

3D Archery Association of Australia



TARGET POLICY

Effective from 29/01/2024

PREFACE

It is a pleasure to introduce the 3D Archery Association of Australia Inc **Target Policy**.

The 3D Archery Association of Australia Inc (3D AAA) has remained one of the country's most professional archery sporting organisations. This is an exciting and challenging time for the organisation as we continue to grow and position ourselves towards delivering a professional game which offers the member more opportunities within 3D archery. Our game includes a National Indoor game and prescribes the target face to be used in sanctioned competitions.

Intrinsic in that growth, has been the ability to provide quality ranges and well-presented and applicable targets. We aim to work with our clubs in this regard especially with the introduction of the 11 ring from 2022.

The **Target Policy** is used with the other 3D AAA policies to manage Association Events in a consistent manner. This policy is to enhance the members experience irrespective of the Event they attend. 3D AAA is confident that with policy development and Stakeholder engagement, that 3D AAA will continue to improve a strong sporting culture aimed at 3D Archery.

Yours in Archery

Troy Carter
President
3D Archery Association of Australia Inc.
December 2023

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1. Definitions

Emblem:

Motif, symbol, insignis, crest, sign or badge.

Endangered wildlife:

Wildlife declared to be endangered by Legislation in any State or Territory within Australia from time to time.

IBO:

The International Bowhunting Organisation.

Practice Butt:

Any device used to stop arrows shot for the purpose of checking of bows and/or sight marks, separate from the 3D course proper.

Practice Range:

A course of 3D targets specifically to provide practice for archers before competing. The scores shot on a designated practice range cannot be used in a competition.

Protected Wildlife:

Wildlife declared to be protected by Legislation in any State or Territory within Australia from time to time.

2. Authority

This Policy is issued by the President under Rule 2 (s) of the Constitution of 3D Archery Association Australia's (3D AAA) Version 3 dated 2018.

3. Sunset clause

Unless reviewed or revoked, this Policy will remain effective until 30 December 2026

4. Information and Purpose

3D Archery Association of Australia Inc. (3D AAA) recognises that there are a large number of targets used and purported to be used as targets for 3D AAA competitions. As such there is a requirement to manage the style, type, look and features of a standard target to create a level playing field within the sport. This policy outlines the 3D and Indoor Targets that are authorised by 3D AAA for use within all 3D AAA Sanctioned Shoots and Special Events. Targets may be added to or deleted from this policy as and when appropriate. Clubs and suppliers of targets may apply to have other targets added to this policy.

5. Structure and Material**5.1. 3D Targets**

3D targets are to be made of foam like material or other substance that is light and easy to handle and carry. The material is not to reject arrow penetration or cause damage to any equipment. It must allow arrows to be removed with relative ease (relative to bow poundage and arrow speed). The material must not be deleterious or cause harm to any person.

5.2. Indoor Butts

Target butts used for indoor competition must ensure that arrows are contained within their limits and do not allow arrows to pass through and damage venue infrastructure.

5.3. Target Condition

The targets must be in good working order and condition. 3D targets must not allow an arrow to pass through in the normal course of shooting. It is recognised that some arrows may pass through the target, if this occurs the target may be rotated if the opposite side of the same target is in an acceptable condition. This must be done with the integrity and degree of difficulty of the shot being consistent with the original shot. If this is not possible then the target is to be either repaired or removed and replaced by exactly the same type of target immediately to eliminate further risks. Pass throughs on the perimeter of a target i.e. the top line (back line) is accepted. Targets must be in good repair and free of defect. (See also section 4'Scoring Zone')

6. D Target Attributes

6.1. 3D Target Size

All 3D targets are to be of life size to the animal that they represent. They are to be the size of an adult animal or an animal's size at the age of two years.

6.2. Animal Breed, Race or Type

3D targets must clearly and accurately represent the animal that is intended, i.e. a deer is to look like a deer. They must not represent endangered wildlife or protected wildlife other than the Australian Crocodile of which the target is an American Alligator. Must not be a bird other than a turkey or pheasant. It must not represent a toy. It must not be capable of being held in poor taste. Must not be an Emblem of Australia. All acceptable animals are listed in Appendix One (1).

6.3. Fictitious Creatures

3D targets may not be a fictitious creature such as the 'Alien' creature from the movie of the same title. It may not be of a dinosaur or other historical creature.

6.4. Human shape

The target must not take the shape and/or appearance of a human being.

6.5. Colour

3D targets must resemble the natural colourations of the animal as it appears in the wild and/or nature. Must not be an albino animal. It must be free of graffiti and other writing or inscriptions. Targets such as the McKenzie Mountain Goat, which appears white, is regarded as its natural colour.

6.6. Features

3D target animals must have bland overall features. Where possible, they should have ears, eyes, muzzles, mouths, noses, tails legs and hooves, trotters, pads etc., antlers, horns tusks and other such growths in nature applicable to the animal breed.

7. Scoring Zone

3D targets must have an IBO approved scoring zone. The zone must be sighted in the correct area on the animal for lethal shot placement in the chest, heart and lung area when placed square to the shooting line. Each of the scoring zones on a target must be clearly defined by a continuous line at the beginning of each day of a tournament. If during the course of the competition more than 15mm of the line is missing in any, one (1) piece, then the target must be immediately replaced with the same type of target and placed in the same position and orientation as the original target.

Targets must contain only one 10 ring scoring zone per side of the target. Some Rinehart targets have a multiple Ten (10) zone on the same side of the target. The second ten (10) zone has been provided to facilitate quartering shots. **THESE INSERTS ARE NOT TO BE USED FOR SANCTIONED EVENTS UNLESS, THE PROVISIONS IN SECTION 4.1 ARE FOLLOWED.** Under an agreement with IBO, Rinehart will produce inserts with a single Ten (10) zone to comply with the target requirements in Section 8. They will also produce a turkey with only 4 score zones.

8. Dual Scoring Zones

Dual score zone targets/centres must be replaced by single score zone targets for all 3D AAA sanctioned events.

Dual scoring zone targets may NOT be used in 3D AAA sanctioned events unless prior approval has been given by the 3D AAA Committee.

If the 3D AAA committee has given approval dual scoring zone targets may be used in 3D AAA sanctioned events with the following provisions.

- No other approved targets with single score zones are available.
- The 10 and 8 scoring zones closest to the animal's head/chest area must be used.
- A picture of the target showing the designated score zones must be placed at the furthest shooting peg from the target and at the target so all competitors can view the scoring zones. See Figures 1 and 2 below for details.
- The 8-scoring zone towards the rear of the animal must be scored as a 5. Shown with Shading through in Figure 2.

Figure 1

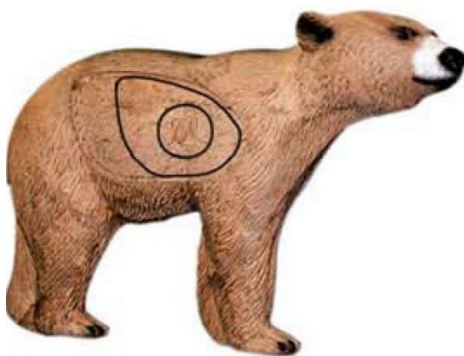


Figure 2



Figure 2 is an example, if the club is to use this insert the lines are to be scrubbed out or not drawn on at all.

9. Practice Butts

Provision must be made to allow competitors to check their equipment prior to entering the 3D course proper or following an equipment breakdown.

A practice range must be used specifically for this purpose, sited in an area where it does not present any safety issues with any of the courses, administration area, camping or other areas accessed by the general public or competitors.

As a minimum, target butts must be placed at the following distances:

- 15 yards, 20 yards, 30 yards, 40 yards, 50 yards
- 20 metres, 30 metres, 40 metres

All butts are to have their distance displayed in lettering which can be visible from the shooting line. If a single butt is used for both imperial and metric distances e.g. 50 yards/ 45.72 metres, then it must have both distances clearly marked.

The face of each practice butt shall be not less than 0.30m² in area. (As an example, the Morrell practice bags the Association uses has an area of 0.31m²)

Where the target butt dimensions are not square, the height/width or width/height ratio shall be not less than 0.8.

The construction and maintenance of the practice butt shall be such that arrows do not pass through the butt nor allow arrows to bury to the fletches.

The material used in the practice butt must offer ease of arrow removal. Butts which require 2 people to extract arrows are not considered to meet this, Policy.

Each face shall have a minimum of four aiming dots distributed evenly across the face.

The size of the dots should be commensurate with the distance from the shooting line.

10. Practice Ranges

Where used as practice prior to commencing the shooting ranges, all practice range targets must comply with this policy for events on the National Calendar and be placed in accordance with the Range Setting Guidelines.

11. 3D National Titles

Targets that have been approved by the Committee for the National Titles are limited to the approved targets only, as referred to in this Policy, (see Annex A to F). These targets are to be in extremely good order given the standard of competition in which they are used.

- Events on the Annual Sanctioned Calendar
- Targets for these events must reflect this policy.
- Special Events
- Other than the target attribute and scoring zone requirements, this policy does not cover Special events.
- Club Events

- Other than the target attribute requirements, this policy does not cover club events.

12. Use of Incorrect Targets.

Where a club provides a target for a Sanctioned Event which does not comply with this Policy, the Committee reserves the right to have that target withdrawn from the competition. If another target cannot be substituted, with undue disruption or confusion for the competitors, then the competition will be conducted over the remaining targets which meet this, Policy. The Committee reserves the right to fine the club for the breach of target policy, in the amount of \$200 in the first instance and \$500 for additional instances. It is possible to have multiple instances at one sanctioned shoot.

13. Responsibilities under this Policy














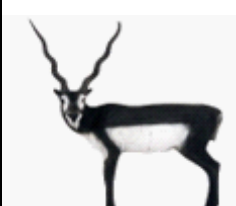
3D AAA and the affiliated clubs must take reasonable steps to ensure that the implementation, compliance, and enforcement of this policy is affected.














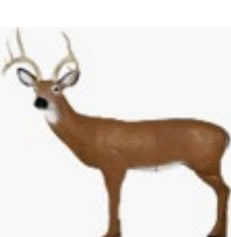
The National Management Committee must:



- Adopt and comply with this policy.
- Recognise and enforce any penalty imposed under this Policy.
- Publish, distribute, and promote this policy (and any amendments made to it from time to time) to the members in a practical manner and make a copy of this policy publicly available.
- Use any forms, contracts or clauses prescribed or required by the policy, to give effect to this policy in such documents as contracts, entry forms and player registration forms.







Affiliated Club Management Committees must, as a condition of their affiliation:













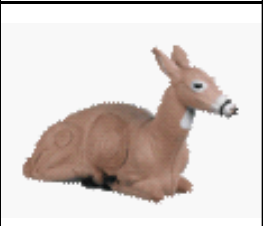
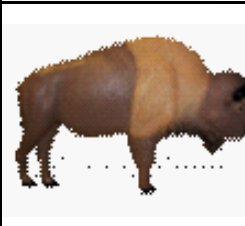
- Adopt and comply with this policy.
- Promote this policy (and any amendments made to it from time to time) to their members in any manner required by 3D AAA.
- Use any forms, contracts or clauses prescribed or required by the policy, to give effect to this policy in such documents as contracts, entry forms and player registration forms, or as directed by 3D AAA.
- Report to the National Management Committee, any breaches of the Policy.





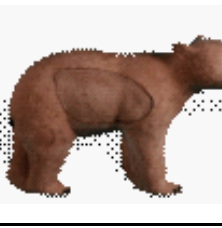
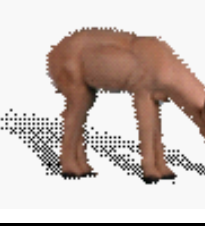

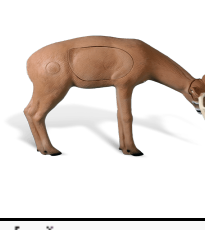


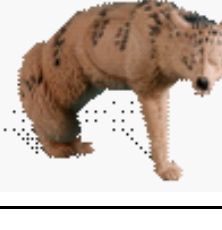



McKenzie 3D Targets					
Target Name	Ref #	Target Visual	Target Name	Ref #	Target Visual
African Blesbok	20750		Aoudad Sheep	21670	
African Hyena	20740		Black Panther	21630	
African Impala	20720		Bear	20600	
African Leopard	20700		Bedded Buck	20510	
African Lion	20730		Bighorn Sheep	20550	
African Warthog	20710		Bison	20590	
Alligator	20820		Blackbuck	20800	



Target Name	Ref #	Target Visual	Target Name	Ref #	Target Visual
Caribou	20560		Gobbling Turkey	20410	
Chamois	20840		Hen Turkey	20390	
Climbing Bear	20340		Hill Country Whitetail	21480	
Coyote	20430		Howling Wolf	21650	
Corsican Sheep	20810		Ibex	21760	
Elk	20540		Javelina	20380	
Fallow Deer	20830		Large Alert Deer	20320	











Target Name	Ref #	Target Visual	Target Name	Ref #	Target Visual
Large Deer	20520		Medium Deer (HD)	20500	
Large Sneak Deer	20330		Mountain Goat	20570	
Lynx	21490		Medium Grazing Deer	20310	
Medium Alert Deer	20470		Mountain Lion	20440	
Medium Bear	20350		Mule Deer	20450	
Medium Bear (HD Core)	20530		Pronghorn Antelope	20420	
Medium Brown Bear	21620		Standing Bear	20360	
Strutting Turkey	20400		Russian Boar	20460	

Target Name	Ref #	Target Visual	Target Name	Ref #	Target Visual
Tapir	21610		XT Medium Deer	22500	
Wild Boar	21370		XT Large Deer	22520	
Wolf	20580				
Wolverine (NEW)	21660				



Rinehart Targets					
Target Name	Ref #	Target Visual	Target Name	Ref #	Target Visual
Note: Rinehart targets in RED are only legal with a single score zone on any one face.					
30pt Buck	157		Bedded Elk	220	
Alert Deer	105		Bedded Stone Sheep	384	
Alligatgor	527		Big Ten Buck	120	
Antelope	209		Black Panther	421	
Bedded Buck	121		Bobcat	426	
Bedded Dahl Sheep	384		Browsing Buck	129	
Bedded Doe	114		Buffalo	237	

Target Name	Ref #	Target Visual	Target Name	Ref #	Target Visual
Caribou	214		Elk (Standing)	225	
Catalina Goat	365		Fallow Deer	133	
Cinnamon Bear	327		Feeding Doe	138	
Corsican Ram	367		Fighting/Rubbing Buck	143	
Cougar	431		Gazelle	228	
Coyote	435		Hogzilla	257	
Dahl Sheep (Standing)	379		Honey Bear	332	





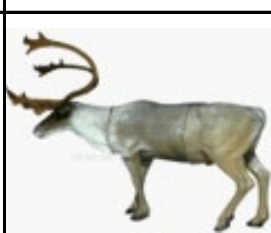
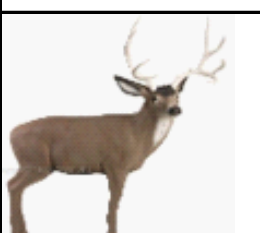




Target Name	Ref #	Target Visual	Target Name	Ref #	Target Visual
Howling Wolf	459		Moose	321	
Howling Wolf (White)	464		Mountain Grizzly	314	
Javelina / Peccary	255		Mountain Lion (W/Rock)	442	
Kicking Deer	141		Mountain Goat	370	
Large Black Bear	323		Mule Deer (Giant)	147	
Leopard (W/Rock)	440		Pheasant	401	
Lynx	441		Polar Bear	343	










Target Name	Ref #	Target Visual	Target Name	Ref #	Target Visual
Razorback	261		Snarling Wolf (Grey)	468	
Red Fox	450		Spike Buck	152	
Red Stag	211		Stone Sheep (Standing)	388	
Rising Boar	259		Strutting Turkey	413	
Snapping Wolf	461		Wolverine	454	




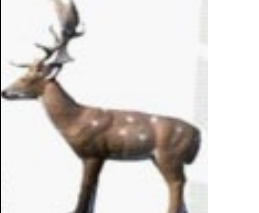


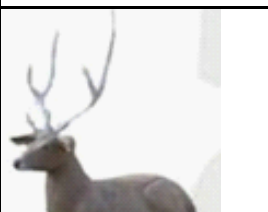







Delta Targets (Indoor)






Target Name	Ref #	Target Visual	Target Name	Ref #	Target Visual
Delta ASA Indoor Round			National Indoor (Std Rd)		






Delta 3D Targets















Target Name	Ref #	Target Visual	Target Name	Ref #	Target Visual
Bedded Buck	52200		Elite Javelina	50597	
Canadian Lynx	50595		Elite Mountain Lion	50220	
Caribou	50580		Elite Mule Deer Buck	50150	
Elite Alert Whitetail Buck	50100		Elite Sneak Whitetail Buck	50140	
Elite Antelope	50110		Elite Standing Black Bear	50550	









Target Name	Ref #	Target Visual	Target Name	Ref #	Target Visual
Elite Timber Wolf	50570		Full Strut Turkey	50520	
Elite Trophy Whitetail Buck	50780		Wild Boar	50600	
Elite Walking Brown Bear	50120				
Grizzly Bear	50560				
Howling Coyote	50535				
Riverbottom Buck	50450				
Rutting Buffalo	50540				

Cougar 3D Targets					
Target Name	Ref #	Target Visual	Target Name	Ref #	Target Visual
Alligator	28		Dog (Tan)	2	
Bear (Black)	18		Fallow Stag	13	
Bear (Brown)	19		Goat	21	
Bedded Rusa Stag	15		Hen Turkey	8	
Boar	1		Hog Deer	16	
Boar (Black/White)	25		Javalena	3	
Dog (Black)	22		Panther (Black)	24	

Target Name	Ref #	Target Visual	Target Name	Ref #	Target Visual
Stalking Cougar	27		Rusa Stag	26	
Standing Fox	17		Warthog	20	
Strutting Turkey	9				

Eleven 3D Targets					
Target Name	Ref #	Target Visual	Target Name	Ref #	Target Visual
Bear	E18		Lion	E23	
Black Panther	E14		Turkey	E26	
Fallow Deer	E30				

Wildcrete Targets					
Target Name	Ref #	Target Visual	Target Name	Ref #	Target Visual
Australian Chital Deer			Feral Goat		
Australian Feral Boar			Giant Boar		
Blesbuck Ram			Grizzly Bear		
Blue Wildebeest			Hyena Large		
Brown Bear with Fish			Ibex		
Chamois			Impala Ram		
European Bison			Kudu Bull		

Target Name	Ref #	Target Visual	Target Name	Ref #	Target Visual
Large Bushpig			Red Deer		
Fallow Deer			Rusa Deer		
Leopard			Sable Antelope		
Njala Bull			Water Buck		
Porcupine		