



Florida 4-H Archery Traditional Archery Match February 17, 2018

DIVISIONS

Individual

- Junior = 8, 9, 10 years old as of September 1, 2017
- Intermediate = 11, 12, 13 years old as of September 1, 2017
- Senior = 14 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 must enter as an individual. There are no teams at this match.

EQUIPMENT

- 1) Recurve and longbows only. No Genesis or compound bows.
- 2) Contestants will use their own archery equipment and arrows.
- 3) 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.
- 4) If equipment is found to be unsafe and corrections are not made before the match, then the contestant will NOT be able to compete and will forfeit their registration money.
- 5) Maximum bow weight allowed in any division is 60 pounds. This will be checked before the match.
- 6) Traditional bows include a nocking point indicator and an arrow rest. The following may not be used:
 - a. Sights
 - b. Stabilizers
 - c. Release aids
 - d. Clickers

- 7) 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.
- 8) An arrow must be released off of a felt arrow shelf or other arrow rest. No whisker biscuits. (Overdraws may not place the arrow rest further than 6cm from the pivot point of the bow.)
- 9) At full draw, arrows must extend beyond the back of the bow.
- 10) 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.
- 11) Each archer must provide an adequate number of arrows to complete the event. It is recommended that they have at least six (6).
- 12) 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.
- 13) 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.
- 14) Contestants must attend mandatory safety orientation meeting prior to the match.
- 15) Minimum arrow weight is 5 grains per 1lb of draw weight.
- 16) Since the Field and 3D ranges are combined, range finders are NOT permitted on the field or 3D range at all. Possession of one is grounds for disqualification. Binoculars are allowed.

SCORING

3D

Targets: 3-D animal targets, **examples:** Deer, Strutting Turkey, Wild Boar, & Coyote.

Distances: Junior 4-H'ers - known distances up to 20 Yards.
 Intermediate 4-H'ers - known distances up to 40 Yards.
 Senior 4-H'ers - unknown distances up to 50 Yards.

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 (IBO based): Center Vital Zone Ring = 11 points
 Second Vital Zone Ring = 10 points
 Third Vital Zone Ring = 8 points
 Any other body shot = 5 points (includes witnessed bounce offs)
 Clean miss = 0 points

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.

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.

FITA

Targets: Full Color FITA targets will be used. Set at marked distances.

Distances: Junior 4-H'ers - known distances 10 & 15 meters.
Intermediate 4-H'ers - known distances 30 & 20 meters.
Senior 4-H'ers - known distances 30, 40, 50, and 60 meters.

Time Limits: 2 minutes per 3-arrow end & 4 minutes per 6-arrow end.

Scoring: 10X, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 point(s) from center outward:
Gold = 9-10-10x points (10x awarded for smaller X ring)
Red = 7-8 point rings
Blue = 5-6 point rings
Black = 3-4 point rings
White = 1-2 point rings

*Pass through or bounce out: any shaft that fails to remain in the target may be scored by the mark on the target face.

****Tie Breaker Procedure**

Total Hits FITA Target Round – 10x's, 10's, 9's, 8's Etc. There Will Be A Clear Cut Winner

Format of Traditional Archery Match

- **Juniors –**
 - **Field** – 7 targets, 4 arrows per target, known distance up to 20 yards
 - **3D** - 7 targets, 1 arrow per target, known distance up to 20 yards
 - **FITA** – 36 arrows each at 10 & 15 meters

- **Intermediates –**
 - **Field** - 7 targets, 4 arrows per target, known distance up to 35 yards
 - **3D** - 7 targets, 1 arrow per target, known distance up to 35 yards
 - **FITA** – 36 arrows each at 20 & 30 meters

- **Seniors –**
 - **Field** - 7 targets, 4 arrows per target, known distance up to 60 yards
 - **3D** - 7 targets, 1 arrow per target, unknown distance up to 50 yards
 - **FITA** – 36 arrows each at 60, 50, 40, and 30 meters