



2024 RULES OF SHOOT

Effective 1st January 2024





Rules of Shoot

2024 PEG/STAKE Guidelines

- Blue Stake: 50 yards / 45.72 meters**
SP (Semi-Pro) KC (Known Class)
- Green Stake: 45 yards / 41.15 meters**
MBO MSR MBR KHC
- Red Stake: 40 yards / 36.70 meters**
FBO SMC YMR15-17 AHC (Advanced Hunter Class)
- Yellow Stake: 35 yards / 32 meters**
FBR HC BF (Bowhunter Fingers) (YMR12-14)
- Orange Stake: 30 yards / 27.43 meters**
RU FHC CU YF
- White Stake: 25 yards / 22.86 meters**
TRAD LB YU
- Purple Stake: 25 yards / 22.86 meters**
CUBA CUBF CUBU

CUBJ archers will shoot from any safe distance as required and determined by their parent or guardian; maximum of 15 yards



Rules of Shoot

Review of Range Setters ability to participate in the Event

At the nationals in 2015 it was brought to the committee's attention that we need to review the current policy and make it clearly understandable.

The committee acknowledges that there is considerable work involved in setting up 3D courses, and this involves a number of people from clubs all working on different aspect of creating safe and enjoyable ranges for our members.

Therefore, in acknowledging this the committee considers the following rule to be acceptable and not provide the competing archer an unfair advantage over their competitors.

Where the nominated official(s) – person used to check the ranges with a range finder or other device to measure distance – this person is only permitted to compete in the Adult Known Class for that competition. If this is not their normal class, they are not restricted to return to any other division unless they have shot Semi Pro for the tournament year in which case will only be allowed to return to Semi Pro Class.

It is deemed that this person would have an unfair advantage in the competition to compete in any other division.

This person may elect to shoot the event but would need to compete under an Adult Known Division (KC, KHC) and their score will count towards the Adult Known Division for any of the 3D AAA awards.

While competing in KC, the archer will not be allowed to compete in the Top Ten if one is organised.

Where a member of 3D AAA or non-members assist in the layout of the course - ie. putting out the Stakes under the instruction of another team member, carting and placing targets onto the range and or placing markers to safely move archer from one target to another safely, where the member plans a range and creates target layout or a member is nominated to cross check the ranges for safety (not using any form of range finding facility) – these members / non-members will not be seen as gaining an unfair advantage over other archers in the competition.

Any perceived advantage that these archers may have, is also impacted by the fact that setting up these courses also impacts these archer's ability to compete at their full potential. This is due to fatigue and other factors which another competitor not involved in the process is not subjected to.

In allowing this flexibility, it is also an encouragement for more members to actively take part in learning how to set up a 3D course.

The Association also acknowledges its members integrity and sportsmanship to not bring the game or its members into question for unsportsmanlike behaviour.



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Rules of Shoot

SECTION 1

ELIGIBILITY AND QUALIFICATIONS TO SHOOT

A 3D AAA TOURNAMENT YEAR

The 3D AAA Tournament Year begins upon January 1st of each calendar year and ends the following December 31st

B CLASS ADVANCEMENT BY AGE

B1. Cub & Youth archers will progress in class standing on January 1st of each calendar year. Regardless of actual birthdays they will maintain class standing (Cub/Youth) until the following January 1st.

NOTE

IBO have advised in 2021 CUB classes have become 9-11 and YMR 13-14 will become YMR 12-14. At this time 3D AAA has adopted this rule. If members planning on going to IBO Worlds you must be aware. This will also include CUBJ to under 9 years of age.

B2. Adult archers may register at any event, for any class the archer is eligible, based on their age on the day of registration.

C QUALIFICATION TO PARTICIPATE IN THE WORLD CHAMPIONSHIP

To compete in the IBO World Championship an archer must be an IBO Member. Competitors wishing to enter the World Titles must have their entry certified by the Association prior to lodging it with IBO.

SECTION 2

TARGETS AND SCORING AREAS

A 3D TARGETS

A1. At all 3D AAA Sanctioned Shooting Events, targets shall consist of 3-D type animal targets which meet the current 3D AAA Target Policy.

A2. Host Clubs will mix the size and type of the animals as long as the targets meet the current 3D AAA Target Policy.

A3. Targets shall be set at unmarked distances. The approximate maximum distance for each stake shall be as follows: (Maximum variance of 5%)

A3.1	Blue Stake	= 50 yards (45.72 meters)	(52.5 y / 48.0m)
A3.2	Green Stake	= 45 yards (41.15 meters)	(47.25 y / 43.2 m)
A3.3	Red Stake	= 40 yards (36.58 meters)	(42 y / 38.41m)
A3.4	Yellow Stake	= 35 yards (32.00 meters)	(36.75 y / 33.6m)
A3.5	Orange Stake	= 30 yards (27.43 meters)	(31.5 y / 28.80m)
A3.6	White Stake	= 25 yards (22.86 meters)	(26.25 y / 24.0m)
A3.7	Purple Stake	= 25 yards (22.86 meters)	(26.25 y / 24.0m)

A3.8 Cub J Division will be able to shoot from any safe distance deemed by their Parent or Guardian without the guidance of a physical stake. This has been done to enable for the enjoyment and different skill levels within this division to allow them to grow and develop at their own pace.



Rules of Shoot

- A4. Targets should be set so they are distinguishable with the entire vital area (8 ring) unobstructed (including foliage/leaves and grasses).
- A5. Range setters are to ensure targets are placed so that the entire vital area is visible to archers of varying heights (pay particular attention to the purple stake for Cub division).
- A6. Care shall be taken when setting targets not to over rotate or excessively lean the targets to ensure that the entire vital area can be safely shot. If a target is found that the vitals cannot be seen from the shooting stake, the Archers are to contact the range official at that time to be rectified immediately. Continued short blasts of the whistle can be used to alert the official if you do not have contact details of the club.

B SCORING AREAS

For all 3D AAA Sanctioned Shooting Events, the targets shall have scoring areas as follows:

- B1. An "11" ring consisting of a circle centred within the 10 ring. The circle size should be approximately twenty five percent (25%) of the size of the 10 ring.
- B2. A "10 ring" consisting of a circle inside the vital area.
- B3. A vital area (8 ring) that roughly approximates the heart, lung, and liver area of the appropriate animal.
- B4. The remainder of the animal shall be considered a "body" and be scored as five (5) except as set out in Paragraph B.5 below.
- B5. An arrow embedded in the horn of an animal, not touching body colour, is considered a miss, and is scored as a zero. Targets with legs or hooves of a different colour than the main body will still be considered as body colour for scoring.
- B6. Some targets have material surrounding the actual outline of a target animal. This additional material will NOT be counted for score.

SECTION 3

EQUIPMENT

A GRAINS PER POUND AND ARROW SPEED

- A1. Arrows must weigh at least five (5) grains per pound of the bow's maximum shooting weight unless the archer's equipment qualifies for the exception, as set out in Paragraph A2 or Shooting KHC refer Rule (5B.2). Shooting weight is defined as the bow's Maximum draw or thrust weight, as set up at the time of competition. A variance of two (2) pounds of draw weight shall be allowed for scale variation. Equipment qualifying in this paragraph (3.A.1) shall have no limit on arrow speed. (Semi-Pro Only)
- A2. In the case where an archer's equipment, when shot at five (5) grains per pound does not generate 290 feet per second (fps), that archer may shoot arrows weighing less than five (5) grains per pound. However, equipment qualifying in this Paragraph A.2, shall not exceed an arrow speed of 290 fps. A variance of 3% will be allowed for chronograph variation.



Rules of Shoot

- A3. Draw weight shall not be adjusted after entering the shooting course. Adjustments can be made only after the conclusion of a course. Doing so will be considered poor sportsmanship and subject to disqualification unless adjustment is necessary during the period allowed for equipment failure.
- A4. 3D AAA recommends that archers do not exceed manufacturer's recommended limits on arrow weight and draw length.
- A5. Regardless of speed or arrow weight configuration, all archers must comply with maximum draw weight restrictions for their class as outlined below in rule Section 3. B.
- A6. A maximum arrow diameter of 0.422", 10.72mm (27/64) will be allowed with an allowance of up to 0.425" for arrow point diameter. An exception for KHC refer 5B.2 where the maximum Arrow Diameter is 0.313", 7.95mm, (5/16).
- A7. The 3D AAA committee and / or the host club range officials reserves the right to check and enforce that competitor's equipment complies with all sections of this rule book at any time they see fit to do so. Any person found to be in breach of any section of this rule book may be penalised and or disqualified from the event.

B MAXIMUM DRAW WEIGHT

- B1. The maximum draw weight for each class shall be as follows
 - B.1.1 Cub Classes & Archers Aged 11 and under = 40 pounds.
 - B.1.2 All Female, Youth Classes & Archers under the age of 17 = 60 pounds.
 - B.1.3 All Male and Traditional Classes = 80 pounds.

NOTE:

Bow weight may be checked by an official refer to Section 3.A.7

PARENTS of Cub and Youth shooters do not play the performance game with your child's equipment. Do not put their score at risk for point deduction or disqualification.

- B2. A two (2) pound variation will be allowed.

C SIGHTS, OVERDRAWS, UNUSUAL EQUIPMENT, ETC.

- C1. Overdraws are permitted in all classes except TRAD, RU, LB and CU.
- C2. There is no limit to the number of pins on a sight.
- C3. Sights cannot contain a pin longer than 50yds or a pin that is not uniform in alignment with other pins.
- C4. A sight used in a fixed pin class may not be adjusted once the archer enters the shooting course.
- C5. Sights that project a laser light or other aiming dot on the target are illegal in all classes.
- C6. The use of Lighted Knocks of any kind is prohibited, as it may offer an unfair advantage to other shooters within the group.



Rules of Shoot

- C7. An archer using new or unusual equipment not addressed by class definitions or elsewhere in these Rules, will be required to shoot in one of the open classes until the 3D AAA National Committee makes a ruling on the proper class for the equipment.
- C8. A verifier or clarifier style peep sight will be allowed in all classes that permit the use of sights.
- C9. No type of draw check or clicker may be used in the traditional/Longbow classes, except for the RU class.
- C10. Shooters with movable sights or Known class digital read outs (E.g. Garmin Zero/Leupold Vendetta readouts) are required to keep their yardage indicator covered at all times, except when setting the distance for the current target. If you are unable to range the target in a manner that other archers cannot see the digital display, you will be in violation of this rule. A shooter will receive a warning from the group or shoot official for the first offense. The penalty for each subsequent offence will result in a deduction of five points per offence.

SECTION 4

SHOOTING RULES AND ETIQUETTE

A SHOOTING ETIQUETTE

- A1. Shooting groups shall not consist solely of family and/or team members. Such groups shall be “busted” by including at least one (1) outsider who will keep score. Such groups must be aware that good sportsmanship requires an additional competitor/scorekeeper be added to their group. Failing to do so is unsportsmanlike conduct.
(Refer to Membership Policy and www.3D AAA.com.au for definition of a family)
Shooting groups are to consist of no less than three (3) archers including a minimum of two archers eligible to keep score and no more than five (5) archers. Cubs may not accompany a group unless that group has at least one person 18 years of age or older. If a group has less than three (3) archers, they must join the group behind providing that group does not exceed five (5) shooters. If this is the case the archers are to split into groups following. If a group has more than five (5) archers, then this group needs to break into two (2) groups.
Groups of less than 3 archers are permissible provided they are accompanied by a non-shooting tournament official.
- A2. An archer may only participate in one (1) class at any one 3D AAA sanctioned event. This does not prevent an archer from shooting a different style or class at a different event.
- A3. All shooting groups shall establish a shooting rotation. Groups that contain archers shooting from different stakes will follow the shooting rotation while ensuring that no archer advances beyond their assigned stake before shooting. No archer (or spectator) shall approach a target prior to the entire shoot group, Cubs will be exempt from this rotation and shall shoot each target last.



Rules of Shoot

- A4. If the majority of the group agree that a clear disadvantage will be placed upon an archer shooting first on a closer stake, e.g. sun on the scope or peep causing a safety concern or a distinct misalignment of shooting stakes, the group will be able to adjust the rotation turn.
- A5. When drawing one's bow, the archer must begin the draw in the direction of the target, at an angle that is not excessively above the flight path of the arrow. Sky drawing is prohibited due to the dangers associated with equipment malfunctions while the bow is pointed in an upwards direction.
- A6. When shooting, the archer must touch the appropriate stake with some part of their body. At times, stakes are set to challenge the archer with various shooting positions. Alterations to the ground around the shooting stake, using any tools or leveling aids, natural or otherwise, is not permitted. The Range setters are to ensure all shooting positions are considered safe.
- A7. Each archer shall be allowed a maximum of two (2) minutes to complete their shot. This Rule shall operate as follows.
- A7.1 Time will begin for the first archer when the previous group clears the target.
Time will begin for the next archer when the previous archer releases their arrow.
- A7.2 Archers should be sensitive to the time concerns of the groups behind them and make every attempt to shoot in a timely manner. An archer found to be over their allotted time by a range official may have five (5) points deducted from their score. If the actions of the whole group are contrary to this Rule, each person in the group may have five (5) points deducted from their score.
- A7.3 After shooting, the shooter should immediately clear the stake for the next shooter. Using binoculars from the shooting stake after the shot is prohibited. Repeated violations of this Rule will result in a five (5) point deduction of the shooter's score for each violation.
- A7.4 In order to support the two-minute time limitation, an archer at the shooting stake may not let down more than three times. Let down is defined as drawing to anchor, then letting down and not taking the shot. If an archer lets down more than three times, he or she shall receive a score of zero for that target.
All shooting groups shall enforce this scoring, and failure to do so will be considered falsification of a score and subject the group to those penalties described in paragraph B.1.9 under Scorecards. Repeated violation of an archer's two (2) minute time limit is considered to be unsportsmanlike conduct.
- A8. 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.



Rules of Shoot

- A9. Known Class and Known Hunter Class shooters are not to range off any stakes other than their own class stake. This will be classed as unsportsmanlike conduct and the archer and or group will be disqualified.
- A10. No more than one (1) umbrella may be used to assist a shooter at the stake. The maximum size for an umbrella used on a range shall be "golf sized".
- A11. Weather and local conditions permitting, range opening and closing times will conform to the following.

Event Opening times Closing times Top 10 Cut off time.

National Titles:

Day 1	7am	4pm	3.30pm
Day 2	7am	3pm	not applicable

Sanctioned Event:

Day 1	7am	3:30pm	3pm
Day 2	7am	1:30pm (*See Below)	1:30pm (*See Below)

Special Event:

As Advertised.

Club Event

As per Club Policy

If local conditions (such as the number of shooters/available ranges or adverse weather conditions) logically dictate a change to these times during the event, the shoot director may vary them during the event, provided the revised times are displayed at the registration area. If local conditions dictate a change to these times prior to the start of the event, then they must appear on the shoot program for the particular event and be displayed at the registration area.

Scores turned in after the Top 10 cut off time will not be included in the calculation of the Top 10 or Exhibition Match contestants but will be included in the results for the overall event. Scores submitted after the closing times will not be accepted for the tournament.

* The Committee has chosen to introduce a minimum cut off time for Sunday shooting. Shoot officials may extend the time if circumstances warrant however, they cannot be any earlier than shown above.

- A11. Blatant time wasting by a group is considered to be unsportsmanlike conduct.
- A12. All 3D AAA competitive events are based on a "free hand" style of shooting. No archer shall use any device such as shooting sticks, slings or other such accessories or shooting positions to create a "braced" shot.



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- A13. All adult and youth archers must carry a whistle when on the range. In an emergency one (1) long blast of the whistle is to be sounded. All shootings must stop immediately (if at full draw the archer must let down and replace the arrow in their quiver) until further directed by a shoot official. 3 Short blasts of the whistle is to restart shooting.
- A14. While there is no restriction on individual items of camouflage clothing at least one item of non-camouflage or high visibility clothing must be worn to ensure that the archer can be clearly and safely seen by other archers.
- A15. When searching for lost arrows behind targets at least one archer from the group must remain in front of the target for safety, to warn any following group of the holdup. Arrows not found within 2 minutes must be left. The archer may return after the days shooting is complete to look for missing arrows.
- A16. Enclosed footwear must be worn at all times when on the ranges.

B SCORING

B1. Score Cards

- B1.1 At all 3D AAA Sanctioned Events, two (2) official score cards must be completed for each archer. Score cards must have the archer's name, 3D AAA Membership Number, and the 3D AAA Membership Number of each score keeper.
- B1.2 Score cards must be split between two (2) score keepers (Cubs are NOT permitted to score), so that each score keeper has one (1) card for each archer. Both score keepers must agree on a score, compare, and record the Number scored (11, 10, 8, 5 or 0) before arrows are pulled from the target.
- B1.3 Arrows pulled early will receive a zero (0). Repeated violations of this Rule will result in the offending archer being disqualified, unless the majority of the shoot group decides that the arrow can be pulled early for safety, alignment or disadvantage reasons (15 yards MAX) the arrows can be pulled.
- B1.4 If the two score keepers for a group mistakenly record different scores; the inconsistent scores must be corrected as agreed upon by the majority of the group. The error must be crossed out and initialled by both score keepers and the correct score recorded or otherwise clearly marked. If agreement by the majority of the group is NOT possible, the shooter will receive the higher of the two (2) scores.
- B1.5 Score cards must be legible, complete, and signed by the archer to be accepted No score card may be changed by a competitor or score keeper after submitting it to a Range Official. All score cards and check score cards MUST match and be signed by both the archer and scorer. Unsigned score/check score cards will not be recognised and all scores for the archer concerned shall be forfeited. The score of zero will be recorded for all ranges shot that day. Any records shot or 100's claimed will not be recognised.



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- B1.6 Score cards will be verified at the end of each days shooting. Each archer's score cards must be handed to the designated Official by the competing archer whose name appears on the score card. The archer will then sign off as accepting the days score as indicated on both score cards.

EACH ARCHER MUST HAND IN AND SIGN FOR THEIR OWN SCORE CARDS.

ALL ARCHERS IN THE SHOOT GROUP MUST PRESENT THEIR SCORE CARDS TO THE DESIGNATED OFFICIAL AT THE SAME TIME.

If an archer chooses not to submit a score card they must attend with their group and sign for a zero score

- B1.7 Archers shall be responsible for their own score cards. It is up to each archer to ensure that his/her score card meets the above requirements.
- B1.8 Host Clubs shall keep score cards for one (1) year following a 3D AAA Sanctioned Event.
- B1.9 Any attempt by an archer to knowingly falsify a score, or knowingly allow another to falsify their score or change a score of a fellow competitor without their knowledge, shall result in immediate disqualification, followed by a life ban.
- B1.10 3D AAA Officials have the right, in their sole discretion, to correct harmless errors including but not limited to, score tabulation, posting, etc., which in the opinion of the 3D AAA Official, are clearly not a result of an attempted inflation of the archer's score.
- B1.11 Completed score cards must be turned in to the shoot administration without delay following the completion of the final range for the day's competition.
- B1.12 Claiming a "100" shall be completed by Shooting Ten scoring arrows in the 10 or 11 score zone only. You must verify on your score card that Zero 8s have been shot on the selected range. Any arrows scoring an 8 will void the 100 claim on that range. This rule follows this same rule when claiming 200, 300 for Saturday scores, and the 500 for Saturday and Sunday Total score.

B2. Scoring Arrows

B2.1 Scores shall be tabulated as follows:

- Eleven (11) Points = 11 ring or "x" ring centred inside the ten ring
- Ten (10) points = 10 ring or heart.
- Eight (8) points = vital area.
- Five (5) points = body.
- Zero (0) points = miss or arrow not touching body colour.



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- B2.2 For the turkey and the alligator, if more than one scoring area is visible on a target, the host club shall sign post which area shall be used at the shooting stake. In the event that such a target is not sign posted, the scoring zone that is most square to the archer from their shooting stake is the score zone that will be used. **The Rinehart Hen Turkey is NOT an approved target.**
- B2.3 An arrow shaft touching the line of a greater scoring area shall be given the higher score. Arrow parts that extend beyond the shaft, such as feathers or vanes, cannot be used to score the arrow. If the arrow shaft is “Pulling” the line and touching the higher score zone, the higher score will count. If the arrow is “Pushing” the line away and not touching the line, it will be scored the lower score. If the arrow is an open space (e.g. damaged target) the archer is to be given the benefit of the doubt, if the arrow would have deemed to have contacted the missing line by the majority of the shoot group. **(DO NOT TOUCH THE ARROWS YET TO BE SCORED UNDER ANY CIRCUMSTANCES UNTIL A FINAL CALL HAS BEEN AGREED UPON BY THE GROUP).**
- B2.4 The point of an arrow must stick in the target in order to receive a score other than a zero (0). Once an arrow passes by the target it will be scored as a zero (0). If an arrow passes by the target, hits an object and ricochets into the target it will be scored as a zero (0). Please note the explanations of a pass through, ‘robin hood’, or bounce back as set out in Paragraphs B.2.5, B.2.6 and B.2.7.
- B2.5 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, without adjustment of equipment.
- B2.6 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 embedded arrow. An arrow that hits another arrow, with the ‘struck’ arrow 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.
- B2.7 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 the majority of 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, without adjustment of equipment.



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- B2.8 An arrow released or dropped accidentally will be scored a zero (0) unless the archer is able to retrieve it while touching the stake using only your personal equipment and re-shoot it within that archer's two (2) minute period.
- B2.9 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 as a miss.
- B2.10 All arrows must remain in the target until all arrows are Scored. The arrow shaft must be touching any portion of the next highest scoring line to be scored for the higher value (B.2.3). The status of any doubtful arrows must be determined, and a judgement made before drawing any arrow from the target. If both score keepers are in agreement, the score will stand, and arrows may be removed from the target. In the event that a clear decision is unable to be made, the score keepers will alternate the responsibility of making the final determination. (An agreement of this should be made before commencing to shoot i.e. Official Scorer – even targets; Check Scorer – odd targets). An archer cannot decide on an arrow call if the arrow in question is theirs. Groups will be responsible for calling their own arrows, although if present a Range Official may call any arrow. Please keep in mind timeliness as other groups may be waiting to shoot.

C BINOCULARS AND RANGEFINDERS

- C1. An integral part of 3D AAA competition is the archer's ability to judge yardage without the assistance of range-finding devices or assistance from others. Therefore, cameras, rangefinders or any other devices that may be used to calculate yardage to the target are prohibited. Known Class and Known Hunter Class Shooters are exempt this rule in accordance with Rule Section 5 B1 and 5B.2.
- C2. An archer may not use parts of his/her body, the bow, or any other accessories or equipment to calculate yardage.
- C3. Any mark on otherwise legal binoculars that could be construed as a reference point for range finding is prohibited.
- C4. Archers using adjustable sights may not adjust their sight elevation after drawing the bow and sighting the target.
- C4.1 Range finders or any similar device that may be used to estimate or verify the distance shall not be carried or used on any competitive target range or in proximity to the Top 10 area. They may be carried and/or used on all the practice ranges, both 3D and target and in the car park and camping area for the purposes of checking target distances and practising range estimates
- Any person found in possession of a rangefinder in a prohibited area shall be guilty of acting in an unsportsmanlike manner and dealt with under rule F.4.
- C5. Binoculars shall not be used at the stake after the shot has been taken.
- C6. An archer with an adjustable sight may not adjust their sight after they have used their binoculars at the shooting stake.



Rules of Shoot

- C7. Archers may utilise binoculars additionally to view the target, while waiting their turn at the shooting stake or from an 'on deck' area behind a group that is in the process of shooting a target.
- C8. Handheld binoculars are allowed without magnification limitations.

D EQUIPMENT FAILURES AND LEAVING THE COURSE

D1. Leaving the Course

- D1.1 Once an archer begins a shooting course they must finish with their group unless given permission to leave by a Range Official, or the entire group, or in the event of equipment failure. Any archer or group that leaves a range without the authorisation of a Range Official or the entire group will not be allowed to continue.
- D1.2 When possible, in the case of inclement weather, a siren or other warning system shall be implemented, indicating that a potential emergency exists, and all shooting and practice ranges are immediately closed.

When this warning has been sounded, all shooting activity must cease, and everyone should seek appropriate shelter. Archers shall use the utmost caution to ensure the safety of all persons involved. Archers may only resume shooting activity after being instructed by the Range Officials on the proper manner to re-enter the competition ranges once the emergency has passed and the ranges have been re-opened. Due to the severe risk to oneself or other shooters and/or range personnel in a potential emergency situation, any attempt to circumvent these safety warnings and continue shooting will be viewed as unsportsmanlike conduct and will be grounds for immediate disqualification.

- D1.3 Once an archer begins a shooting course, they may not exchange equipment unless there is an equipment failure as set out below.

D2. Equipment Failures

- D2.1 Equipment failures must be visible and agreed upon by the majority of the group.

The procedure for dealing with equipment failures shall be as follows:

- The score keepers for the group shall write "equipment failure" on the score card of the archer with the equipment failure and initial the score card; an arrow shot during equipment failure shall be scored where it lies.
- The score keepers will tabulate the archer's score to that point and initial the cards appropriately.
- The archer with the equipment failure shall then cautiously proceed forward through the course and notify a Range Official ASAP on the day.



Rules of Shoot

- If three (3) or more archers remain in the group, they may continue shooting. If two (2) or less remain, they must join the following group (so long as it does not result in a group of six (6) or more), or step aside and wait for a Range Official before proceeding. If Range Officials are not readily available, then the group should proceed through the range to the administration area.
 - The archer will be given a time by a Range Official within which the repair must be completed.
 - A range official will hold the archer's scorecards until the repair is completed and the archer is escorted back onto the course by a range official.
- D2.2 Any archer leaving the range without following the guidelines as set out in section (D.2.1) of this rule may be disqualified.

E PEER GROUPS

- E1. At the 3D AAA National Championships competitors' qualifying with a score of above forty-five (45) for "Shooter of the Year" in all adult classes may be peer grouped. If an archer is placed in a peer group and does not shoot in the assigned group, they will be ineligible to win "Shooter of the Year". Additional archers or peer groups may be added at the discretion of the Tournament Director or National Committee.
- E2. All peer groups will be allocated start times with the commencement of a day's shoot and the order in which the ranges are to be attempted. Failure to adhere to the allocated start time or order of ranges without the approval of the Tournament Director will result in the Peer Group being penalised at the discretion of the shoot officials. Penalties may include, but are not limited to, loss of points for a target or the entire range.
- E3. Upon arrival at the first range of the weekend Peer Groups are responsible for checking whether there are other Peer Groups with an earlier start time present/waiting for the use of the range. The group/s with the earliest start times has preference on the range to all other shoot groups. The correct starting order should be determined by the groups to ensure each Peer Group starts as close as possible to their allocated time. Peer Groups who knowingly shoot before another. Group/s with an earlier start time may be subject to penalties such as, but not limited to, loss of points for a target or an entire range at the discretion of the shoot officials.

F TIE SCORES, UNSPORTSMANLIKE CONDUCT, AND MISC.

- F1. Elevens (11) will be used to break ties. The archer with the most elevens (11) will be the winner. If still no result: then tens (10) are to be used. However, if two (2) or more archers still finish with identical scores, the Host Club will declare a shoot-off. A shoot-off will consist of a 3-D animal set at an unknown distance, within the limits of the relevant class, and an "X" shall be placed in the centre of the highest scoring area. The archer whose arrow is the closest to the "X" will be declared the winner. If only one (1) archer is present at the shoot-off, he/she will be declared the winner. If neither archer is present a coin toss will determine placement. This rule applies to archers finishing in 10th place or higher.



Rules of Shoot

- F2. No alcoholic beverages or recreational 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 recreational 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. Repeated violations may result in a **revocation (suspension or termination)** of their 3D AAA Membership.

Any 3D AAA Committee official or Delegate can request drug and alcohol testing at any given time.

- F3. Spectators shall not distract, interfere with, or assist archers while on the shooting course or range. This includes members of other shoot groups.
- F4. Unsportsmanlike conduct will NOT be tolerated. Any action considered unsportsmanlike by the Host Club, or the 3D AAA National Committee will be grounds for disqualification and/or suspension from Membership. Examples of unsportsmanlike conduct include but are not limited to the following.
- F4.1 Shooting more than one arrow from a shooting stake, whether aimed at the target or not.
- F4.2 Shooting anywhere at a venue other than the designated practice range or shooting stake.
- F4.3 Projecting any illuminated aiming point onto a target.
- F4.4 The use of Lighted Knocks of any kind is prohibited, as it may offer an unfair advantage to other shooters within the group.
- F4.5 Littering or improper disposal of rubbish. Leaving drink cans or other rubbish at the shooting stakes is considered littering. If you take it onto the range, it is your responsibility to remove it from the range.
- F4.6 Communicating to another archers the yardage of a particular target that the archer has not yet shot.
- F4.7 Using a mobile phone on the shooting range. All forms of electronic communication are prohibited while on the shooting range unless communication is required for an emergency or contacting a range official to rectify a range issue. Cell phone and other devices must be silenced before entering the range. **Photos taken on the ranges are not to be shared on any social media platform until the end of the competition.**
- F4.8 Disobeying or disregarding the orders of a Range Official or Shoot Official.
- F4.9 Using offensive, indecent or obscene language.
- F4.10 Any otherwise listed rule violation which does not carry a specific penalty.



Rules of Shoot

- F5. Children under the age of eleven (11) must not carry their arrows while on the course, range, or practice area. Arrows must be carried by a person 18 years of age or older.

SECTION 5

SHOOTING CLASSES

A LEVEL ONE: ELIGIBLE FOR SHOOTER OF THE YEAR AND TRAVEL FUNDING TO IBO WORLD TITLES

A1. Semi-Pro (SP)

A compound, recurve, or longbow shot with no restrictions on sights, stabilisers, or style of release.

Semi-Pro archers will shoot from the Blue stake: 50 yards approximately.

Archers competing in Semi-Pro shall be limited to 300 fps +3% Arrow Speed.

An archer who registers for a Semi-Pro class during any one 3D AAA shooting year must remain in that class for the entire duration of that 3D AAA tournament year. Archers who move from ANY DIVISION to Semi-Pro may NOT Return to ANY DIVISION for the remainder of the calendar year.

NOTE:

An archer who registers for a Semi-Pro class during any one 3D AAA shooting year must Shoot Semi Pro Class at IBO organised events in the same calendar year.

A2. Male Bowhunter Open (MBO)

A compound, recurve, or longbow shot with no restrictions on sights, stabilisers, or style of release.

MBO archers will shoot from the GREEN stake: 45 yards approximately. Archers that place Top 3 in SOTY will be Invited to compete in Semi Pro Division in the following year.

A3. Female Bowhunter Open (FBO)

A compound, recurve, or longbow shot with no restrictions on sights, stabilisers, or style of release.

FBO archers will shoot from the RED stake: 40 yards approximately.

A4. Bowhunter Release (MBR)

A compound, recurve, or longbow shot with no restrictions on stabilisers, or style of release. A sight shall have fixed pin, cross hair, or circle style pins with or 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 archers will shoot from the GREEN stake: 45 yards approximately.



Rules of Shoot

A5. Female Bowhunter Release (FBR)

A compound, recurve, or longbow shot with no restrictions on stabilisers, or style of release. A sight shall have fixed pin, cross hair, or circle style pins with or 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.

FBR archers will shoot from the YELLOW stake: 35 yards approximately.

A6. Recurve Un-Aided (RU) (IBO Bare Bow Class)

A recurve or longbow shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers. No sighting device of any kind may be used. A rest and plunger are all that may reside within the sight window of the bow. A clicker is allowed but must not be mounted in the sight window of the riser. There shall be NO markings on the bow or bowstring (intentional or accidental) that could be construed as sighting marks. All arrows shall be of the same material and be of uniform length and weight. String walking and face walking are permitted in the RU class. Weights may be added to the lower part of the riser. Weights, regardless of shape, must mount directly to the riser without rods, extensions, angular mounting connections or shock absorbing devices. The unstrung bow must pass completely through a hole or ring 12.2cm inside diameter + or – 0.5mm.

RU will be shot from the ORANGE stake: 30 yards approximately.

NOTE:

STRING WALKING AND FACE WALKING WILL BE ALLOWED IN THIS CLASS.

A7. Traditional (TRAD)

A recurve, longbow or ILF/DAS type riser being no longer than 19" (48.26cm) (ILF/DAS type risers longer than 19" will compete in Recurve Unaided - RU) shot with fingers directly contacting the bowstring using a glove, finger tab or bare fingers. Archers may use two (2) nock locating devices but must use the same nocking point and anchor point. Index finger must contact the nock of the arrow. No string walking or face walking. Arrows must be shot off the shelf. Shelf can only be built up ¼ of an inch and built out ¼ of an inch. No stabilizers, counterbalances, or weights of any kind may be attached or built into the bow, except a quiver clearly designed to hold arrows may be used. No face or string walking. No markings on the bow or bow string (intentional or accidental) that could be considered sighting marks. Any type of arrow material can be used, but arrows must be identical in colour and length except normal wear and tear. Arrows must have at least 12 inches of FEATHER - no plastic or other material other than feather. Aluminium or carbon arrows must have screw-in points; wood arrows may have glue-on points.

TRAD archers will shoot from the WHITE stake: 25 yards approximately.

NOTE:

STRING WALKING & FACE WALKING ARE NOT ALLOWED IN THIS CLASS.



Rules of Shoot

A8. 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 and/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. Arrows shall be made of wood and shall be identical in length, weight (allowances shall be made for normal wear). Arrows shall be shot off the hand or shelf of the riser.

LB archers will shoot from the WHITE stake: 25 yards approximately.

A longbow shot in LB 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.

A9. Master Senior Class (MSR)

MSR is an optional class for archers fifty (50) years of age or older. Equipment shall consist of a compound, recurve, or longbow shot with no restrictions on sights, stabilisers, or style of release. 3D AAA has changed the IBO age from 50-60 to 50- 65 to cater for our members. It will be noted that Members wanting to shoot MSR at IBO worlds will need to be under 60, Those archers between 60 and 65 will be eligible to shoot MCBH at IBO Worlds shooting off the Green Stake.

MSR archers will shoot from the GREEN Stake: 45 yards approximately.

A10. Senior Master Class (SMC)

SMC is an optional class for archers sixty-five (65) years of age or older. Equipment shall consist of a compound, recurve or longbow shot with no restrictions on sights, stabilisers or style of release. 3D AAA has reduced the eligible IBO age from 70 to 65 to cater for our members. It will be noted that Members wanting to shoot SMC at IBO worlds will need to be over 70, Those between 65 and 70 will be eligible to shoot MCBH at IBO Worlds shooting off the Green Stake.

SMC archers will shoot from the RED Stake: 40 yards approximately.



Rules of Shoot

A11. Advanced Hunter Class (AHC)

A compound, recurve, or longbow shot with or without sights. A sight shall have fixed pins, cross hair, or circle style pins. AHC archers may use a lens with no restrictions on 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 at least three (3) feathers or vanes no less than 2 inches long (measured minimum 1.75 inches). Stabilizers, Vbars, counterbalances, or weighted attachments may be attached to the bow as long as these items do not extend more than 12 inches from each point of attachment. (For the purposes of this rule, any device adding length or weight to the stabilizer shall be considered part of the stabilizer and shall be subject to the 12-inch rule.) Unweighted vibration dampeners are not considered to be stabilizers; however, unweighted vibration dampeners attached to the stabilizer are measured as a part of the stabilizer and are subject to the 12-inch rule above. Equipment in this class may be shot with finger tab, shooting glove or release. AHC archers may use glue-in points.

AHC archers will shoot from the RED Stake: 40 yards approximately.

A12. Female Hunter Class (FHC)

Archers in this female only class must use the same equipment as Hunter Class (HC). Please refer to Hunter Class (HC) standards for equipment.

FHC archers will shoot from the ORANGE Stake: 30 yards approximately.

A13. Youth Release, Ages 12-14 (YMR 12-14)

YMR 12-14 is for male and female archers Twelve (12) to fourteen (14) years of age. Equipment shall consist of a compound, recurve or longbow shot with no restriction on sights, stabilisers, or style of release.

YMR 12-14 archers will shoot from the YELLOW Stake: 35 yards approximately.

A14. Youth Release, Ages 15-17 (YMR 15-17)

YMR 15-17 is for male and female archers fifteen (15) to seventeen (17) years of age. Equipment shall consist of a compound, recurve or longbow shot with no restriction on sights, stabilisers, or style of release.

YMR 15-17 archers will shoot from the RED Stake: of 40 yards approximately.

A15. Youth Female (YF)

YF is for female archers thirteen (13) to seventeen (17) years of age. Equipment shall consist of a compound, recurve, or longbow shot with no restriction on sights, stabilisers, or style of release.

YF archers will shoot from the ORANGE Stake: 30 yards approximately.



Rules of Shoot

B LEVEL TWO: ELIGIBLE FOR SHOOTER OF THE YEAR, NOT ELIGIBLE FOR FUNDING

B1. Known Class (KC)

A compound, recurve, or longbow shot with no restrictions on sights, stabilisers, or style of release. Known Class archers will shoot from the BLUE Stake: 50 yards approximately.

Known Class Archers will be allowed to carry a Rangefinder onto the course but must STRICTLY ADHERE to rule Section 4A.8, 4A.9 and F4.6 and Communicating to another archer the yardage of a particular target that the archer has not yet shot, this includes ranging targets from any other stake other than the Known and Known Hunter stake. This will be grounds for disqualification and/or suspension from Membership for all members of the group.

Known Class Archers are not eligible for Top 10 events unless one is run specifically for the Known Divisions.

B2. Known Hunter Class (KHC)

A compound, recurve, or longbow shot with or without sights. Arrows are to weigh a minimum of 7 grains per pound of bow weight with a maximum diameter of .313 Inches, 7.95mm. A sight can be fixed or a slider style hunting sight with fixed pins, crosshair, or circle style pins. KHC archers may use a lens with no restrictions on 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). Arrows must have at least three

(3) feathers or vanes no less than 2 inches long (measured minimum 1.75 inch). Stabilizers, V-bars, counterbalances, or weighted attachments may be attached to the bow as long as these items do not extend more than 24 inches from each point of attachment. (This includes quiverlizers). (For the purposes of this rule, any device adding length or weight to the stabilizer shall be considered part of the stabilizer and shall be subject to the 24-inch rule). Unweighted vibration dampeners are not considered to be stabilizers; however, unweighted vibration dampeners attached to the stabilizer are measured as a part of the stabilizer and are subject to the 24-inch rule above. Equipment in this class may be shot with finger tab, shooting glove or release. KHC archers must use screw in points.

KHC archers will shoot from the GREEN Stake: 45 yards approximately.

Known Hunter Class Archers will be allowed to carry a Rangefinder onto the course but must STRICTLY ADHERE to rule Section 4A.8, 4A.9 and F4.6 and Communicating to another archer the yardage of a particular target that the archer has not yet shot, this includes ranging targets from any other stake other than the Known Hunter Class stake. This will be grounds for disqualification and/or suspension from Membership for all members of the group.

Known Hunter Class Archers are not eligible for Top 10 events unless one is run specifically for the Known Divisions.



Rules of Shoot

B3. Hunter Class (HC)

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 inch).

Stabilizers, Vbars, counterbalances, or weighted attachments may be attached to the bow as long as these items do not extend more than 12 inches from each point of attachment. (For the purposes of this rule, any device adding length or weight to the stabilizer shall be considered part of the stabilizer and shall be subject to the 12-inch rule.) Un-weighted vibration dampeners are not considered to be stabilizers; however, un-weighted vibration dampeners attached to the stabilizer are measured as a part of the stabilizer and are subject to the 12-inch rule above. Equipment in this class may be shot with finger tab, shooting glove or release. HC archers shoot from the Yellow Stake.

HC archers will shoot from the YELLOW Stake: 35 yards approximately.

If an archer wins three (3) or more times in HC in a calendar year at sanctioned events, the archer must move to another class for the entire duration of the following 3D AAA shooting year. (Note: a win will only count towards class advancement when three (3) or more archers are in the HC division at sanctioned events).

B4. Bowhunter Fingers (BF)

A compound, recurve, or longbow shot with no restriction on sights or stabilisers. Must be shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers.

BF archers will shoot from the YELLOW Stake: 35 yards approximately.

B5. Compound Unaided (CU)

A compound shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers. No sighting device of any kind may be used. A rest and plunger are all that may reside within the sight window of the bow. There shall be no markings on the bow or bowstring that could be construed as sighting marks. Face and/or string walking are permitted in this class.

CU archers will shoot from the ORANGE Stake: 30 yards approximately.

B6. Youth Unaided (YU)

YU is for male and female archers twelve (12) to seventeen (17) years of age. Equipment shall consist of a compound, recurve, or longbow shot with no sighting device. A rest and plunger are all that may reside within the sight window. There will be no markings on the bow or bow string that could be construed as sighting marks. May be shot with a finger tab, glove or bare fingers.

YU archers will shoot from the WHITE Stake: 25 yards approximately.



Rules of Shoot

- B7. Cub Aided (CUBA) 8-11 Years of Age**
A bow with a sight; can be shot with a release aid, glove, finger tab or bare fingers.
CUBA archers will shoot from the PURPLE Stake: 25 yards approximately.
- B8. Cub Unaided (CUBU) 8-11 Years of Age**
A bow without a sight; must be shot with a glove, finger tab or bare fingers.
CUBU archers will shoot from the PURPLE Stake: 25 yards approximately.
- B9. Cub Female (CUBF) 8-12 Years of Age**
A bow with or without a sight; can be shot with a release aid, glove, finger tab or bare fingers.
CUBF archers will shoot from the PURPLE Stake: 25 yards approximately.

C LEVEL THREE: NON-COMPETITIVE NOT ELIGIBLE FOR SHOOTER OF THE YEAR, NOT ELIGIBLE FOR FUNDING

3D AAA may at its discretion, introduce a number of non-competitive divisions to promote participation at tournaments.

These classes will be non-competitive for 3D AAA Sanctioned Shoots, State Series, National Championships and Shooter of the Year.

Entry fee is the same as any other age equivalent division.

No records will be kept by the Association for these divisions.

Competitors who are NOT full members of 3D AAA will shoot in these divisions.

Competitors will be ineligible to compete in Top 10 shoot outs and Match Play shoot outs.

- C1. Non Competitive Class (NCC)**
A compound, recurve or longbow with or without a sight. Any type of release aid, glove, finger tab or bare fingers may be used. A maximum of eighty (80) pounds peak weight is allowed. To be shot from whatever stake the archer feels comfortable with. Competitors will not be awarded a trophy at any 3D AAA Sanctioned Shoots. This division has been designed to cater for the novice archer who wishes to try the game but is not confident shooting from the distance dictated by their normal equipment. The competitor is not confined to shooting a full round from the same stake but can move between stakes depending on the difficulty of the individual shot.
- C2. Cub Junior (CUBJ) Under 8 Years of Age**
A bow with or without a sight; can be shot with a release aid, glove, finger tab or bare fingers. CUBJ archers will shoot from any safe distance as required and determined by their parent or guardian; maximum of 15 yards.

SECTION 6

RULE VIOLATIONS AND PROTESTS

A RULE VIOLATIONS

- A1.** Any person in violation of the above Rules may be disqualified from the event in which they are participating and may be suspended from 3D AAA Membership. No warnings are necessary prior to imposing a disqualification, suspension, other disciplinary action, or penalty.



Rules of Shoot

- A2. If an archer has been previously warned by either a club official or a 3D AAA committee official, and the same offence occurs, immediate disqualification will be enforced with a pending sentence to follow.
- A3. Numerous repeat rule violations will be served with immediate disqualification and an automatic membership suspension for a minimum of 6 months. If the violations are found to be intended and or deliberate, a life ban will be given. If the Group of which the archer has been found to be guilty, the committee will proceed with disciplinary actions pending the severity of the violation. (THE GROUP MUST PUT FORWARD THE COMPLAINT TO AVOID PENALTIES).
- A4. If any archer has previously been suspended or had a period ban enforced by the 3D AAA committee, and they are found guilty of any rule violation, a life ban will be given.
- A5. Any person suspended from 3D AAA Membership shall not be allowed to compete in any 3D AAA or 3D AAA Club Event for the duration of the suspension.
- A6. Range and Event Officials are to be respected and have the authority to disqualify an archer from an event for unsafe behavior and/or violations of the above Rules.
- A7. Peer groups have additional considerations - refer to section 4.E

B PROTESTS, APPEALS, AND REQUESTS FOR RECONSIDERATION

- B1. At all 3D AAA Sanctioned Events, an archer, upon the 'good faith belief' of a rule, may file a protest with the Protest Committee. The Protest Committee will be made up of at least three (3) 3D AAA committee members or if the 3D AAA committee are not available, one (1) host club range official, and two (2) independent members (from independent clubs, not from the club of the member/s involved in the protest or appeal) in good standing of 3D AAA. Must have at least 2 years continuous membership with 3D AAA and have a good understanding of 3D AAA rules and policies. No protest will be heard by the Protest Committee unless the protest is accompanied by \$50.00 and a written request for consideration that clearly outlines the basis for the protest. Protests must be turned in no later than one (1) hour after the close of shooting ranges for the day. The Protest Committee, in its sole discretion, may consider the protest solely on the written submission or may require testimony of available witnesses. Decisions of the Protest Committee will be made prior to the conclusion of the event, and awards may be issued at the conclusion of the event based on the Committee's decision. The Protest Committee shall preserve all documents submitted. Written documentation for the basis of the decision, along with all documents shall be forwarded to the Secretary of 3D AAA.



Rules of Shoot

B2. The person filing the protest; or the person being protested may appeal the decision of the Protest Committee to the 3D AAA National Committee by filing a written appeal to the 3D AAA business office within five (5) working days of the Protest Committee's decision. If an appeal is made, the Protest Committee shall give the 3D AAA National Committee all material submitted to them and the written basis for their decision. The 3D AAA National Committee will hear the appeal at the next regular scheduled meeting. The 3D AAA National Committee will do their best to resolve the issue in a fair manner based on the information before them. However, archers must realize that some issues are very difficult to resolve after the conclusion of a shoot and an appeal may not be considered by the 3D AAA National Committee if, in their opinion, sufficient accurate information cannot be gathered to make an informed decision.

B3. SCORING DISCREPANCIES.

In the event of a scoring discrepancy, a protest may be filed by following the above procedures, OR if there is no allegation of intentional wrongdoing and the scoring discrepancy is the result of inadvertence, simple error, or mistake, a request for reconsideration may be filed with the 3D AAA office no later than the first Friday following the conclusion of an event. If a protest concerning a scoring discrepancy or a request for reconsideration is filed with the 3D AAA office, the 3D AAA National Committee will review the appeal or request and a FINAL decision will be made and communicated to the archer within ten (10) working days following the date the protest or request is received. In the event a protest or request for reconsideration is received after the awards ceremony begins, 3D AAA or Host Officials will not be held responsible for awards given based on results posted prior to the awards ceremony at the conclusion of the event.

B4. The intentional failure of an archer to cooperate with a Protest Committee in its investigation of a protest is unsportsmanlike conduct. The Committee may disqualify or declare the archer ineligible for awards at that event and the archer may be further sanctioned by the 3D AAA for their failure to cooperate.

If a decision by the Protest Committee or the 3D AAA National Committee results in a change in the finishing order of a particular class, the 3D AAA National Committee, in its sole discretion, may require the archers' who are affected by the ruling to return their awards as needed to redistribute the awards based on the decision of the Protest Committee or the 3D AAA National Committee.

C REVIEW OF COMPETITION BY 3D AAA

It is the intent and goal of 3D AAA to encourage participation in archery by providing a fair and equitable competition for every competitor at every 3D AAA Sanctioned Event. 3D AAA also recognizes that it is very difficult for 3D AAA and Host Clubs to set ranges, monitor rule violations, tabulate scores, encourage safety, hand out awards, and do all the other things required for a successful competition in a very short time period. Consequently, 3D AAA reserves the right in its sole discretion to investigate, review, and/or correct any competitive result based on any violation of rules, unsportsmanlike conduct, shooter eligibility, inadvertence, mistake, harmless error, or any other relevant circumstance, whether or not a protest or request for reconsideration is filed.



Rules of Shoot

SECTION 7

INDOOR COMPETITION

A GENERAL INDOOR RULES

- A1. An indoor range is considered to be similar to an outdoor 3D course in that the rules which apply to the outdoor course apply to the indoor course where relevant. These include but are not limited to:
- Influence of alcohol or drugs.
 - Scoring arrows.
 - Obeying range official directions.
 - Unsportsmanlike conduct.
 - Competition divisions.
 - Protests.
 - Safety consideration.
 - Use of score cards.
 - Arrow sizes, draw weights, grains per pound restrictions.
 - Enclosed footwear must be worn at all times when on the ranges.

B SPECIFIC INDOOR RULES

- B.1 Where the archer and scorer cannot agree on an arrow's score, a Range Official shall be called to decide the arrow value.
- B.2 Arrows shot on the wrong target score a 0.
- B.3 All archers must comply with the Range Official's commands immediately.
- B.4 An archer's front foot must be in contact with the shooting line. Failure to comply will result in the loss of the highest scoring arrow in the target at the completion of that end.
- B.5 At the completion of shooting, the archer will step back behind the waiting line and not interfere with archers still shooting.
- B.6 No offensive or unsportsmanlike conduct will be tolerated. A person found to be acting in this manner by a Range Official will be automatically disqualified from the event and asked to leave the premises. Failure to comply with the direction of a Range Official will be dealt with in the normal manner.
- B.7 Equipment failure must be brought to the attention of a Range Official. If it can be repaired during a break, the archer may complete the match and make up the arrows after the event has completed if permitted by the Range Official. A 3-arrow practice will be allowed after the repair has been completed.
- B.8 All archers' skill levels will be assessed at the commencement of a match. If in the opinion of the Range Official and archer's skill level is deemed to be inadequate, which could lead to damage or safety concerns, the archer will not be allowed to continue in the match.



Rules of Shoot

- B.9 Double score cards are to be used. Archers will share the scoring with the competitor in the next lane. A running total **MUST** be calculated, compared and agree between scorecards after scoring each end and before the arrows are pulled. In the event that the status of a doubtful arrow must be determined, both scorers must reach an agreement on the arrow's score before removing the arrow. In the event that an agreement cannot be reached a range official shall be called. The Range Official's decision regarding doubtful arrows will be final.
- B.10 All cubs must be accompanied by an adult during the event. Local venue rules could also require cubs and juniors to be accompanied by an adult whilst in the venue.
- B.11 Shooters may change out damaged targets throughout the event only with the Range Official's permission and at the archer's cost.
- B.12 Archers will be allocated a target lane. If more than one archer is allocated to the same lane, they will decide who shoots first. If there is no agreement, the Range Official will make that decision.
- B.13 If more than one archer is shooting in a lane, they swap over after 5 ends.
- B.14 The Range Official will determine which target is shot first based upon the range lighting. eg if the range is lit from above, then the bottom target is shot first so that no shadow falls across the top target.
- B.15 If an arrow is released and any part of it extends beyond a line 3 metres from the shooting line, it is considered shot and will score a 0. If no part of the arrow is beyond the line then it is not considered shot and another may be shot in its place. If another arrow is shot and later the original arrow is found to be over the line, then the archer loses the highest scoring arrow in the target.
- B.16 Arrows which bounce or fall out of the target will be made up at the completion of the round. A time of 30 seconds will be allowed per makeup arrow.
- B.17 An archer must carry sufficient arrows to complete an end. No allowance will be made in time if an archer has insufficient arrows to complete the end.
- B.18 If an arrow is release after the completion of the shooting time, the archer loses the score of the highest arrow irrespective of where the arrow is imbedded in the target.
- B.19 Archers who violate the scoring time will be warned by a Range Official. Repeated violations may incur a penalty of 5 points per violation or disqualification.
- B.20 Where more than the required number of arrows are shot in a single end, the competitor will lose the arrow scores for those arrows shot in excess of the required number. (This will include arrows that miss the face)
- B.21 Two practice ends will be allowed before scoring commences on the Standard Round only.
- B.22 At the end of the shoot the official score card and the check score card are to be checked for inconsistencies by both shooters. If the correct score cannot be agreed upon by both archers, then both archers may be penalised the loss of their highest scoring arrow for the end in dispute.



Rules of Shoot

C. DISTANCES

- Adults 20 yards
- Juniors 20 yards
- Cubs 10 yards

C1 Targets are to be set at a minimum height of 1 metre from the ground to the centre of the lower target with any additional targets in the same shooting lane located directly above or beside that target.

D. EVENT TIMING

D.1 Walk-up time - 10 seconds (archer moves from the waiting line to the shooting line but may not raise the bow before the shooting time commences. Archers may load an arrow on the waiting line)

D.2 Scoring time – 4 minutes (arrows must be scored and retrieved and the shooter return to the waiting line in this time.)

E. ROUNDS

E1. Indoor Rounds must be shot as the Standard Round first followed by the Pro Round. If a teams round is shot it is to be shot after both Standard and Pro Rounds have been completed. Unless specified the Team Round will not count towards awards Sanctioned by 3D AAA.

F. STANDARD ROUND

F.1 The Delta ASA Indoor Round target will be used for this round.

F.2 An optional 3 spot target will be available for this round only, at an additional cost to the competitor.

F.3 For the optional 3 spot target, only one arrow per face will be scored. Where more than one arrow is embedded in a single face, the lowest value arrow will be scored.

F.4 10 ends of 3 arrows each end. (total 30 arrows)

F.5 14 ring is not in play and will be scored as an 8.

F.6 12 rings are not in play and will be scored as a 10.

F.7 11 ring is in play and the “Penny” circle counts as an 11X.

F.8 11x count will be used to break ties.

F.9 Shooting time – 2 minutes. (all arrows must be shot in this time including additional arrows shot under rule Section 7 B.15)

G. PRO ROUND

G.1 The Delta ASA Indoor Round target will be used for this round.

G.2 10 ends of 3 arrows each end. (total 30 arrows)

G.3 11 ring not in play and will be scored as a 10.

G.4 14 ring is in play and the “Penny ring” counts as a14x but can only be scored once.

G.5 14x count will be used to break ties.



Rules of Shoot

- G.6 12 rings are in play and the “Penny ring” counts as a12x but each one can only be scored once.
- G.7 12x count will be used to break ties.
- G.8 Multiple 10 and 8 scores are allowed.
- G.9 Shooting time – 2 minutes (all arrows must be shot in this time including additional arrows shot under rule A.2.15)

H. TEAM ROUND

- H.1 The Delta ASA Indoor Round target will be used for this round.
- H.2 10 ends of 4 arrows each end. 2 per team member (total 40 arrows)
- H.3 11 ring is in play and the “Penny ring” counts as an 11x but can only be scored once.
- H.4 11x count will be used to break ties.
- H.5 12 rings are in play and the “Penny ring” counts as a12x but each one can only be scored once.
- H.6 12x count will be used to break ties.
- H.7 14 ring is in play and the “Penny ring” counts as a14x but can only be scored once
- H.8 14x count will be used to break ties.
- H.9 Multiple 10 and 8 scores are allowed.
- H.10 Shooting time –4 minutes (all arrows must be shot in this time including additional arrows shot under rule A.2.15)
- H.11 Only one archer on a team shoots at a time. All team members must shoot from the same lane marker.

I. COMPETITION EVENTS

I1. CLUB EVENTS

Any combination of the Standard Pro and/or Team rounds.

I2. SANCTIONED EVENTS.

- Sanctioned events will consist of 1 x Standard and 1 x Pro rounds.
- Event can to be shot over 1 day unless the number of nominations exceed the venue capacity
- Registration fees will include a new target for each round.
- Pre-nominations are required.
- Clubs have the ability to limit the number of competitors and eligibility is based on a “first in best dressed” basis.
- Late nominations will be taken at the club’s discretion however the archer must accept the allocated time allotted to them.
- The inclusion of a team event is at the discretion of the host club.

I3. NATIONAL TITLES

- The National Committee has the right to nominate the format for the event.



Rules of Shoot

SECTION 8

ADDITIONAL COMPETITIONS AND AWARDS

A 3D STATE SERIES

A1. In order to qualify for a State Series Award, a competitor must shoot in at least four (4) sanctioned tournaments. Their scores over these 4 sanctioned shoots will be accumulated and be will be tallied at the end of the year. (If you attend 6 tournaments, you will drop the two lowest scores. If you attend 5, you drop the lowest score. If you only attend 4, these four will be combined and this will be your total score.)

If you attend the State Titles, you will obtain an additional 10 points which will be added to your final total at the end of the tournament year. The State Titles will be included in one of the four tournaments attended in that State. (These points will be separate to The Shooter of the Year points)

A3. Shooters can participate in more than one State Series. (Points from any State of Origin cannot be used towards the State Series).

A4. If a shooter qualifies in more than one State Series, then

A.4.1 They will be awarded a placing in the series in which they accumulate the highest number of points and be in-eligible for an award in any other series or

A.4.2 If they accumulate the same number of points in more than one series, they will be awarded a place in the series in the state in which they live and be in-eligible for an award in any other series.

B 3D SHOOTER OF THE YEAR

B1. In order to qualify for 3D AAA "Shooter of the Year", an archer must participate in at least three (3) Sanctioned 3D Shoots and the National 3D Championships. Points are awarded as per the archers placing at these shoots. The make-up of the three (3) Sanctioned Shoots can come from one (1) of Six (6) combinations:

B.1.1 Three (3) State Series 3D shoots.

B.1.2 Two (2) State Series 3D shoots and one (1) Interstate 3D shoot.

B.1.3 Two (2) State Series 3D shoots and One (1) State of Origin 3D shoot.

B.1.4 One (1) State Series 3D shoot, and one (1) Interstate 3D shoot and One (1) State of Origin shoot

B.1.5 One State Series 3D Shoot Two (2) Interstate 3D Shoots (must be different States) e.g. One NSW, One Vic and One QLD State Series 3D Shoot.

B.1.6 One State of Origin Shoot and Two (2) Interstate 3D Shoots (must be different States) as per Rule B1.5

B2. The National Championships are worth double points.

B3. Archers in all Classes (except Non-Competitive Classes) are eligible for 'Shooter of the Year'.

B4. The committee reserves the right to amend the scoring procedure for shooter of the year to accommodate any inequitable situations in the shoot calendar as they arise.



Rules of Shoot

C 3D OPEN TEAMS

- C1. \$50.00 one off entry fee for the year.
- C2. Teams to consist of Four (4) shooters. Teams can include a maximum of One (1) youth archer and One (1) Known Class archer (KC) as part of the Four Members in the Open Team. Top 3 scores will be totalled and used at each Sanctioned Shoot that they compete in.
- C3. Teams cannot be changed once started for the year. If a change is required it will have to be approved by the 3D AAA National Committee.
- C4. Teams must register in writing at EACH tournament before starting to shoot. The required form will be available at the registration area.
- C5. To qualify for "Open Team of the Year" that team must shoot three (3) Sanctioned Shoots and the National Championship.
- C6. Trophies will be given to all members of the winning "Open Team of the Year" .
- C7. Team members must wear a uniform logo/Name on a shirt, hat or jacket whilst competing in an event. The logo/Name may be a patch or badge attached to one or more of these items.
- C8. Persons competing in an Open Team CANNOT compete in a Club Team.
- C9. Open Team members cannot compete in any other Open team.
- C10. Maximum of 2 Team members in each shooting group.

D 3D CLUB TEAMS

- D1. \$30.00 one off entry fee for the year.
- D2. Teams to consist of Four (4) shooters only.
- D3. Team members can be adult, junior or cub and must be a member of that Club, Teams will be made up of at least One (1) Female, and or One (1) Unaided Shooter from LB, RU, CU, TRAD and 3 other members. One (1) youth archer, One (1) Cub and 1 Known Class (KC) Archer are eligible to be a part of the Club team.
- D4. Team members can change throughout the year.
- D5. Teams must register in writing at EACH tournament before starting to shoot. The required form will be available at the registration area
- D6. To qualify for "Club Team of the Year" that team must shoot three (3) Sanctioned 3D Shoots and the National Championship.
- D7. A trophy will be given to the winning "Club Team of the Year".
- D8. Team Members are expected to wear their Club shirt, Hat, Badge to identify them as club members.
- D9. Under Rule 4.A.1, groups cannot comprise solely of the members of a Club Team.
- D10. Club Team Members cannot be in an Open Team.



Rules of Shoot

E 3D Exhibition Matches

- E1. Competitors MUST shoot in an adult class.
- E2. Archer's normal shooting equipment is to be used.
- E3. General Shoot Rules apply.
- E4. 3D targets are to be used.