



FLORIDA 4-H INDOOR ARCHERY MATCH

December 9, 2017

Easton – Newberry Sports Complex

RULES AND REGULATIONS

DIVISIONS

Individual & Teams (Adults compete as individuals only)

- **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
- **Division 9** – Adult Recurve – Includes Sighted and Unsighted
- **Division 10** – Adult 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
*Adult = 4-H competitor's parent, coach or adult sibling

A.) 8-18 year old participants who are 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 can enter as an individual and be on one team in the same division.

B.) A team can be comprised of 3 or 4 shooters. However, the top 3 individuals' scores in the 3 events will be added together for a team score. The team members must be identified in advance on the registration form. All team members must be from same county. There must be at least 2 teams competing in a division for Team Awards.

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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.
- 12.) Each archer will be required to use a hip/clip-on arrow quiver. 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.

INDOOR ARCHERY MATCH

Divisions and target face size and distance:

All Archers will shoot 10 ends of 3 arrows for a total of 30 arrows.

- Juniors;
 - Division 1 – Junior Sighted Recurve will shoot 9m (29 1/2') on a 60cm face.
 - Division 2 – Junior Sighted Compound will shoot at 9m (59') on a 60cm face.
 - Division 3 – Junior Novice will shoot 9m (29 1/2') on a 60cm face.
- Intermediates;
 - Division 4 – Intermediate Sighted Recurve will shoot 18m (59') on a 60 cm face.
 - Division 5 – Intermediate Sighted Compound will shoot 18m (59') on a 40 cm face.
 - Division 6 – Intermediate Novice will shoot 18m (59') on a 60 cm face.
- Seniors;
 - Division 7 – Senior Recurve will shoot 18m (59') on a 40cm face.
 - Division 8 – Senior Compound will shoot 18m (59') on a 40cm face.
- Adults;
 - Division 9 – Adult Recurve will shoot 18m (59') on a 40cm face.
 - Division 10 – Adult Compound will shoot 18m (59') on a 40cm face.

Target face explanation:

- 60cm is a 5 color 10 ring face
- 40cm is the archer's choice between a 10 ring or 3 spot face.
- Targets with 60cm faces will have two faces mounted. (2 archers per face).
- Targets with 40cm faces will have four faces mounted. (1 archer per face).

Shooting times (Archers must pre-register for shooting times) no onsite registrations. 8:00 am 11:00 am 2:00 pm. There will be two practice ends before scoring begins.

- Everyone will shoot 10 ends of 3 arrows each for score. Total arrows – 30
- Scoring will be on a 5 color 10-ring target with the X ring counting as an 11.
- Total possible score will be 330 points.
- Scoring values for full-face targets – From the center of the target outward, the scoring areas are X – 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1. Shots outside the scoring area are scored as misses.
- Scoring values for 3-spot targets – From the center of the target outward, the scoring areas are X – 11, 10, 9, 8, 7, 6. Shots outside the scoring area are scored as misses. Only one arrow scored per spot!
- Scoring lines – The lines between scoring areas of the target are part of the higher value scoring area. A shaft touching a scoring line receives the higher value score.
- Shaft location – Point values will be determined by the location of the shaft as it rests in the target.
- Any shaft falling beyond the 3m line will be considered shot.

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