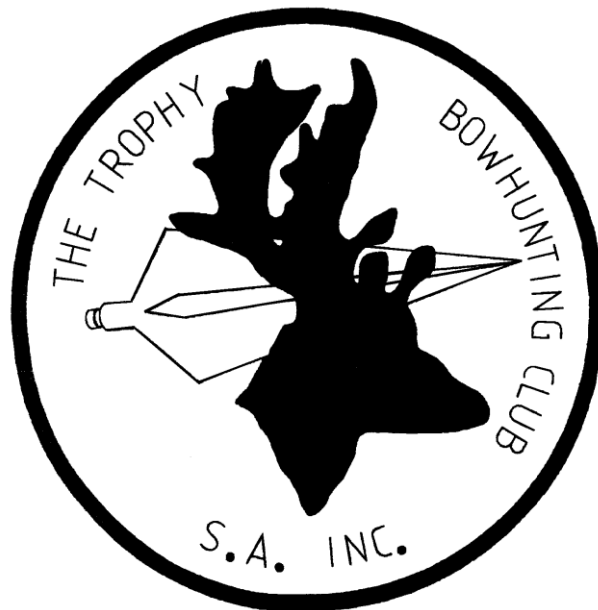


# **THE TROPHY BOWHUNTING CLUB OF S.A. INCORPORATED**



## **SHOOT RULES**

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## **SHOOT RULES**

**These Rules are for TBC Shoots only for 3DAAA Shoot Rules please refer the 3DAAA Web Site**

### ***1.0 TARGETS***

- 1.1 Normal rounds shall be; 2 rounds complete and separate, of 20 targets using 2 arrows (both arrows will score).
- 1.2 Exception to this rule is when a special or novelty shoot is held. Criteria may change at these shoots.

### ***2.0 SCORING AREAS***

- 2.1 The targets shall have scoring areas as follows:
  - A “10 ring” consisting of a circle inside the vital area.
  - A vital area “8 ring” that roughly approximates the heart, lung and liver area of the appropriate animal.
  - The remainder of the animal shall be considered a “body” and be scored as five (5) except as set out in the Paragraph below.
- 2.2 An arrow embedded in the hoof or horn of an animal, not touching body colour, is considered a miss and is scored as a zero.
- 2.3 Targets with legs of a different colour than the main body will still be considered as body colour for scoring.
- 2.4 Targets having material surrounding the actual outline of a target animal. will NOT be counted for score.

### ***3.0 SHOOTING POSITION***

- 3.1 The shooting position shall be identified by a marker which shall carry the following colour:
  - Orange stake = 50 yards (45.72 meters)
  - Green stake = 45 yards (41.15 meters)
  - Yellow stake = 35 yards (32 meters)
  - White stake = 30 yards (27.43 meters)
  - Red stake = 20 yards (18.35 meters)
- 3.2 The shooting position shall be such that no part of the body trunk shall be forward of the marker.
- 3.3 When shooting, the archer must touch the appropriate stake with some part of their body.

## **4.0 CLASSES**

- 4.1 In order to propagate good sportsmanship and competition within classes, an archer in a class containing only one competitor will compete in the Class above their own.
- 4.2 An archer may nominate to compete permanently in a Class above that, which their equipment would dictate.

### **Male Bowhunter Open (MBO)**

A compound, recurve, or longbow shot with no restrictions on sights, stabilisers, or style of release. MBO archers will shoot from the ORANGE stake; maximum 50 yards.

### **Female Bowhunter Open (FBO)**

A compound, recurve, or longbow shot with no restrictions on sights, stabilisers, or style of release. FBO archers will shoot from the GREEN stake; maximum 45 yards.

### **Male Bowhunter Release (MBR)**

A compound, recurve, or longbow shot with no restrictions on stabilisers, or style of release. A sight shall have fixed pin, cross hair, or circle style pins without a lens or magnification. If circle style pins are used, all circles must be the same size. Sights may not be adjusted after entering the shooting course. MBR archers will shoot from the GREEN stake; maximum 45 yards.

### **Female Bowhunter Release (FBR)**

A compound, recurve, or longbow shot with no restrictions on stabilisers, or style of release. A sight shall have fixed pin, cross hair, or circle style pins without a lens or magnification. If circle style pins are used, all circles must be the same size. Sights may not be adjusted after entering the shooting course. FBR archers will shoot from the GREEN stake; maximum 45 yards.

### **Male Bowhunter Fingers (MBF)**

A compound, recurve, or longbow shot with no restriction on sights or stabilisers. Must be shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers. MBF archers will shoot from the GREEN stake; maximum 45 yards.

### **Male Compound Unaided (MCU)**

A compound shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers. No sighting device of any kind may be used. A rest and plunger are all that may reside within the sight window of the bow. There shall be no markings on the bow or bowstring that could be construed as sighting marks. Archers must use the same knocking point and anchor point for each shot, and fingers must contact the string in the same place for each shot. FACE AND/OR STRING WALKING ARE NOT PERMITTED. MCU archers will shoot from the YELLOW stake; maximum 35 yards.

### **Recurve Un-Aided (RU)**

A recurve or longbow without a sighting device. A rest and plunger are all that may reside within the sight window. There will be no markings on the bow or on the bowstring that could be construed as sighting marks. There will not be any type of draw check on the bow or string. There may be only one (1) knocking point on the string. Must be shot with a glove, finger tab or bare fingers. The arrow shall be of the same material and in uniform length and weight. There shall be no restriction on stabilisers. The use of clickers, draw checks, mechanical or electronic devices shall be prohibited as a shooting aid. RU will be shot from the WHITE stake; maximum of 30 yards.

NOTE: STRING WALKING AND FACE WALKING WILL BE ALLOWED IN THIS CLASS.

### **Traditional (TRAD)**

A recurve or longbow without a sighting device. Arrow should be shot from the shelf or hand with no elevated rest. Only a piece of leather or similar material 1/8 inch thick or less shall be allowed on the arrow shelf. There will be no markings on the bow or on the bowstring that could be construed as sighting marks. There will not be any type of draw check on the bow or string. There shall be a single (1) knocking point on the string, i.e. this single (1) knocking point may have two (2) knock point indicators on the string between which the arrow is knocked on the string. Must be shot with a glove, finger tab or bare fingers. No stabilisers or counter balances shall be allowed. The use of clickers, draw checks, mechanical or electronic devices shall be prohibited as a shooting aid. While shooting, the archer shall touch the arrow with the index finger against the nock, and using a single anchor point. The arrow shall be made of wood material and in uniform length and weight, with a screw in style or glued on point. A minimum of three (3) 4" vanes or feathers, dyna vanes or similar are allowed. Must be shot from the WHITE stake; maximum of 30 yards.

NOTE: STRING WALKING & FACE WALKING ARE NOT ALLOWED IN THIS CLASS.

### **Master Senior Class (MSR)**

MSR is an optional class for archers fifty (50) years of age or older. Equipment shall consist of a compound, recurve, or longbow shot with no restrictions on sights, stabilisers or style of release.

MSR archers will shoot from the GREEN stake; maximum of 45 yards.

### **Youth Release, Ages 13-14 (YMR 13-14)**

YMR 13-14 is for archers thirteen (13) to fourteen (14) years of age. Equipment shall consist of a compound, recurve or longbow shot with no restriction on sights, stabilisers, or style of release. YMR 13-14 archers will shoot from the YELLOW stake; maximum 35 yards.

### **Youth Male Fingers (YMF)**

YMF is an optional class for archers thirteen (13) to seventeen (17) years of age. Equipment shall consist of a compound, recurve or longbow shot with no restriction on sights or stabilisers. Must be shot with fingers directly contacting the bow string using a glove, finger tab or bare fingers, YMF archers will shoot from the YELLOW stake; maximum of 35 yards.

### **Youth Release, Ages 15-17 (YMR 15-17)**

YMR 15-17 is for archers fifteen (15) to seventeen (17) years of age. Equipment shall consist of a compound, recurve or longbow shot with no restriction on sights, stabilisers, or style of release. YMR 15-17 archers will shoot from the GREEN stake; maximum of 45 yards.

### **Youth Female (YF)**

YF is for female archers thirteen (13) to seventeen (17) years of age. Equipment shall consist of a compound, recurve, or longbow shot with no restriction on sights, stabilisers or style of release. YF archers will shoot from the YELLOW stake; maximum of 35 yards.

### **Female Bowhunter Fingers (FBF)**

A compound, recurve or longbow with or without a sight. If a sight is used it must have fixed pins. Must be shot with a glove, finger tab or bare fingers. Cross hair style pins are allowed as fixed pin sights. Circle style pins are allowable (if circles are same size). Sights may not be adjusted while on the course during a tournament. FBF archers will shoot from the YELLOW stake; maximum of 35 yards.

### **Female Bowhunter Unaided (FBU)**

A compound, recurve or longbow with no sighting device. A rest and plunger are all that may reside within the sight window. There will be no markings on the bow or bow string that could be construed as sighting marks. Must be shot with a glove, finger tab or bare fingers. FBU archers will shoot from the WHITE stake; maximum of 30 yards.

### **Youth Unaided (YU)**

YU is for male and female archers thirteen (13) to seventeen (17) years of age. Equipment shall consist of a compound, recurve, or longbow shot with no sighting device. A rest and plunger are all that may reside within the sight window. There will be no markings on the bow or bow string that could be construed as sighting marks. Maybe shot with a finger tab, glove or bare fingers. YU archers will shoot from the WHITE stake; maximum of 30 yards.

### **Cub Aided (CUBA) 0-12 Years Of Age**

A bow with a sight; can be shot with a release aid, glove, finger tab or bare fingers. CUBA archers will shoot from the RED stake; maximum of 20 yards.

### **Cub Unaided (CUBU) 0-12 Years Of Age**

A bow without a sight; must be shot with a glove, finger tab or bare fingers. CUBU archers will shoot from the RED stake; maximum of 20 yards.

### **Cub Female (CUBF) 0-12 Years Of Age**

A bow with or without a sight; can be shot with a release aid, glove, finger tab or bare fingers. CUBF archers will shoot from the RED stake; maximum of 20 yards.

### **Non Competitive Class (NCC)**

A compound, recurve or longbow with or without a sight. Any type of release aid, glove, finger tab or bare fingers may be used. A maximum of eighty (80) pounds peak weight is allowed. To be shot from whatever stake the archer feels comfortable with.

- This class will be non competitive for all competitions.
- Competitors who are NOT full members of 3DAAA will shoot from this Division.
- Competitors will not be awarded a trophy in this class.
- Entry fee is the same as any other age equivalent division.
- No records will be kept for the division.

This division has been designed to cater for the novice archer who wishes to try the game, but is not confident shooting from the distance dictated by their normal equipment. The competitor is not confined to shooting a full round from the same stake, but can move between stakes depending on the difficulty of the individual shot.

## **5.0 SCORING**

- 5.1 Each archer is required to fill out two (2) score cards detailing their full name and Class of competition.
- 5.2 Two archers will be nominated to score by the group Captain. The group Captain may be a scorer.
- 5.3 An arrow touching the line marking the edge of a greater scoring area shall be given the higher score.
- 5.4 The point of an arrow must stick in the target in order to receive a score other than a zero (0).
- 5.5 Once an arrow passes by the target it will be scored as a zero (0).
- 5.6 If an arrow passes by the target, hits an object and ricochets into the target it will be scored as a zero (0).
- 5.7 An arrow that passes through a target may be scored if witnessed and agreed upon by the majority of archers in the group.
- 5.8 A pass through is an arrow passing completely through the target with material 360 degrees around the arrow, leaving a separate entrance and exit hole. If the pass through was witnessed by a member of the group other than the shooter, and the group cannot agree, the archer may re-shoot the target before the group advances to score the target; without adjustment of equipment.
- 5.9 An arrow embedded into the nock end of an arrow embedded in the target shall be scored the same as the embedded arrow.
- 5.10 An arrow that hits another arrow (with the 'struck' arrow showing visible damage) and does not stick into the target shall be given the score of the 'struck' arrow. The majority of the group must agree that: (1) a particular arrow was struck, and (2) that striking the arrow prevented the arrow from sticking into the target. If this is not agreed to by the majority of the group the arrow shall be scored as a miss.
- 5.11 A bounce back is an arrow that squarely strikes the target and bounces back toward the shooter. An arrow that glances off the target is not considered a bounce back. A bounce back may be scored if the score can be agreed upon by the majority of archers in the group. If a member of the group other than the archer witnesses the bounce back and the group cannot agree, the archer may re-shoot the target before the group advances to score the target; without adjustment of equipment.
- 5.12 An arrow released or dropped accidentally will be scored a zero (0) unless the archer is able to retrieve it while touching the stake.

- 5.13 Any arrow intentionally shot into the ground or any object other than the target shall be considered an act of unsportsmanlike conduct and the arrow scored as a miss.
- 5.14 All arrows must remain in the target until all arrows are scored. The arrow shaft must be touching any portion of the next highest scoring line to be scored for the higher value. The status of any doubtful arrows must be determined and a judgment made before drawing any arrow from the target. An archer can not decide on an arrow call if the arrow in question is theirs.
- 5.15 Groups will be responsible for calling their own arrows, although if present a Range Official may call any arrow.
- 5.16 One group shall not hold up a following group looking for lost arrows. Enough arrows shall be carried by each archer. If for any reason a group is holding up another group, the following group shall be permitted to pass through.
- 5.17 No person shall move forward of the shooting marker without the permission of the group captain. No person may move forward to inspect the location of score zones, prior to shooting the target.
- 5.18 No person shall return to the shooting position other than in the case of an arrow passing completely through the butt. Only the group captain is permitted to allow anyone to return to the shooting position if they deem it justified.
- 5.19 No member may practice on any target to be used for a trophy shoot on that day.

## **6.0 BINOCULARS/ MONOCULAR'S**

- 6.1 Range finders are not to be used during trophy shoots.
- 6.2 A Binocular or monocular is only permitted whilst the archer is not at the shooting stake (before and after their turn to shoot)

## **7.0 SAFETY**

All archers must be aware and adhere to club safety rules and must conduct themselves in a safe and responsible manner.

### **7.1 Mobile Phones**

Mobile phones must be on "Silent Mode" or turned off, during competition.

### **7.2 Grains per pound and arrow speed**

- 7.2.1 Arrows must weigh at least five (5) grains per pound of the bow's maximum shooting weight unless the archer's equipment qualifies for the exception, as set out in Paragraph 7.2.2. below.
  - Shooting weight is defined as the bow's maximum draw or thrust weight, which ever is greater.
  - A variance of five (5) grains or two (2) pounds of draw weight shall be allowed for scale variation (not both). For example; you will not be allowed to have a bow two (2) pounds heavy with an arrow five (5) grains light for the weight you thought you had (295 grain arrow and a 62 pound bow weight).
  - Equipment qualifying in this Paragraph (7.2.1.), shall have no limit on arrow speed.
- 7.2.2. In the case where an archer's equipment, when shot at five (5) grains per pound does not generate 280 feet per second (fps), that archer may shoot arrows weighing less than five (5) grains per pound. However, equipment qualifying in this Paragraph (7.2.2.), shall not exceed an arrow

speed of 280 fps. A variance of 3% will be allowed for chronograph variation.

7.2.3. Draw weight shall not be adjusted after entering the shooting course. Adjustments can be made only after equipment is checked at the conclusion of a course. Doing so will be considered poor sportsmanship and subject to disqualification.

7.2.4. Arrows must not exceed manufacturer's recommended limits on arrow weight and draw length.

7.2.5. No restriction on point weight

7.2.6. No restriction on fletches

7.2.7. No restriction on cresting

### **7.3 Protests**

7.3.1 At all TBC Events, an archer, upon the 'good faith belief' of a rule, may file a protest, verbally, with the Shoot Director.

7.3.2 The Shoot director will adjudicate on the matter.

7.3.3 If the archer is not satisfied with the result he/she may file an appeal in writing, requesting consideration that clearly outlines the basis for the appeal. The appeal is to be lodged with a member of the committee.

7.3.4 The committee will convene and adjudicate on the matter, in its sole discretion, may consider the protest solely on the written submission or may require testimony of available witnesses.