

# 2022 West Town Archery Club

## Bowhunter Challenge

### Bowhunter Challenge Rules

#### **General Rules:**

The Bowhunter Challenge is for all adult, youth and cub amateur competitors. There is both individual and team competitions. These competitions are design for the novice to experience bowhunters in mine.

The Individual competitions will be held on Thursday, March 10<sup>th</sup> for the Adult Compound Division and Sunday March 13<sup>th</sup> for Traditional and Youth/Cub Divisions. The Traditional and Youth/Cub Divisions will consist of a maximum of ninety (90) competitors total while the Adult Division will consist of a maximum of sixty (60) competitors.

The Team competition will be held on Friday March 11<sup>th</sup> and will consists of a two (2) person team of any bowhunter style equipment. The teams will complete together regardless of age or sex. The team division will consist of a maximum of thirty (30) teams.

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

All competitors must be preregistered on or before March 4<sup>th</sup>, 2022 or a \$10 late fee will be accessed for all late registrations.

Online preregistration can be completed by visiting the \_\_\_\_\_ web site.

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*, competitors will be taken on a first come basis. No Sport Show tickets will be provided to the Competitors.

## **Time Schedule:**

The line times are set to start at the specific time listed below for either date. Competitors should be prepared for possible delays for conditions outside of the tournament committee's control.

### Thursday & Friday

10:00 am – Sport Show Doors Open  
2:00 pm – Check-in/Registration Opens  
3:15 pm – Assembly for Shooting Instructions  
4:00 pm – Start First Shooting Line  
5:15 pm – First Line Completed Begin Assembly for Second Line  
5:30 pm – Start Second Shooting Line  
6:45 pm – Second Line Completed  
7:00 pm – Award Presentation  
8:00 pm – Sport Show Doors Close

### Sunday

10:00 am – Sport Show Doors Open - Check-in/Registration Opens  
11:00 am – Assembly for 1<sup>st</sup> Line  
11:15 pm – Start First Shooting Line  
12:30 pm – Assembly for Second Line  
12:45 pm – Start Second Shooting Line  
2:00 pm – Assembly for Third Line  
2:15 pm – Start Third Shooting Line  
4:00 pm – Award Presentation  
5:00 pm – Sport Show Doors Close

Competitors are requested to check in a minimum of 30 minutes prior to their scheduled line time.

## **Round:**

1. All competitors will shoot an" 2-D Animal Target Round", at variable distances and shooting positions.
2. Three OnCore 2-D foam targets will be shot. One arrow per target with three arrows per end.
3. The round will consist of two (2) practice ends and twelve (12) scoring ends, six (6) ends at the shorter yardage and six (6) ends at the longer yardage. The rabbit and raccoon targets will be scored center 10-8-5-0 and the deer target will be scored as 14-12-10-8-5-0.
4. You must touch the line for the next highest value.

5. 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 and continued until the tie is broken.

### **Distance:**

1. Cub flights will shoot at 10 and 15 yards
2. Youth and Adult flights, Traditional and Teams will shoot at 15 and 20 yards.
3. There are three (3) shooting position to be shot at each yardage by the competitors.
  - a. Standing and straddling the shooting line
  - b. Kneeling on one knee and straddling the shooting line
  - c. Sitting on a chair and straddling the shooting line

### **Shooting Rules:**

1. Each end (time period to shoot three (3) arrows) shall be two and a half (2:30) minutes.
2. All arrows must be shot before the time expires.
3. A competitor shooting before or after the buzzer signaling a 2:30-minute end will lose their highest scoring arrow or arrows equaling the number of errant arrows shot.
4. The competitor may shoot the 2-D Targets in any order. There can be only one arrow in each of the targets.
5. If a competitor, shoots less than three (3) arrows in one end, they may shoot the remaining arrows if the omission is discovered before the end is officially completed; otherwise, they shall be scored as misses and a zero (0) score.
6. If an archer, shoots more than three (3) arrows during an end, only the three lowest arrows will be scored. Five (5) penalty points of will be assessed for each additional arrow shot. All misses or zeros will be counted as the lowest arrows.
7. If an archer, shoots more than three (3) arrows in any warmup (practice) ends prior to the start of the competition, they will be **IMMEDIATELY DISQUALIFIED.**
8. A competitor who purposely disfigures a target face to improve aiming or for any other reason, is subject to disqualification.
9. Any competitor 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 with minimum of three (3) shooters per bale. Each group will appoint two (2) score keepers and a target captain, who will call arrows. Archers who disagree with the target captain's call may ask for a referee to call the disputed arrow.
3. 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.
4. 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.
5. 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, and scored as a Zero (0).
6. 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.
7. ***Each competitor/team must check and sign his own scorecard for accuracy. If a score card is found with incorrect score it will be DISQUALIFIED.***

## Equipment Rules:

1. All bowhunting style of equipment are allowed, except for the following:
  - a. Stabilizers over twelve (12) inch front stabilizer maximum, including weights.
  - b. Rear stabilizers.
  - c. Lens or clarifiers. Verifiers are allowed.

The Tournament Committee reserves the right at any time to reject any equipment that does not deem "Bowhunter Equipment".

### ***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) two and a half (2:30) minute practice ends will be allowed to re-sight in the bow. The archer may shoot as many arrows as necessary within the 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.

### **Divisions:**

#### Individual

1. Traditional – All ages and sexes combined
2. Adults – 18 years and older.
3. Youth – 13 to 17 years
4. Cubs – 12 years old and younger

#### Teams

1. Two Person - All ages and sexes combined

### **Fees:**

1. Adults – \$20 per bowhunter.
2. Youth – \$20 per bowhunter.
3. Cubs – \$20 per bowhunter.
4. Teams - \$40 per Team

## **Awards:**

Adult division guaranteed payouts:

### 1<sup>st</sup> Flight

First Place - \$500

Second Place - \$250

Third Place - \$100

Traditional Division guaranteed payout:

First Place - \$500

Second Place - \$250

Third Place - \$100

Youth Division guaranteed payouts:

First Place - \$200

Second Place - \$100

Third Place - \$50

Cub Division guaranteed payouts:

First Place - \$200

Second Place - \$100

Third Place - \$50

Teams Division guaranteed payouts:

First Place - \$1000

Second Place - \$500

Third Place - \$250

Awards will consist of cash gift certificates and/or prizes based on a 3-6-9 basis. All bowhunter fees reimbursement payouts will be prorated at an 75% pay back of the collected fees.

***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.