

# **West Town Archery Tournament Series**

## **at the Milwaukee Journal-Sentinel Sport Show**

### **2026 Team Bowhunter Challenge**

### **Run by the West Town Archers Club**

#### **Team Bowhunter Challenge Rules**

##### **General Rules:**

The Bowhunter Team Challenge is for all amateur competitors. This competition is designed with the novice to the experienced bowhunters in mind.

The team competition will be held on Friday March 6<sup>th</sup> and will consist of a two (2) person team of any bowhunter style equipment. The teams will complete together regardless of age or sex. The bowhunter teams will consist of a maximum of fifteen (15) teams per line.

All bowhunter teams will be seeded in flights. Flights will consist of a maximum of fifteen (15) teams unless special consideration is required to make the flights as competitive as possible. Flights will be determined after the 5:15 pm shooting line is completed.

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

All archers must be pre-registered before Monday March 1, 2025. A \$20 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 on their own.

Online pre-registration can be completed by visiting the West Town Archery Web Site.

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***, Teams will be taken on a first come, first served basis. A twenty dollar (\$20) late fee will be accessed, and no Sport Show Entrance Tickets will be provided to the competitors or accompanying spectators.

## **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 due to conditions outside of the tournament committee's control.

### **Friday March 6th**

12:00 pm – Sport Show Doors Open & Check-in/Registration Opens  
2:30pm – Assembly for Shooting Instructions  
2:45 pm – Start First Shooting Line  
3:45 pm – First Line Completed, Begin Assembly for Second Line  
4:00 pm – Start Second Shooting Line  
5:00 pm – Second Line Completed, Begin Assembly for Third Line  
5:15 pm – Start Third Shooting Line  
6:15pm – Third Line Completed  
7:00 pm – Award Presentation  
8:00 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 a “2-D Animal Target Round”, at various distances and shooting positions.
2. Three (3) “OnCore” 2-D foam targets will be shot. One (1) arrow per target with three (3) arrows per end.
3. The round will consist of two (2) practice ends (standing & straddling the line position, one at the shorter yardage and one at the longer yardage) and twelve (12) scoring ends: six (6) ends will be at the shorter yardage and six (6) ends at the longer yardage. The rabbit and racoon targets will be scored at 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 higher 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 with the process continued until the tie is broken.

### **Distance:**

1. Targets will be shot at 15 and 20 yards.
3. There will be three (3) shooting positions shot at each yardage by the competitors.
  - a. Standing and straddling the shooting line.
  - b Both sets of toes on the shooting line facing the targets.
  - c. Sitting on a chair and straddling the shooting line.

### **Shooting Rules:**

1. 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.
2. All arrows must be shot before the time expires.
3. A competitor shooting before or after the buzzer signaling a two (2) minute end will lose their highest scoring arrow or arrows equaling the number of illegal arrows shot.
4. The competitor may shoot the 2-D Targets in any order. There can only be one arrow in each target.
5. If a competitor shoots less than three (3) arrows in an 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.
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 will be assessed for each additional arrow shot. All misses or zeros (0) 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 will make all decisions on scoring questionable arrows; their decisions are final.
2. Double scoring will be used with a minimum of two (2) teams per group. 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 as the lower value.
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 team must check and sign their own scorecard for accuracy. If a score card is found with an incorrect score it will be DISQUALIFIED.***

## **Equipment Rules:**

1. All bowhunting styles 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.
  - d. Glue in arrow tips
  - e. Lighted arrow knobs

The Tournament Committee reserves the right at any time to reject any equipment they do 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 (2) minute practice ends will be allowed to re-sight in the bow. The archer may shoot as many arrows as necessary within that 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:***

Two Person Teams of all ages, sexes and equipment combined

***Fees:***

\$50 per Team

***Awards:***

Teams guarantee sponsor payouts:

First Place - \$1000

Second Place - \$500

Third Place - \$200

Awards will consist of cash, gift certificates and/or prizes based on a 3-6-9 basis. 75% of regular entry fees will go towards prizes/purses in each division with the above guaranteed sponsor amounts on a 3-6-9 basis.

***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 a \$50 U.S. protest fee. 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.