

# Washington State 4H Shooting Sports Championship 2017

## Archery Info sheet

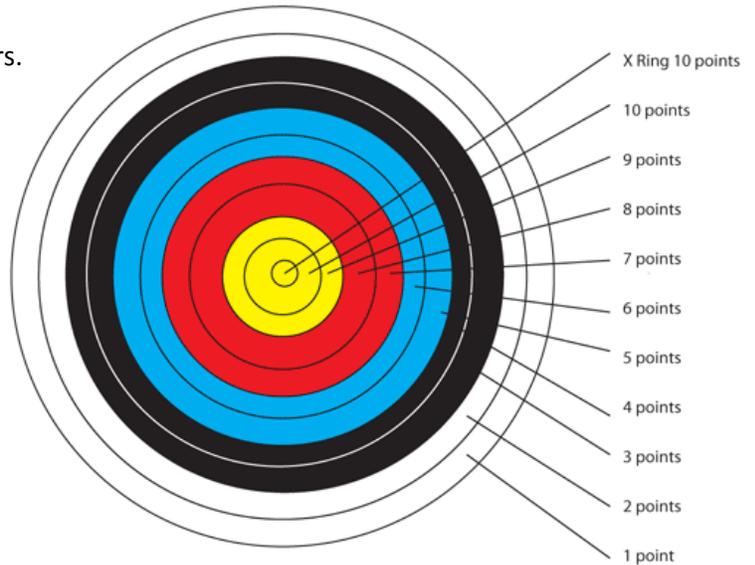
The State archery championship consists of FITA, Field and 3D contests. Time permitting there will be a Team FITA shoot.

### FITA (Modified)

Each division will shoot 3 distances. All distances are in meters.  
 The total possible score is 540.  
 A miss is notated on the scorecard as an M (and counted as zero points). An arrow touching the line of a greater scoring area is scored at the higher value.

Distances:

Juniors: 20meters, 15m and 10m  
 Intermediates: 40m, 30m, 20m  
 Seniors: 50m, 40m, 30m



### Field (1/2 Field Round)

The field course is made up of 14 targets/3 arrows per target at varying marked distances. Total possible score 210.

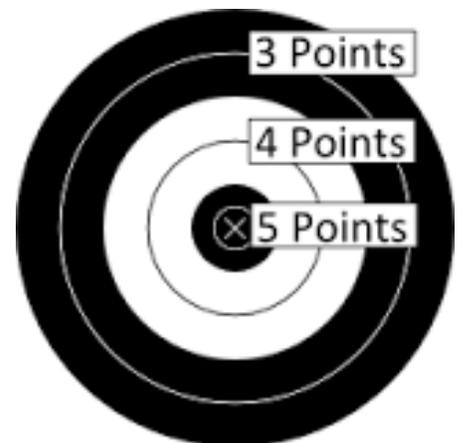
#### Min-Max Distance & Stake Colors

Division	Min-Max Yardage	Stake Color
Juniors:	5-20 yards;	Blue Stakes
Intermediates:	5-30 yards;	Red Stakes
Seniors:	5-40 yards;	Black Stakes

Colored stakes are provided to indicate where an archer should shoot from according to age division. In Field the archer does not need to stand with a foot against the stake. NFAA rules will be used which state, *“The archer must straddle an imaginary shooting line, which is marked by the distance stake and parallel to the target face, while shooting the required arrows.”*

Scoring is X, 5, 4, 3. The inner X ring counts as 5 points but it is recorded on the scorecard as an "X". X's are used to break ties. An arrow shot from the wrong stake will be scored as a miss "M" (0 points). An arrow touching the line of a greater scoring area is scored at the higher value.

Each target will have its own configuration. It may be a single spot target face or multiple spots. If it consists of vertically stacked target spots the archer should shoot the lowest one first, one arrow in each face. If it consists of a horizontal line of target spots the archer should shoot the left one first. If an arrow hits a target face other than the one that should have been shot the score is "M" (0 points).



There may also be multiple stakes of the same color. One arrow should be shot from each stake (a "fan" is shot from left to right at each stake, a "walk-up" is shot at each stake from the farthest to the closest to the target).

### 3-D

The 3D course is made up of 14 targets/2 arrows per target at varying unmarked distances. Total possible score of 280. Rangefinders and other devices used to calculate yardage are prohibited. No discussion of yardage is allowed until all arrows have been scored.

#### **Min-Max Distance & Stake Colors**

Division	Min-Max Yardage	Stake Color
Juniors:	5-20 yards;	Blue Stakes
Intermediates:	5-30 yards;	Red Stakes
Seniors:	5-40 yards;	Black Stakes

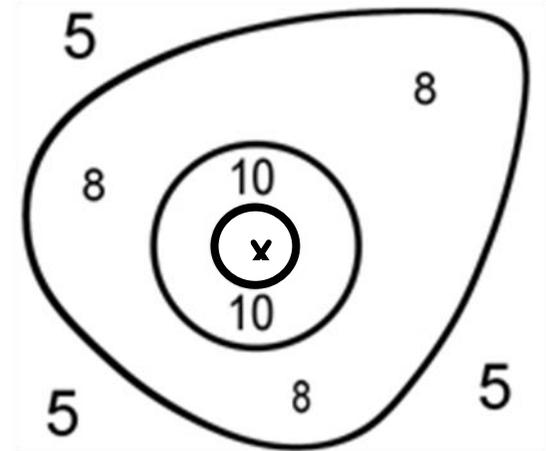
Two arrows will be shot at each target. Colored stakes are provided to indicate where an archer should shoot from according to age division. The tournament follows IBO rules which require the archer to touch the stake while shooting.

An arrow shot from the wrong stake will be scored as "0". Lost arrow searches are limited to 2 minutes. Scoring is an X and 10pts for the very center vital ring, 10 points for the next ring out from the center vital ring, 8pts for the oblong vital ring, 5 for any other body shot, except hooves and antlers. A clean miss, hooves or antlers is marked as "M" and counts as 0. **An arrow touching the line of a greater scoring area is scored at the higher value.**

Pass-throughs, robinhoods and bounce-backs can be scored if witnessed and agreed upon by the group. If witnessed but not agreed upon, the archer may reshoot.

An arrow dropped or released accidentally will be scored a zero unless the arrow is within 5 feet and the archer can retrieve it while still touching the stake and reshoot it.

If too many arrows are shot, the highest score(s) are dropped and not counted.



## 2016 Washington State 4-H Archery Team Event Rules

### **Team Composition**

Each county may register as many teams as they choose to in each discipline.

Teams will consist of three competitors in either the compound or recurve discipline. No mixed disciplines are allowed.

The team will consist of one archer from the junior class, one archer from the intermediate class and one archer from the senior class.

Team members must have qualified to participate at the Washington State 4H Championship archery program.

In the event of a deficiency in team representation, a junior member may substitute for an intermediate or senior class archer.

An Intermediate archery may substitute for a senior archery but may not substitute for a junior archer.

An archer from a senior class may not substitute for an intermediate or junior archery.

Teams may consist of any number of male or female archers.

### **Team Format**

Distance 20 yards

Target 40cm color-10 ring FITA compound, 60cm color-10 ring FITA recurve.

One match consists of 12 arrows shot in 2 ends of 6 arrows for a maximum score of 120.

Each team member will shoot 2 arrows per end (2 arrows x 3 archers x 2 ends = 12 arrows).

All three archers on the team will be required to shoot two arrows and finish shooting before the prescribed time limit (2 minutes).

The archers may shoot in any sequence. Archers may shoot only 2 arrows each time they are on the shooting line. In the event that three arrows or more are shot by any individual, the team will take the lowest scoring arrows for that end.

When the first archer finishes shooting two consecutive arrows, steps off the shooting line and returns to the wait line, the second archer moves to the shooting line to shoot two arrows; then the third shooter follows the second.

Only one archer from each team may occupy the shooting line at a time

If the 2 minute signal is sounded and the archers have not completed the end, the archer remaining on the shooting line will "Let-Down", return the un-shot arrow to the quiver and move to the waiting line.

If an arrow is shot after the 2 minute signal, the team will take the lower scoring arrows.

In the event of equipment failure or malfunction, the individual must move behind the shooting line for assistance.

If a team fails to shoot all arrows in a single end due to equipment failure, one make-up end will be provided per shooter.

A lack of arrows does not constitute an equipment failure. All team members are required to carry enough arrows to complete the match.

## **Scoring**

Targets are scored from the center out (10 thru 1)

X's will be recorded and used to break ties. An x counts as 10 points.

Both recurve and compound divisions will use the outer 10 ring scoring system.

The arrows are scored and pulled after each team shoots an end.

Only one archer from each team will approach the target to record scores.

Each target bank will use an individual from an opposing team to call arrows/scores.

Arrows will not be removed from the target face until both the archer and the arrow caller agree on the written scorecard content.

Scorecards will remain at the target location until the match is complete.

Both the caller and the recorder will sign the scorecard and turn them in together.

In the event of a dispute, the range official will make the final judgment.

Arrow holes will be marked before arrows are removed.

Bounce Outs and pass through will be treated according to the FITA rules.

If tied, each archer from each team shoots one arrow until tie is broken.

If the tie cannot be broken in two ends, the closest arrow to the center of the target in the second end will be awarded the championship.

Scores from each round will be posted for viewing by shooters and spectators.

**Tournament Play**

The first round is a qualification match consisting of all of the teams in the discipline shooting on the line.

The second round will be the nine teams with the highest scores from the first round.

The third round will be the seven teams with the highest scores from the second round.

The fourth round will be the five teams with the highest scores from the third round.

The final round will be the three highest scores from the fourth round.

The final three teams will shoot two matches (24 arrows) to determine 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place.

Preliminary rounds will be shot on Saturday and final matches will be shot on Sunday.

**Awards**

Each member of the top two teams in each discipline will be awarded engraved 4H Shooting Sports medals.

**Spectators**

Spectators must remain a minimum distance of 9 feet behind the waiting line and may not obstruct the area by any means.

Spectators may cheer/support their team providing it is done with sportsman's code of conduct in mind. Spectators are asked not to distract or disrupt the teams.