

# Hill Country Bowhunters

## 3D Tournament Rules

### I. SHOOTING CLASSES

#### A. YOUTH CLASSES:

##### 1. *Mini-Cubs (MC)*

Mini-Cubs is a class for male or female archers 8 years of age and younger. Equipment shall consist of a compound, recurve, or longbow shot with no restriction on sights or style of release. Mini-cubs can shoot from whatever distance they are comfortable with a maximum shooting distance of 15 yards. Medals will be awarded based solely on participation.

##### 2. *Cub (CUB)*

CUB is the class for male or female archers 9 through 13 years old. Equipment shall consist of a compound (with a draw weight not to exceed 40#), recurve, or longbow shot with no restriction on sights, stabilizers, or style of release. CUB archers will shoot from the yellow cones with a maximum of 15 yards.

##### 3. *Youth Hunter (YH)*

Youth Hunter is the class for compound archers 14 to 17 years old. Archers in this class may use a compound, recurve, or longbow with or without sights. YH archers will shoot from the green cones.

##### 4. *Youth Traditional (YTRD)*

YTRD is an optional class for male or female archers 9 to 17 years old. Archers in this class must use the same equipment as the Traditional Class (TRD) with the exception that any arrow and fletching combination may be used as long as all arrows are matching in size and weight. **No type of draw check or clicker may be used.** Also, any rest may be used in YTRD. YTRD archers will shoot from the yellow cones.

#### B. ADULT CLASSES:

##### 1. *Male Elite Class (MEC)*

A compound, recurve, or longbow shot with or without sights. A sight shall have fixed pins, cross hair, or circle style pins without lens or magnification. If circle style pins are used, all circles must be the same size. A sight may have a rear aperture (i.e., peep sight or fixed rifle type sight). Sights may not be adjusted after entering the shooting course. Arrows must have screw-in points and at least three (3) feathers or vanes no less than two (2) inches long (measured minimum 1.75 inches). Only one stabilizer **or stabilizer system** having a single point of attachment may be used. The stabilizer can be any shape or configuration as long as it is contained within a theoretical sphere having a radius of 12 inches measured from the point of attachment. Additional Vbars, counter balances, or weighted attachments are prohibited.

##### 2. *Female Elite Class (FEC)*

Archers in this female only class must use the same equipment as the Hunter Class (HC). FHC archers will shoot from the orange stake.

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**All Elite shooters shoot from the orange cones**

### 3. *Bowhunter Release (MBR)*

A compound, recurve, or longbow shot with no restriction on stabilizers or style of release. A sight shall have fixed-pin, cross-hair, or circle style pins without a lens or magnification. If circle style pins are used, all circles must be the same size. Sights may not be adjusted after entering the shooting course.

### 4. *Female Bowhunter Release (FBR)*

A compound, recurve, or longbow shot with no restriction on stabilizers or style of release. A sight shall have fixed pin, cross hair, or circle style pins without a lens or magnification. If circle style pins are used, all circles must be the same size. Sights may not be adjusted after entering the shooting course.

**MBR and FBR shooters shoot from the red cones.**

### 5. *Male Hunter (MH)*

A compound, recurve, or longbow shot with no restriction on stabilizers or style of release. A sight shall have fixed-pin, cross-hair, or circle style pins without a lens or magnification. If circle style pins are used, all circles must be the same size. Sights may not be adjusted after entering the shooting course.

### 6. *Female Hunter (FH)*

A compound, recurve, or longbow shot with no restriction on stabilizers or style of release. A sight shall have fixed-pin, cross-hair, or circle style pins without a lens or magnification. If circle style pins are used, all circles must be the same size. Sights may not be adjusted after entering the shooting course.

**All Hunters will shoot from the green cones.**

## C. TRADITIONAL CLASSES

### 1. *Longbow (LB)*

A one (1) or two (2) piece longbow shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers, Archers may use up to two (2) nock locating devices, but they must use the same nocking point and anchor point for each shot and the index finger must contact the string in the same place for each shot. The index finger must touch the nock of the arrow. Face or string walking are not permitted. No sighting device of any kind may be used. There shall be no markings on the bow or bowstring (intentional or accidental) that could be construed as sighting marks. No type of draw check or clicker may be used. A longbow shall conform to the following specifications:

1. The bowstring, when the bow is strung, may only contact the nocks of the bow.
2. No stabilizers, counterbalances, or weights of any kind may be attached or built into the bow; except a bow quiver clearly designed to hold arrows.

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### 2. *Recurve (RC)*

A recurve bow shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers. Archers may use up to two (2) nock locating devices, but they must use the same nocking point and anchor point for each shot and the index finger must contact the string in the same place for each shot. The index finger must touch the nock of the arrow. Face and string walking are not permitted. No sighting device of any kind may be used. There shall be no markings on the bow or bowstring (intentional or accidental) that could be construed as sighting marks. ***No type of draw check or clicker may be used.***

Aluminum or carbon arrows must have screw-in field points; wood arrows may have glue-on points. All arrows must have at least three (3) feathers or vanes, no less than four (4) inches long. No stabilizers, counterbalances, or weights of any kind may be attached or built into the bow, except a quiver clearly designed to hold arrows. Arrows shall be shot off the hand or shelf of the riser only. An arrow side plate (if used) may only extend one (1) inch above the arrow. The shelf may be built up and the side plate may be built out with a hard material that has a minimal consistency of wood. The shelf and side plate may be covered with a softer material that is no thicker than 1/8 inch.

**Longbow and Recurve archers shooting in the traditional class will shoot from the blue cones.**

## II. TARGETS AND SCORING AREAS

### A. *Targets*

1. Targets shall consist of 2-D silhouette or 3-D type animal targets having official IBO scoring areas.
2. Targets shall be set at unmarked distances. The approximate maximum distance for each stake shall be as follows:
  - a. Orange Cone: 50 yards (45.72 meters)
  - b. Red Cone: 40 yards (36.57 meters)
  - c. Green Cone: 30 yards (27.43 meters)
  - d. Blue Cone: 20 yards (18.29 meters)
  - e. Yellow Cone: 15 yards (13.72 meters)

### B. *Scoring Areas*

Targets should have scoring areas as follows:

1. A “12” ring consisting of a circle centered within the 10 ring. Not all targets, especially smaller ones, have 12 rings. [This ring is worth 11 points at IBO shoots.]
2. A 10 ring consisting of a circle inside the vital area.
3. A vital area (8 ring) that roughly approximates the heart, lung, and liver area of the appropriate animal.

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4. The remainder of the animal shall be considered a “body” except as set out in Paragraph 5 below. Hitting the body of the animal outside the vital area is worth 5 points.
5. An arrow embedded in the horn of an animal, not touching body color, is considered a miss and is scored as a zero. Targets with legs or hooves of a different color than the main body will still be considered as body color for scoring.

**Some targets have material surrounding the actual outline of a target animal. This additional material will NOT be counted for score.**

### **III. EQUIPMENT**

#### ***A. Maximum Draw Weight***

1. The maximum draw weight for each class shall be as follows:
  - a. Cub: 40 pounds
  - b. All Female and Youth Classes: 60 pounds
  - c. All other classes: 80 pounds
2. A two (2)-pound variance for bow scale variation will be allowed.

#### ***B. Sights, Overdraws, Unusual Equipment, Etc.***

1. Overdraws are permitted in all classes except Traditional Classes.
2. There is no limit to the number of pins on a sight.
3. A sight used in a fixed-pin class may not be adjusted once the archer enters the shooting course.
4. Sights that project a laser light or other aiming dot on the target are illegal in all classes.
5. A verifier or clarifier style peep sight will be allowed in all classes that permit the use of Sights.

#### ***C. No draw check or clicker may be used in the traditional classes.***

### **IV. SHOOTING RULES AND ETIQUETTE**

#### ***A. Shooting Etiquette***

1. In a group that contains archers shooting from different stakes, the archers shooting from the farther stakes must shoot first. No archer (or spectator) shall approach a target until the entire group has finished shooting.
2. When shooting, the archer must touch the appropriate stake with some part of his or her body. At times, stakes are set to challenge the archer with various shooting positions. Any alteration to the ground around the shooting stake using any tools or leveling aids, natural or otherwise, is not permitted.
3. Each archer shall be allowed a maximum of two (2) minutes to complete his or her shot.

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4. There shall be no discussion of yardage until all arrows have been scored. Discussion of yardage is permitted only among archers who have shot the subject target and must be done in a manner to ensure that other archers who have yet to shoot the target will not be assisted.
5. No archer shall use any device such as shooting sticks, slings or other such accessories or shooting positions to create a "braced" shot.

#### **B. Scoring**

##### **Scorecards:**

1. HCB scorecards will be provided and must be used to record scores.
2. Scoring is required to be considered for any award.
3. Score cards must be turned in at the check in booth upon completion of the round on or before the time set for that shoot.
4. All score cards must be legible, completed, and signed by the shooter and the scorekeeper to be accepted.
5. Once a score card is turned in, it is official and may not be modified by the shooter or scorer.
6. Shooters are to be responsible for their own scorecards.
7. There will be no duplicate score cards issued.
8. Arrows pulled early will receive a zero. Repeated violations of this rule will result in the offending archer being disqualified.
9. Any attempt by an archer to knowingly falsify a score, or knowingly allow another to falsify his or her score, shall result in a disqualification of that archer for that shooting event.
10. HCB reserves the right, in its sole discretion, to correct harmless errors including but not limited to, score tabulation, lack of initials or signature, posting, etc., which in HCB's discretion do not result from an attempted inflation of the archer's score.

##### **Scoring Arrows:**

1. Scores will be tabulated as follows:
  - a. 12 or 11 points: Ring or "X" ring centered inside the 10 ring, worth 12 points outside IBO shoots and 11 points in an IBO shoot.
  - b. 10 points: 10 ring
  - c. 8 points: Vital ring area outside the 10 ring.
  - d. 5 points: Body outside the vital ring.
  - e. 0 points: Miss or arrow not touching body color.
2. If more than one scoring area is visible on a target, HCB will specify which area shall be used at the shooting stake. If a target is not posted, either scoring area can be used.

*Note: Hill Country Bowhunters reserves the right to alter or amend these rules at any time without advanced notice. Any questions should be addressed to the acting officers for clarification.*

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3. An arrow touching the line of a greater scoring area shall be given the higher score.
4. Arrows shot other than by a Mini-Cub shooter must stick in the target to receive a score other than a zero with the exception of a pass-through, robinhood, or bounce-back as set out in Paragraphs (5) (6), and (7) below. A glance off may be scored for a Mini-Cub shooter if the shooter's group agrees on where the arrow hit.
5. An arrow that passes through a target may be scored if witnessed and agreed upon by the majority of archers in the group. A pass-through is an arrow passing completely through the target with material 360 degrees around the arrow, leaving a separate entrance and exit hole. If the pass-through was witnessed by a member of the group other than the shooter, and the group cannot agree, the archer may re-shoot the target before the group advances to score the target.
6. All whole arrows or partial arrows that include the point, that are sticking in the target shall be scored where they penetrate the target. 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. An arrow that hits another arrow—with the arrow being struck showing visible damage—that does not stick in the target shall be given the score of the arrow that was struck. The majority of the group must agree that 1) a particular arrow was struck, and 2) that striking the arrow prevented the arrow from sticking in the target, or the arrow shall be scored as a miss. 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.
7. A bounce-back may be scored if the majority of archers in the group agree upon the score. 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.
8. Any arrow intentionally shot into the ground or any object other than the target shall be considered an act of unsportsmanlike conduct and the arrow scored a zero.

#### ***C. Binoculars and Rangefinders***

An integral part of 3-D competition is the archer's ability to judge yardage without the assistance of range finding devices or assistance from others. Therefore, rangefinders and other devices that may be used to calculate yardage to the target **are prohibited**.

Archers may use hand-held binoculars without magnification limitations to view the target before taking their turn at the shooting cone. Binoculars may not be used from the shooting cones.

#### ***D. Tie Scores***

12's [11s at an IBO shoot] will be used to break ties. The archer with the most 12's will be the winner. However, if two or more archers still finish with identical scores, 10's will be used to break ties, followed by 8's if necessary. If a tie still remains the archer with the fewest 5's will be the winner.

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#### ***E. Unsportsmanlike Conduct and Misc.***

- a. No alcoholic beverages or illegal drugs may be carried or consumed on any shooting course, range, or practice area by anyone during shooting hours. If in the opinion of a range official, an archer who is under the influence of alcohol or illegal drugs attempts to enter a course, range, or practice area, the archer will not be allowed to shoot and will be suspended from that competition.
- b. No firearms or crossbows are allowed on the range.
- c. Spectators shall not distract, interfere with, or assist archers while on the shooting course or range.
- d. Unsportsmanlike conduct will not be tolerated. Any action considered unsportsmanlike by the host club or the IBO will be grounds for disqualification and/or suspension from membership. Examples of unsportsmanlike conduct include, but are not limited to, the following:
  - i. Projecting any illuminated aiming point onto a target.
  - ii. Littering or improper disposal of trash.
  - iii. Communicating to another archer the yardage of a particular target that the other archer has not yet shot.
  - iv. Disobeying or disregarding the orders of a range official or shoot official.

#### **V. FUN ROUNDS**

Shooters may also shoot “fun rounds” in addition to, or instead of, competitive rounds. If you choose to shoot a competitive round and a fun round you must shoot the competitive round first and turn in your scorecard before beginning the fun round. ***Score cards from second passes through the course will not be considered for awards due the shooter having an unfair advantage.***