

# 2020 Badger Land Shootout

## Run by West Town Archery

### **Badgerland Shootout Rules**

#### **General Rules:**

All adult amateur and professional archers will be seeded in flights based on their scores regardless of sex, age, shooting style and archery equipment. Flights will consist of a maximum of thirty (30) archers, unless special consideration is required in making the flight as competitive as possible.

Archers need to provide two (2) scores, either a 300 or 360 round, to be seeded in the appropriate Flight. All 2019-20 KMFAL Indoor Shoot scores, and any 2020 NFAA indoor State or Sectional round scores can be provided for the seeding of the archer

#### **Pre-Registration:**

All archers must be preregistered before February 28, 2020. A \$25 late fee will be accessed for all late registrations. Tickets for the competitors will be provided to enter the Sport Show, non-competitors will have to purchase tickets at the door.

Competitors are to enter the Wisconsin Exposition Center at the Southwest corner of the building.

#### **Non-Pre-Registered Competitors:**

*If space is available*, reservations for the qualifying round will be taken on a first come basis. No Sport Show tickets will be provided to the Competitors.

#### **Tournament Time Schedule:**

1. The line times are set to start at the specific time listed below. Archers should be prepared for possible delays for conditions outside of the tournament committee's control, for example equipment failures & extended shoot off times, etc.

- 10:00 am – Sport Show Doors Open/Registration Check-In
- 10:45 am – Assembly for C & B Flights
- 11:00 pm – C & B Flights Qualifying Round Starts
- 1:00 pm – C & B Flight Shoot Offs
- 2:00 pm – C & B Flight Shoot Downs
- 2:45 pm – C & B Flight Award Presentations

3:15 pm – Assembly for A & AA Flights  
3:30 pm – A & AA Flights Qualifying Round Starts  
5:30 pm – A & AA Flight Shoot Offs  
6:30 pm – A & AA Flight Shoot Downs  
7:15 pm – A & AA Flight Awards  
8:00 pm – Sport Show Doors Close

2. Archers are requested to check in a minimum of 30 minutes prior to their scheduled line time.
3. Final flight seeding of the archers will be posted at the West Town Archery's Web Site, Facebook page and emailed or phoned on March 1<sup>st</sup>, 2020.

### **Round:**

1. All archers will shoot a "Lancaster Shoot Style Format", with shoot off and shoot downs to determine the winner.
2. The NFAA Blue Face target will be shot. Either the single spot or a 5-spot target can be used by the competitors. The qualifying round will consist of two (2) practice ends and 6 scoring ends of five (5) arrows per end. The single spot target will be scored 6-5-4-3-2-1 and the 5-spot target will be scored as 6-5-4, with the "X" scoring as the highest value point.
3. Shoot offs will start immediately after all the Qualifying Round scores have been tallied, verified and the top 15 archers of the Flight has been reseeded. All ties will be broken by the highest last scoring end, if a tie still exists the next to last scoring end will be used, until the tie is broken.
4. The Sweet 15 Shoot Off Round, will consist of the total score of one (1) practice and two (2) scoring ends of five (5) arrows per end added to the archer's Qualifying Round score. Then the top 8 archers will advance to the Elite 8 round.
5. The Elite 8 Shoot Off Round will also consist of the total score of two (2) ends of five (5) arrow per end added to the archer's Sweet 15 score. The top four archers will advance to the Final 4 Shoot Down Round.
6. The Final 4 shoot off will compete head to head, where the No. 4 seed will shoot off against the No. 3 seed, with the winner advancing to shoot off against the No. 2 seed, that winner will then advance to shoot against the No. 1 seed. All final 4 shoot offs will consist of two (2) ends of five (5) arrows per end with the base score starting at zero (0).
7. Ties in the Qualifying, Sweet 15 and Elite 8 Rounds will be broken by the last scoring end of the round. If a tie still existing the archers will shoot one (1) additional end of five (5) arrows, until the tie is broken. All ties in the Final 4 Rounds the archers will shoot one (1) additional end of five (5) arrows, inside out, until the tie is broken.

8. Archer's may request to have new target face at any time during the competition scoring round. You cannot change the type of target face during a scoring round.

## Flight Seeding

<u>Flight</u>	<u>360 Round</u>
AA	353-360
A	339-352
B	318-338
C	317 & under

Archers may request to be seeded in a higher flight than there recorded scores.

## Distance:

All Flights events will be at 20 yards

## Shooting Rules:

1. Each end (time period to shoot five (5) arrows) shall be four (4) minutes.
2. All five (5) arrows must be shot before the four (4) minute time expires.
3. Maximum arrow shaft diameter allowed will be 0.422 inches, with a point diameter not to exceed 0.425 inches. The shaft diameter will include any wrap placed on the arrow and will include the size of the nock and the nock insert.
4. An archer shooting before or after the buzzer signaling a 4-minute end will lose their highest scoring arrow or arrows equaling the number of errant arrows shot.
5. When using the NFAA Blue Face 5 Spot target, an archer may shoot the spots in any order. There can be more than one arrow in each of the spots, with no penalty.
6. If an archer, shoots less than five (5) arrows in one end, he/she may shoot the remaining arrows if the omission is discovered before the end is officially completed; otherwise they shall be scored as misses.
7. If an archer, shoots more than five (5) arrows during an end, only the five lowest arrows will be scored. A penalty point of one (1) point will be assessed for each additional arrow shot. Misses or zeros will be counted as the lowest arrows.
8. If an archer, shoots more than five (5) arrows in any warm up (practice) end prior to the start of the competition, they will be **IMMEDIATELY DISQUALIFIED**.

9. An archer who purposely disfigures a target face to improve aiming or for any other reason, is subject to disqualification. Arrow holes may be repaired, provided there is no delay to the round.

10. Any archer conducting himself in an unsportsmanlike manner will be **IMMEDIATELY DISQUALIFIED**.

### **Scoring Rules:**

1. A referee (Line Captain) will make all decisions on scoring questionable arrows; their decisions are final.

2. Double scoring will be used for the Qualifier Round with minimum of three (3) shooters per bale. Each group will appoint two (2) score keepers, one for the official score (score card) and one for the unofficial score (spinners), also a target captain will be appointed who will call arrows. Archers who disagree with the target captain's call may ask for a referee to call the disputed arrow. Arrows and the target face may not be touched until all arrows on the bale are Scored, Agreed Upon & Recorded. Scorecards must be signed as correct by the shooter and both scorers.

3. The Qualifying, Sweet 15 and Elite 8 Shoot Off Rounds will also use double scoring system.

4. The Final 4 Rounds will be called by the Head Line Judge. If the archer disagrees with an arrow call, they may appeal the called arrow to two (2) alternate line judges. The alternate judges will call the arrow independently of one another, writing their call on paper, and without divulging their call to each other. The arrow call will then be majority rule as determined by the line judges and all calls are final. **ARCHERS MAY APPEAL THE ARROW CALL ON THEIR OWN ARROWS ONLY.**

5. Scoring spinners for each archer will be used and are required to be maintained through the round.

6. All arrows must remain in the target, untouched, until scoring is completed & recorded.

7. Any archer deliberately touching any questionable arrow or any part of the target assembly (including other arrows, faces, pins, mat or stand) will result in the questionable arrow being scored in the lower scoring area.

8. The Qualifying Round the arrows must touch the line to receiving the highest scoring value. The Sweet 15 and Elite 8 Shoot Off Rounds will be scored inside out, if the arrow touches the line it will receive the lower scoring value. The Shoot Down Round arrows must touch the line to receiving the highest scoring value.

9. Any arrow that passes beyond the shooting line a distance greater than 10 feet as measured to the closest part of the arrow, will be considered a shot arrow.

10. If an arrow is embedded in the target beyond the nock and a referee cannot determine the value of that arrow, it will be considered a pass through, and will be re-shot. **NO ARROWS WILL BE PUSHED BACK.**

11. Each competitor must check and sign his own scorecard.

## **Equipment Rules:**

1. All styles of equipment are allowed, except for the following:

a. All archers competing must be shooting the same style equipment as they did in their qualifying scores. If changes in their shooting style are made the archer will be flighted at least one (1) flight higher of the qualifying flight. The Tournament Committee reserves the right at any time to assign the competitor to the appropriate Flight based on knowledge of the competitor's prior scores or archery experience in other archery organizations.

## ***Equipment Failure:***

1. In the event of equipment failure, step back from the shooting line and raise your bow above your head. A referee will come to your assistance. The archer will have 15 minutes repair time without holding up the shoot.

2. Two (2) four (4) minute practice ends will be allowed to re-sight in the bow. The archer may shoot as many arrows as necessary within the four (4) minute time frame.

3. The archer shall be allowed to shoot any arrows missed during the 15 minutes. All make-up arrows will be shot at the end of the round.

## **Fees:**

1. Flight AA - \$50 per archer.

2. Flights A, B & C - \$35 per archer.

## **Flight Awards:**

1. Flight AA will have a potential payout of \$2875 comprising of sponsor money and 75% payback of archer fees. This potential payout is based on full flight of thirty (30) competitors. The GUARANTEED SPONSOR MONEY will be broken out as follows:

\$1000 First Place

\$500 Seconded Place

\$250 Third Place

2. Flight A will have a potential payout of \$1550 comprising of sponsor money and 75% payback of archer fees. This potential payout is based on full flight of thirty (30) competitors. The GUARANTEED SPONSOR MONEY will be broken out as follows:

\$150 First Place

3. Flight B will have a potential payout of \$1500 comprising of sponsor money and 75% payback of archer fees. This potential payout is based on full flight of thirty (30) competitors. The GUARANTEED SPONSOR MONEY will be broken out as follows:

\$100 First Place

4. Flight C will have a potential payout of \$1450 comprising of sponsor money and 75% payback of archer fees. This potential payout is based on full flight of thirty (30) competitors. The GUARANTEED SPONSOR MONEY will be broken out as follows:

\$50 First Place

5. 75% pay back of the collected fees will be added to GUARANTEED SPONSOR MONEY. All fee payouts will be broken out per the NFAA Pro Payout Breakdown.

***Protests:***

Any incident requiring immediate decision must be brought to the attention of a referee. All protests must be submitted in writing to the **TOURNAMENT DIRECTOR** within one hour of the conclusion of the round where the incident occurred, accompanied by \$50 U.S. The Tournament Rules Committee will convene approximately 1 hour after the last scoring end of day to decide the outcome of each protest. All decisions of the Tournament Rules Committee will be final.