

West Town Archery Tournament Series at the Milwaukee Journal-Sentinel Sport Show 2024 Badgerland Pro-Am Run by the West Town Archers Club

Badgerland Pro-Am Rules

General Rules:

All adult amateur and professional archers will be seeded in flights 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 flights as competitive as possible. Flights will be determined after an archer's qualifying score is shot at either the 11:00 am or 12:45 pm line time.

Pre-Registration:

All archers must be pre-registered before Monday 4, 2024. A \$25 late fee will be assessed for all late registrations. Tickets for the competitors will be provided to enter the Sport Show, non-competitors will have to purchase tickets on their own.

Online pre-registration can be completed by visiting the web sites: West Town Archery or Eventbrite

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

Non-Pre-Registered Competitors:

If space is available, competitors for the qualifying round will be taken on a first come, first served 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 times listed below. Archers should be prepared for possible delays caused by 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 the 1st Qualifying Line
11:00 pm – 1st Qualifying Line Starts
12:30 pm – Assembly for the 2nd Qualifying Line
12:45 pm – 2nd Qualifying Line Starts
2:15 pm – Qualifying Round Completed
3:00 pm - Flighting Announced/Range Open for Head-to-Head Practice
3:15 pm – Head-to-Head Shoot Offs Start – Flights 1-2-3
4:15 pm – Head-to-Head Shoot Offs Completed
4:30 pm – Awards Presentation Flights 1-2-3
5:00 pm – Range Open for Head-to-Head Practice
5:15 pm – Head-to-Head Shoot Offs Start – Championship Flight
7:15 pm – Head-to-Head Shoot Offs Completed
7:30 pm – Award Presentation Championship Flight
8:00 pm – Sport Show Doors Close

2. Archers are requested to check in a minimum of 30 minutes prior to their qualifying round scheduled line time.

Round:

1. All archers will shoot a qualifying round. Head-to-head shoot offs will be determined by the seeding in each flight.

2. The Vegas 3-spot or single spot target face will be shot. The 3-spot target will be scored as 11-10-9-8-7, with the "X" scoring as the highest point value. The single spot target will be scored as 11-10-9-8-7-6-5-4-3-2-1, with the "X" scoring as the highest point value.

3. The qualifying round will consist of two (2) practice ends and ten (10) scoring ends of three (3) arrows per end. The arrow must touch the scoring ring for the higher value. A running two (2) minute countdown clock, with a 10 second countdown to start shooting, per end will be used to shoot three (3) arrows.

The archers will be flighted based on their score relative to the scores of the other competitors. There will be a minimum of twenty (20) and a maximum of thirty (30) archers in any one flight, starting from the highest flight to the lowest flight. All flighting ties will be broken by the

highest last scoring end, if a tie still exists the next to last scoring end will be used with the process repeated until the tie is broken.

4. The top five archers in the 1st – 2nd & 3rd flights will compete in the Head-to-Head Shoot Offs. They will be seeded 1st thru 5th and placed in brackets with head-to-head matchups as follows:

- Round 1: #5 Seed vs #4 Seed
- Round 2: Winner of Round 1 vs #3 Seed
- Round 3: Winner of Round 2 vs #2 Seed
- Round 4: Winner of Round 3 vs #1 Seed

The Head-to-Head Shoot Offs will consist of three (3) ends of three (3) arrows per end with the base score starting at zero (0). The arrow must touch the scoring ring for the higher value.

- a. If a tie occurs after the third scoring end the archers will shoot one (1) arrow scored closest to the center determines the winner.

A running two (2) minute countdown clock, with a 10 second countdown to start shooting, per end will be used to shoot three (3) arrows.

5. The top eight archers in Championship Flight will compete in the Head-to-Head Shoot Offs. They will seed 1st thru 8th and placed in brackets with head-to-head matchups as follows:

- Round 1: #8 Seed vs #7 Seed
- Round 2: Winner of Round 1 vs #6 Seed
- Round 3: Winner of Round 2 vs #5 Seed
- Round 4: Winner of Round 3 vs #4 Seed
- Round 5: Winner of Round 4 vs #3 Seed
- Round 6: Winner of Round 5 vs #2 Seed
- Round 7: Winner of Round 6 vs #1 Seed

The Championship Flight Head-to-Head Shoot Offs will consist of three (3) ends of three (3) arrows per end with the base score starting at zero (0). The arrow must touch the scoring ring for the higher value.

- b. If a tie occurs after the third scoring end the archers will shoot one (1) arrow scored closest to the center determines the winner.

An alternating thirty (30) second countdown clock per end will be used to shoot three (3) arrows. The clock will reset to thirty (30) seconds after the competitive archers shoot each arrow.

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

Distance:

All targets will be shot at 20 yards.

Shooting Rules:

1. 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.
2. In the Qualifying Round an archer shooting before or after the buzzer signaling a 2-minute end will lose their highest scoring arrow or arrows equaling the number of illegally shot arrows shot.
3. When using the Vegas 3-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.
4. If an archer shoots less than three (3) 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 with a zero (0) score.
5. If an archer shoots more than three (3) arrows during an end, only the three (3) lowest arrows will be scored. A penalty of one (1) point will be assessed for each additional arrow shot. Misses or zeros will be counted as the lowest arrows.
6. If an archer shoots more than three (3) arrows in any warmup (practice) end, for the Qualifying Round prior to the start of the competition, they will be **IMMEDIATELY DISQUALIFIED**.
7. 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.

8. 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 Qualifying Round with a minimum of three (3) shooters per bale. Each group will appoint two (2) score keepers, one for the official score (score card), as well as 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. 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. **ARCHERS SUBMITTING INCORRECT SCORE CARDS WILL BE DISQUALIFIED!**

3. The Head-to-Head Shoot Off Rounds will be called and scored by the three (3) Line Judges. Judges will call the arrow independently of one another and without divulging their call to each other. The arrow call will then be by majority rule as determined by all three (3) line judges with their call being final.

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

5. 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 as the lower scoring value.

6. 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 a zero (0).

7. 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.**

Equipment Rules:

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

a. All competing archers must shoot the same style equipment as they did in their qualifying rounds. If changes in their shooting equipment/style are made, the archer will be flighted at least one (1) flight higher than their qualifying score. 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 any other archery tournament or organization.

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 (2) minute practice ends will be allowed to re-sight in the bow. The archer may shoot as many arrows as necessary within the two (2) 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. \$50 per archer which include one ticket to enter the Sport Show.

Flight Awards:

1. Championship Flight will have a guaranteed payout of \$5125 comprised of prorated entry fees with an additional \$3075 of added sponsor money **based on a full flight of thirty (30) competitors**. Prorated shooter fees and sponsor money will be awarded as follows:

\$1800	First Place	\$250	Sixth Place
\$1200	Second Place	\$200	Seventh Place
\$600	Third Place	\$150	Eighth Place
\$400	Fourth Place	\$125	Ninth Place
\$300	Fifth Place	\$100	Tenth Place

2. The 1st – 2nd & 3rd Flights will have a combined payout of \$3075 comprised of prorated entry fees with an additional \$525 of added sponsor money **based on a full flights of thirty (30) competitors**. Prorated shooter fees and sponsor money will be awarded as follows:

\$250	First Place	\$70	Sixth Place
\$175	Second Place	\$65	Seventh Place
\$125	Third Place	\$60	Eighth Place
\$100	Fourth Place	\$55	Ninth Place
\$75	Fifth Place	\$50	Tenth Place

Protests:

Any incident requiring an 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 a \$50 U.S. protest fee. The Tournament Rules Committee will convene approximately 1 hour after the last scoring end of the day to decide the outcome of any/all protests. All decisions of the Tournament Rules Committee will be final.