

Triple Crown Rules and Class Definitions

I. Awards, Purses, and Entry Fees

A. Qualifying Rounds

1. Prize Packages

- a) There must be 4 or more archers in an Adult class for that class to be awarded a first place.
- b) Classes with at least 4 shooters will be awarded 1 place.
- c) Classes with 8 to 11 shooters will be awarded 2 places.
- d) Classes with 12 or more shooters will be awarded 3 places.
- e) Prize packages will vary depending on number of entries in a given class.

II. Targets and Scoring Areas

A. Targets

2. All targets consist of 3-D type targets having center 12(X) rings surrounded by a 10 ring and a larger 8 ring.
3. Targets are Rhinehart targets
4. 36 targets each day
5. Targets shall be set at unmarked distances with at least the entire 10 ring visible.

B. Scoring Areas

1. A 12 ring is the circle centered within the 10 ring and should be approximately 25% of the size of the ring.
2. A 10 ring consists of a circle inside the vital area.
3. The 8 ring is a vital area that roughly approximates the heart, lung, and liver area of the appropriate animal.
4. The remainder of the animal shall be considered the "body" and scored as a 5.
5. Any arrow embedded in the animal, not touching an obvious body part, is considered a miss and should be scored a zero. Hoof, feet, and feathers count as body parts. Targets consisting of material surrounding the animal body outline such as rocks, logs, stumps, etc. are also not considered body shots and arrows embedded in such surrounding material should be scored as zero.

III. Equipment

A. Arrow Weight and Arrow Speed

1. Each competitor understands and agrees that they may be required to have their bows' speed checked along with any arrow in the competitor's possession at any time during or after any competitive rounds. Any violations will result in a zero =score for the most recent competitive round.

2. Archer's speed does not exceed 300 fps. A variance of 3% will be tolerated for chronograph variations.
3. Arrows of any type may be used provided they subscribe to the accepted principle and meaning of the word arrow as it pertains to target archery, having not been altered from the manufacturer's original specifications (except cut to length), and that these arrows do not cause undue damage to the 3-D targets. An arrow shall consist of a shaft with a field or glue-in point, nock, fletching, any pieces needed to connect these components, and cresting if desired. The maximum diameter of an arrow shaft shall not exceed .422", the field or glue-in point shall not exceed .425".

B. Other

1. Sights that project light or other aiming dots on the target are prohibited in all classes.
2. Any binocular, regardless of power, shall be allowed in any class as long as the binoculars do not double as a rangefinder or have markings, either factory or manmade, to help the shooter judge distances.
3. **Any rangefinder is prohibited in all classes.**
4. No shooter shall be allowed to use any device to help "brace" the shot such as shooting sticks.

IV. Shooting Rules

A. Shooting Rules

Most of these rules will be monitored, judged, and adhered to by each group among themselves during each day's competitions.

1. An archer may only compete in one competitive class.
2. Groups will rotate shooting positions at each lane and shooter order will be randomly selected by the group
3. When shooting, the archer must straddle or be within 6 inches of the shooting line with some part of either one of their feet. Shooters will receive a warning from the group on the first offense, a deduction of 5 points for the second offense, and a score of zero for every subsequent offense.
4. As a general guide, each shooter is allowed a maximum of 2 minutes to complete his/her shot. Score cards must be turned in no more than 20 minutes after the last target is shot or shooter will be disqualified.
5. In consideration of time, no shooter is allowed to glass the target from the shooting line after taking the shot. The shooter will receive a warning for the first offense, a deduction of 5 points for the second offense, and a score of zero for every subsequent offense.
6. After setting your sights and drawing your bow, you cannot reset your sights after a let-down. A score of zero will result.
7. Cellular phones are allowed on the line, but the sound settings must be left in the "vibrate only" mode.
8. Each shooter is allowed to shoot only 1 arrow at each target.

B. Scoring

1. Two score cards must be completed for each shooter and signed by each score keeper and the shooter. The official handwritten scorecard must be filled out, totaled, and signed before being accepted. Incorrect scores will not be changed due to ineligible writing.
2. All scores must be recorded before any arrow is pulled from the target. Arrows pulled early will result in a zero. Scores may not be changed after an arrow is pulled.
3. Any mistakes must be circled and initialed by both score keepers on the official scorecard.
4. If more than one scoring area is visible on a target, the front scoring area will be used unless posted differently next to the target number stake.
5. The point of an arrow embedded in the target is scored.
6. If an arrow passes through a target with material 360 degrees around the arrow, the arrow is scored where it passed through the target. A range official should be called if the group cannot agree on the point of pass through.
7. Arrows embedded in another arrow will be scored the same as the arrow embedded in the target. Arrows that hit another arrow and bounce back from the target are scored the same as the arrow in the target that was struck. Arrows that hit another arrow and continue toward the target are scored where they lie in the target or 5 points if the arrow is kicked off the target.
8. An arrow accidentally dropped may be picked up and re-shot. Any arrow that is propelled by the string whether controlled or not is scored as a zero. If the shooter is in an obvious "let-down" and the arrow comes off the string once the bow comes back to rest and was not fired by the shooter, it may be picked up and re-shot only if it can be retrieved while still behind the shooting line.
9. If two arrows should collide before reaching the target both archers will be allowed to shoot another arrow without penalty.

C. Equipment Failures and Leaving the Range

1. Once an archer begins shooting, he/she may not leave the range without the permission of the group. Any archer leaving the range without permission will receive a zero score on any remaining targets.
2. If an equipment failure occurs, and time is needed to fix the problem before continuing, the shooter must verbally call a "Break Down" to the group. Then find a range official and get permission before leaving the course. 30 minutes is allotted for repair or get a second bow.
3. If the equipment failure occurs during the act of shooting, the arrow, if there was one, will be scored as shot.
4. Shooters are allowed 1 "Break-Down". Shooters having more than 1 "Break-Down" can still fix the problem but will score a zero for targets missed because of the second breakdown.

D. Tie Scores

1. Tie scores are broken with the most amount of 12's, 10's, 8's and 5's. If two or more archers still have identical scores, a single elimination shoot-off will determine the winner by shooting a target designated by the tournament director. The archer closest to the center of the 12 ring is the winner no matter what the actual score.

E. Unsportsmanlike Conduct, Misc.

1. No alcoholic beverages may be carried or consumed in any shooting range, or practice area during shooting hours.
2. Spectators and competitors shall not distract, interfere with, or assist archers.
3. Any act that is deemed unsportsmanlike conduct by any competitor, range official, or the tournament director will not be tolerated and may be grounds for disqualification.

V. Shooting Classes

A. Men's Open and Championship

1. Shooters may use any legal 3D archery equipment.

B. Men's and Women's Senior Open

1. Shooters may use any legal 3D archery equipment.
2. Must be at least 50 years of age as of the first day of competition.

C. Women's Open and Championship

1. Shooters may use any legal 3D archery equipment

D. Men's Bow Hunter and Senior Bow Hunter

1. Shooters must have sights with fixed pins and no magnification. Moveable single and multiple pin sights will be allowed if they are locked or zip-tied in place for the duration of the shoot.
2. Stabilizer lengths must be 12" or less with the exception of a factory front mount string suppressor or stabilizer knuckle. A rear stabilizer or counter balance weight system may be used with a maximum of 1 extension.
3. Senior must be 50 years of age as of the first day of competition.

E. Women's Bow Hunter and Senior Bow Hunter

1. Shooters must have sights with fixed pins and no magnification. Moveable single and multiple pin sights will be allowed if they are locked or zip-tied in place for the duration of the shoot.
2. Stabilizer lengths must be 12" or less with the exception of a factory front mount string suppressor or stabilizer knuckle. A rear stabilizer or counter balance weight system may be used with a maximum of 1 extension.
3. Senior must be 50 years of age as of the first day of competition.

F. Youth Bow Hunter (12-14)

1. Shooters must have sights with fixed pins and no magnification. Moveable single and multiple pin sights will be allowed if they are locked or zip-tied in place for the duration of the shoot.

2. Stabilizer lengths must be 12" or less with the exception of a factory front mount string suppressor or stabilizer knuckle. A rear stabilizer or counter balance weight system may be used with a maximum of 2 extensions, but may not exceed 6 inches past a point measured from the back of the riser below the grip towards the strings.
3. Must be 14 or younger as of the first day of competition.

G. Traditional and Youth (12-14) Traditional

1. Bow must be recurve or longbow without any wheels or cams.
2. Bow must be shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers.
3. Archers may use up to two (2) nock locating devices, but they must use the same nocking point and anchor point for each shot and the index finger must contact the string in the same place for each shot.
4. The index finger must touch the nock of the arrow.
5. Face and/or string walking are not permitted.
6. No sighting device of any kind may be used.
7. There shall be no markings on the bow or bowstring (intentional or accidental) that could be construed as sighting marks.
8. **No type of draw check or clicker may be used.**
9. All arrows shall be of the same material and be of uniform length and weight.
10. A rest and plunger are all that may reside within the sight window of the bow.
11. An arrow side plate (if used) may only extend one (1) inch above the arrow. The shelf may be built up and the side plate may be built out with a hard material that has a minimal consistency of wood. The shelf and side plate may be covered with a softer material that is no thicker than 1/8 inch.
12. Youth must be 14 or younger as of the first day of competition.

H. Young Adult Open (15-17)

1. Shooters may use any legal 3D archery equipment.
2. Must be 17 or younger as of the first day of competition.

Young Adult Bow Hunter (15-17)

1. Shooters must have sights with fixed pins and no magnification. Moveable single and multiple pin sights will be allowed if they are locked or zip-tied in place for the duration of the shoot.
2. Stabilizer lengths must be 12" or less with the exception of a factory front mount string suppressor or stabilizer knuckle. A rear stabilizer or counter balance weight system may be used with a maximum of 2 extensions, but may not exceed 6 inches past a point measured from the back of the riser below the grip towards the strings.
3. Must be 17 or younger as of the first day of competition.

VI. Rule Violations and Protests

A. Rule Violations

1. Any person in violation of any of the above rules may be disqualified. Anyone being disqualified from any of this shoot's events will forfeit any and all winnings.

B. Protests

2. Any protest about a target or a scoring discrepancy must first be reported to a range official and then to a committee member if still unsatisfied.
3. A scoring discrepancy must be made to a range official **before** pulling arrows and advancing to the next target. Once an arrow is pulled and/or the score is recorded it is final.
4. The competition committee will have the final ruling on all protests.