



HILL COUNTRY BOWHUNTERS

HCB Rules of the Range, Adopted February 2025

1) TARGETS AND SCORING AREAS

a) Targets

- i) Targets shall consist of 30 (thirty) 3D type animal targets with ASA scoring areas
- ii) Targets shall be set at unmarked distances. The approximate maximum distance for each cone shall be:
 - (1) Purple cone/stake: 10-yards
 - (2) Yellow cone/stake: 20-yards
 - (3) Blue cone/stake: 25-yards
 - (4) Green cone/stake: 30-yards
 - (5) Red cone/stake: 40-yards
 - (6) Orange cone/stake: 50-yards

b) Scoring Areas

- i) **A top 12-ring consisting of a smaller circle within the 10-ring. Not all targets, especially smaller ones, will have a 12-ring**
- ii) **A bottom 12-ring consisting of a smaller circle within the 10-ring. Not all targets, especially smaller ones, will have a 12-ring**
- iii) **A 10-ring consisting of a circle inside the vital area**
- iv) **An 8-ring that approximates the vital area including heart, lungs, and liver of the target animal**
- v) **The remainder of the animal shall be considered a “body” except as set out below. Hitting the body of the animal outside the 8-ring is worth 5 points**
 - (1) **An arrow embedded in the horn of an animal, not touching body color, is considered a miss and scored a zero.**
 - (2) **Targets with legs or hooves of a different color than the main body will still be considered as body color for scoring**
 - (3) **Some targets may have material surrounding the actual outline of the target animal. This additional material will NOT be counted for score**
 - (4) **If a smaller 14-ring is present on a target this is not used and is considered part of the greater 8-ring**

2) EQUIPMENT

- a) Maximum draw weight (+ or- 2# for scale variations.)
 - i) for each class shall be as follows:
 - (1) Cub: 40 pounds
 - (2) Youth: 60 pounds



HILL COUNTRY BOWHUNTERS

- (3) All other classes: 80 pounds
- b) Sights, Overdraws, Unusual Equipment, Etc.
 - i) Overdraws are not permitted in any classes.
 - ii) There is no limit to the number of pins on a sight
 - iii) A sight used in a fixed pin class may not be adjusted once the archer enters the shooting course
 - iv) Sights that project a laser light or other aiming dot on the target are illegal in all classes
 - v) verifier or clarifier style peep sight will be allowed in all classes that permit the use of sights
 - vi) draw checks or clickers may be used in traditional classes.
- 3) SHOOTING RULES, SCORING AND ETIQUETTE
 - a) Shooting Etiquette
 - i) In a group that contains archers shooting from different cones/stakes, the archers shooting from the farther cones/stakes must shoot first. No archer, or spectator, shall approach the target until the entire group has finished shooting.
 - ii) When shooting, the archer must touch the appropriate color cone/stake with some part of their body.
 - (1) At times the cones/stakes are set to challenge the archer with various shooting positions
 - (2) Any alteration to the ground around the shooting cone/stake using any tools or leveling aids, natural or otherwise, is not permitted
 - (3) Each archer shall be allowed a maximum of 2 (two) minutes to complete their shot
 - (4) There shall be no discussion of yardage until all arrows have been scored
 - (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
 - i) Scorecards
 - ii) Archers must use the HCB scorecards provided to record scores
 - (1) Scores must be recorded for each target before the archer moves to the next target
 - (2) Scoring is required to be considered for any award/prize
 - (3) Scorecards must be turned in immediately upon completion of the round and before the set end time of the shoot
 - (4) All scorecards must be legible, complete, and signed by the shooter and scorekeeper to be accepted**
 - (5) Once a score is entered on the sign-in sheet, it is official and may not be modified by the shooter or the scorer**



HILL COUNTRY BOWHUNTERS

- (6) **Shooters are to be responsible for their own scorecards and insuring that their scores are entered on the sign in sheet after the round.**
 - (7) There will be no duplicate or replacement scorecards issued
 - (8) Arrows pulled early will receive a zero score. Repeated violations of this rule will result in the offending archer(s) being disqualified
 - (9) Any attempt by an archer to knowingly falsify a score, or knowingly allow another archer to falsify a score, shall result in the offending archer(s) being disqualified
 - (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 are not an attempt to inflate the archer's score
- iii) Scoring Arrows
- (1) **Scores will be tabulated as follows:**
 - (a) **12 points:**
 - (i) **If the archer "called" the top 12-ring and an arrow is inside or touching the top 12-ring**
 - (ii) **If an archer did not "call" the top 12-ring and an arrow is inside or touching the bottom 12-ring**
 - (b) **10 points:**
 - (i) **Arrow inside or touching the 10-ring**
 - (ii) **If an archer "called" the top 12-ring and an arrow is inside or touching the center 10-ring**
 - (c) **8 points:**
 - (i) **Arrow inside or touching the vitals 8-ring**
 - (ii) **If a smaller 14-ring is present on a target this is not used and is considered part of the greater 8-ring**
 - (d) **5 points:**
 - (i) **Arrow outside the vitals ring but inside or touching any area of the target body**
 - (e) **0 points:**
 - (i) **A miss or arrow not touching body color**
 - (f) **All whole arrows or partial arrows that include the point, that stick in the target, must be scored where they penetrate the target**
 - (2) **If more than one scoring area is visible on a target, HCB will specify which area shall be used at shooting cone/stake. If a target area is not posted, either scoring area may be used**
 - (3) **Arrows must stick in the target to receive a score other than a zero with the exceptions of:**
 - (a) **An arrow that passes through a target may be scored if witnessed and**



HILL COUNTRY BOWHUNTERS

agreed upon by the majority of archers in the group.

- (i) A pass-through must pass completely through the target with material 360 degrees around the arrows entry and exit holes.
- (ii) If the pass-through was witnessed by a member of the group, other than the archer, and the group can not agree on a score, the archer may reshoot the target before the group advances to score the target
- (b) An arrow embedded into the nock end of another arrow that is embedded in the target shall be scored the same as the arrow embedded in the target
- (c) An arrow that hits another arrow, showing visible damage on the struck arrow, that does not stick in the target shall be scored as a hit with the same score as the struck arrow if:
 - (d) The majority of the group agree that a particular arrow was struck
 - (e) the majority of the group agree that striking that arrow prevented the shot arrow from sticking into the targetIf the majority of the group can not agree the arrow shall be scored as a miss
- (f) A bounce-back is an arrow that squarely strikes the target and bounces back towards the shooter
 - (i) A bounce-back may be scored if the majority of the archers in the group agree upon the area struck and the score
 - (ii) If the majority of the archers in the group can not agree, the archer may reshoot the target before the group advances to score the target
 - (iii) An arrow that glances of the target is not considered a bounce back and will be scored a 0 (zero)
- (g) Any arrow intentionally shot into the ground or at any object other than the target for which the group is currently shooting shall be considered an act of unsportsmanlike conduct and scored as a 0 (zero)

iv) Tie Scores

- (1) 12's will be used to break ties. The archer with the most 12's will be the winner
- (2) If two or more archers have the same score and the same number of 12's then 10's will be used to break ties, this will be followed by 8's if necessary
- (3) If a tie remains the archer with the fewest 5's will be the winner

c) Binoculars and Rangefinders

- i) Archers may use handheld binoculars without magnification limitations to view the target before taking their turn at the shooting cone/stake. Binoculars may not be used from the shooting cone/stake
- ii) Archers may use range finders, from the shooting stake, in those shooting classes that specifically permit range finders, **BUT** the two minute limit on time to shoot



HILL COUNTRY BOWHUNTERS

applies,

- d) Unsportsmanlike conduct and additional rules
 - i) No alcoholic beverages or illegal drugs may be carried or consumed on any shooting course, static range or practice area
 - ii) No archer may shoot on any shooting course, static range or practice area if they are under the influence of alcohol or illegal drugs
 - iii) Any attempt by an archer to enter a shooting course, static range or practice area while under the influence of alcohol or illegal drugs, in the opinion of a range official or HCB board member will result in the archer's immediate suspension from the property and disqualification from the competition
 - iv) No firearms or crossbows are allowed on the shooting course, static range or practice area
 - (1) If you have a disability that requires the use of a crossbow, please speak to a HCB board member for special consideration**
 - v) Spectators shall not distract, interfere with, or assist any archer while on the shooting course. Spectators may assist archers on the static range or practice area at the archer's request.
 - vi) Unsportsmanlike conduct will not be tolerated at any time.
 - (1) Any action or language considered unsportsmanlike by the host club or HCB board members will be grounds for disqualification and/or suspension from membership in the club. Examples of unsportsmanlike conduct include, but are not limited to:
 - (a) Projecting any illuminated aiming point onto a target
 - (b) Littering or improper disposal of trash
 - (c) Communicating to another archer the yardage of a particular target before the archer has shot that target
 - (d) Disobeying or disregarding the orders of a range official, shoot official, or HCB board member
 - (e) Intentionally interfering with another archer's shot or manipulating another archer's equipment or arrows
 - (f) Falsifying any scorecard

4) FUN ROUNDS

- a) Shooters may shoot "fun rounds" in addition to, or instead of, competitive rounds.
 - i) If archers choose to shoot a competitive and a fun round, the fun round must be shot after the competitive round
 - ii) Scores from competitive rounds must be entered before beginning any fun rounds; scores from fun rounds will not be considered for awards