, 18's etc.

3-D COMPETITION

1. 28, 3-D targets; unmarked distance round.
2. At least 3, but no more than 5 archers shall be grouped together. Groups shall be composed of archers of the same shooting class, whenever possible. Four (4) archers per group is an ideal number. At least one archer in the group must be from a different agency.
3. Double scoring is required. Archers shall initial both score cards after reviewing them. Inaccurate total may result in the elimination of that shooter's card. Scorers cannot be from the same agency.
4. Shooters are responsible for their own score cards. Duplicate cards will not be issued for any lost, damaged or stolen cards.
5. Once a shooter begins shooting a course, he/she must finish with his/her own group, or as assigned by a range official. Any shooter that leaves a course alone may not be allowed to restart.
6. To score, arrows must be in the target. Witnessed "pass throughs" are to be scored as agreed on by the majority of the group, or reshot before 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 both an entrance and exit hole.)

Any arrow released accidentally or deliberately will be, if not in the scoring area of the target, scored as an "X". Any arrow which is dropped and can be recovered while touching the stake may be renocked and shot.
7. Scoring and Ties:

Scoring for 3-D Round shall be as follows:

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- 10 - Circle inside vital area. Arrow must touch circle.
- 8 - Vital area other than the 10 point circle. Arrow must touch vital area line.
- 5 - Remainder of the animal, touching body color.
- X - A hit in the horn or hoof, not touching body color; any other miss or glance off. (Note: Do not use a "12 ring".)

In the 3-D Competition, ties shall be broken by: one of the following:

- a. Shoot Off (if time allows). A shoot-off can be held by placing a 3-D animal target at an unknown yardage with an X placed in the center of the highest scoring area. The arrow shot closest to the center of the X will determine the winner
- b. Number of Hits:
 - 1. Greatest number of 10's; if still tied,
 - 2. Greatest number of 8's, if still tied,
 - 3. Declare a draw

The coordinator shall determine which method of breaking ties is to be used.

- 8. Targets must be scored by both scorers before arrows are pulled. Early pulled arrows score "X". Repeated offenses will result in the guilty shooter being disqualified.
- 9. Targets are to be set at unmarked distances at yardage up to a maximum of 50 yards (45.72 meters) from the stake. Stake, or double stakes, are from one shooting distance only. The vital areas are to be open and targets distinguishable.
- 10. (Optional) Pictures of the targets being used may be placed at one or more of the following locations with vital area distinguishable: Registration Center and at each shooting stake. Copies of the pictures can be passed out to each shooter during Registration.
- 11. Ranges are to consist of 3-D type of animal targets.
- 12. When shooting, the shooter must touch the stake with a portion of his/her body.
- 13. TWO MINUTE RULES: Two (2) minutes maximum shooting time. This time is to begin when one shooter releases his/her arrow. The next shooter must touch the stake and shoot before the two minute time is reached. Each group is responsible for shooters within that group. If a group points out the time to another group, it is their responsibility to speed up and to stay within the allotted time. If a range official warns a shooter once, the second time will result in disqualification. If other groups protest a shooter or a group, the entire group could be disqualified. If double stakes are used, refer to Rule #14.
- 14. All groups must shoot from double stakes where applicable.

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15. Range finding devices are not allowed. Binocular (hand held) are permissible. Hand held binoculars shall be limited to 8X magnification per manufacturer's specifications. The use of an archer's normal equipment as a range finding device is a violation of this rule. In consideration of time, no shooter may glass the target from the shooting stake after taking his or her shot.

16. Clicker/Drawchecks: Barebow (Compound) and Bowhunter classes may have one non-adjustable drawcheck which may not extend above the arrow. No clickers or drawchecks will be allowed for the Traditional style of shooting (Recurve or Barebow). Clickers or drawchecks may be used for all other styles of shooting.

17. There is to be no discussion of yardages until a target has been scored. Discussion is restricted to shooters that have already shot said target.

18. RANGE OFFICIALS' DISCRETION: In the event of equipment failure, the entire group must leave the range and notify a range official. It is at the range official's discretion whether to hold the entire group until the equipment failure is repaired, or allow the group to continue from the target they were to shoot next, while the individual makes needed repairs. If the group is sent back on the range without the individual, this individual will be placed with the group present at the target he/she needs to shoot next. The range official will hold the individual's score card until the repair is completed and he/she is escorted back onto the range. The range official will determine that the time element will not be abused. All persons reentering the range after equipment failure must be escorted by a range official to the designated target. Equipment may be rechecked as the group or individual returns to the range. Any shooter leaving the range alone may not be allowed to restart.

19. No alcoholic beverages may be carried or consumed on any range or practice area by anyone during shooting hours. WPFG rules apply.

20. Shooting Classes: Shooting classes as outlined on page 1 on the Archery Rules shall apply.

21. All arrows used shall be identical in length, weight, diameter, fletching and nocks, without regard to color, with allowances for wear and tear. (Exception: Traditional Class; see Rule 23 (e).

22. BOWHUNTER CLASSES: This section applies to Bowhunter classes only:

Sights, stabilizers and V-bars must not extend more than 12 inches (30.48 centimeters) from the forward edge of the bow nearest the point of attachment.

A maximum of 80 pound peak bow weight is allowed.

A sight with a maximum of 5 fixed reference points, that must not be moved during the round, will be allowed for Bowhunter Freestyle Unlimited and Limited Classes.

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23. TRADITIONAL CLASS: Recurves or Long Bows with no sighting devices
All rules apply, plus traditional rules listed below:

At the discretion of the Games Officials, Traditional archers may be allowed to shoot from closer distances to the targets chosen. Distinct stakes shall be posted for Traditional archers on all targets when closer distances are allowed.

Traditional archers shall be grouped together, except when absolutely necessary to mix shooting styles. If shooting styles are mixed, those shooting from normal distances shall shoot first and then move up to the closer stakes to allow the Traditional archer to shoot. Traditional archers shall shoot from normal distances on closer targets.

- a. A recurve or longbow must be shot with a glove, finger tab, or bare fingers.
- b. A Long Bow is defined as: a bow when strung, the string touches only the nocks of the bow. A bow at the shelf shall be cut no closer than 1/8 inch to the centerline of the bow. Cushion plungers or mechanical adjustments shall not be permitted.
- c. No sights, stabilizers or counter balances shall be allowed.
- d. Shafts shall be identical in length, weight and color, except for normal wear.
- e. Strings shall have single color middle serving with no marks.
- f. Arrow shall be shot from the shelf or hand with no elevated rest. A piece of leather or similar material 1/8 inch thick or less shall be allowed on the arrow shelf.
- g. One or two nock locators, which may be snap-on type, tubing, thread or dental floss tied or served on the servings.
- h. One anchor point only is permitted.

Only competitors and tournament officials will be allowed on the range during the competition. (no guests, advisors, coaches, spouses or pets).