



2023 3D Archery Tournament Rules

Entry Fee: \$55

Re-Shoot: \$25

IBO Scoring

12 – Small circle centered within the ten ring.

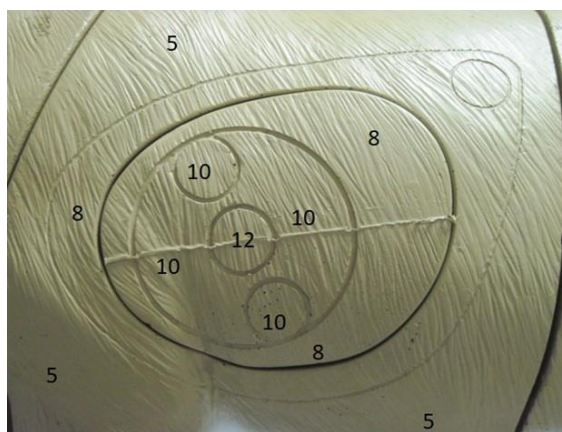
Approximately 25% of the ten ring will be used. Arrow must at least touch the circle.

10 – Circle inside vital area. Arrow must at least touch circle.

8 – Vital area other than the 10-point circle. Arrow must at least touch the vital area line.

5 – Remainder of the animal touching body color.

0 – Hitting the horn, antler or hoof, or not touching body color. Also, missing or a glance off.



- An arrow touching the line marking the edge of a greater scoring area shall be given the **higher score**.
- Arrows must stick in the target in order to receive a score other than a zero except for a **Robin Hood** or **bounce back** as set out in paragraphs below.
- An arrow embedded into the nock end of an arrow embedded in the target shall be **scored** the same as the **arrow embedded into the target**.
- 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 a majority of the 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.
- An arrow released or dropped accidentally will be scored a **zero** unless the archer is able to retrieve it while **touching the stake** and **re-shoot** it within that archer's two-

minute period.

- Any arrow intentionally shot into the ground or any object other than the target shall be considered an act of un-sportsmanlike conduct and the **arrow scored a zero.**
- **The MAX ARROW SIZE FOR BOWHUNTER CLASSES IS .309 O.D. An example of that would be a Gold Tip Hunter XT 250 spine arrow. Must use screw-in points. No broadheads allowed. No lighted nocks allowed.**

Awards will be cash paybacks. Payback breakdown for each class. We will pay 1 place for every five archers and up to five places.

1-5 archers – 1 place (100% to 1st place)

6 -10 archers – 2 places (split 70% / 30%)

11-15 archers – 3 places (split 50% / 30% / 20%)

16-20 archers – 4 places (split 40% / 30% / 20% / 10%)

21 and above – 5 places (split 33% / 27% / 20% / 13% / 7%)

Scores and Winners: Will be determined by final scores of a Max Score is **240.**

Tie Breakers: In case of a tie, the winner will be determined by the most 12's. If there is a tie in the amount of 12's, the shooter with the most 10's will be the winner. If there is still a tie in the amount of 10's, the tie breaker will be the most 12's on targets 1-10.

Range finders and binoculars may be used.