



Florida 4-H Archery Field Match October 14, 2017

DIVISIONS

Individual & Teams

- **Division 1** – Junior Sighted Recurve
- **Division 2** – Junior Sighted Compound
- **Division 3** – Junior Novice (all unsighted recurve bows and universal cam unsighted compound bows)
Note: All fixed draw length compound are considered Division 2. Genesis Bows with sights is Division 2.
- **Division 4** – Intermediate Sighted Recurve
- **Division 5** – Intermediate Sighted Compound
- **Division 6** – Intermediate Novice - (all unsighted recurve bows and universal cam unsighted compound bows) **Note:** All fixed draw length compound are considered Division 5. Genesis Bows with sights is Division 5.
- **Division 7** – Senior Recurve – Includes Sighted and Unsighted
- **Division 8** – Senior Compound – Includes Sighted and Unsighted

*Junior = 8, 9, 10 years old as of September 1, 2017

*Intermediate = 11, 12, 13 years old as of September 1, 2017

*Senior = 14, 15, 16, 17, & 18 years old and older as of September 1, 2017

- A.) Participants must be a member of a 4-H Club, 4-H Archery Club, 4-H Shooting Sports Club, or a County 4-H Shooting Sports Program where during the club year they have received archery instruction from a certified Florida 4-H Archery Instructor.
- B.) Contestants can enter as an individual and be on one team in the same division.
- C.) A team can be comprised of 3 or 4 shooters. However, the top 3 individual scores will be added together for a team score. The team members must be identified in advance. There must be at least 2 teams competing in a division for Team Awards.

EQUIPMENT

- 1.) Contestants will use their own archery equipment and arrows.
- 2.) All equipment will be inspected for safety, condition, etc. by field officials prior to the match and at any time during the match when inspection is merited.
- 3.) If equipment is found to be unsafe and corrections not made before the match, then the contestant will NOT be able to compete and will forfeit their registration money.
- 4.) Maximum bow weight allowed in any division is 60 pounds. This will be checked before the match. Bows above the max. draw weight must be modified and re-checked.
- 5.) A nocking point indicator is required to position the nock of an arrow on the string. The nocking point indicator may be of any conventional design, including materials that may be crimped, wound or heat shrunk to the center serving.
- 6.) An arrow must be released off of a felt arrow shelf, whisker biscuit or other arrow rest. Overdraws may not place the arrow rest further than 6cm from the pivot point of the bow.
- 7.) At full draw, arrows must extend beyond the back of the bow. Clickers will be allowed.
- 8.) Arrows consist of a shaft with a target or practice point, nock, fletching and personal identification markings. Arrows must be sound and spined for the bow.
- 9.) Each archer must provide an adequate number of arrows to complete the event.
- 10.) Release aids may be used only by compound shooters. Competence with the equipment must have been demonstrated before the release aid may be used.
- 11.) Each archer must provide required arm guard and finger protection. DRESS CODE: Closed toe shoes are REQUIRED. Long Pants HIGHLY recommended. Normal 4-H dress code applies. NOTE: Crocs are NOT closed toe shoes.
- 12.) Each archer will be required to use a hip/clip-on arrow quiver ONLY. Bow mounted, or quivers worn on the back are not permitted.
- 13.) Contestants **must** attend mandatory safety orientation meeting prior to match.
- 14.) Minimum arrow weight is 5 grains per 1lb of draw weight.

Field

Targets: National Field Archery Association (NFAA) targets of sizes selected by the management and appropriate to the course. Set at marked distances.

Distances: Junior 4-H'ers - known distances up to 20 Yards.
 Intermediate 4-H'ers - known distances up to 35 Yards.
 Senior 4-H'ers - known distances up to 60 Yards.

Ends: 14 ends of 4 arrows each

Time Limits: Shooters will move through the course expeditiously and avoid delays.
 A maximum of 2 minutes will be allowed for searching for passed arrows.

*Scoring: 5x, 5, 4, 3 points from center outwards:
 Center Ring with X = 5x points
 Two Center Black Rings = 5 points
 Next Two White Rings = 4 points
 Last Two (Outside) Black Rings = 3 points

*Pass through or bounce out: Any shaft that fails to remain in the target may be scored by the mark on the target face. Participants should mark their holes when they pull their arrows.