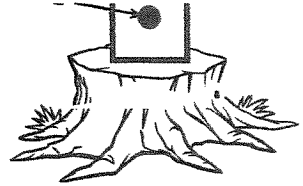


Division Rules



Mens, Recurve, Longbow, and B Division.

1. All rounds begin with a coin toss. Winner of the toss may elect to shoot first or second. Archer shooting first will then shoot first on ALL the ODD numbered targets.
2. Forward Foot or Knee of Archer must be placed against the stake at each target or on a spot as indicated. Archer may also be required to sit on a specific spot at certain targets.
3. If one contestant is ahead by more points than there are targets remaining, it is a closeout and the match is over. Example: Score recorded as 6 to 3 with only 2 targets remaining.
4. ONLY ONE POINT CAN BE SCORED ON ANY TARGET. The first hit that results in a knock-off closes out the target. A MAXIMUM of two arrows can be shot by each archer at any target. (Except in a sudden death shoot off.)
5. Sudden Death - If after shooting the last target of the match the score is a tie, the archers shall move to a target designated by a Tournament Official as the shoot off target. The shoot off target must be 35-45 yards in distance. Coin toss for choice of going first or second. Rotation continues until sudden knock off is scored. The shooter scoring a hit in Sudden Death Shoot Off can NOT be declared the winner unless the other shooter has had the same number of opportunities at the target.
6. Any disputes should be brought to the Tournament Committee and their decision is final. Team Division

Team Division

1. Anybody may enter the Team Division so long as you are not still shooting in another division. All rounds begin with a coin toss. Winning Team may elect to shoot first or second. Team member from Team Shooting first will shoot first on odd targets 1, 5, 9, 13, 17, 21 and 25. Their team member will shoot first on odd targets 3, 7, 11, 15, 19, 23 and 27. Team Shooting even targets; Team Member shooting first 2, 6, 10, 14, 16, 18, 22 and 26. Their Team Member will shoot first on 4, 8, 12, 16, 20, 24 and 28. There is a maximum of 4 shots (1 per team member) at each target. Shot in order, alternating teams. If target is knock down move to next target. Put score under the team members initials. Closeouts apply, ties are settled in sudden death shoot out.

Senior, Women's and Junior Division

1. Rounds will consist of 14 target courses. Groups of 2 or a maximum of 3 shooters in a group.
2. Only 1 knockdown per person possible on each target. Each shooter will be allowed two shots at each target. (If knocked down, the target should be reset until all shooters have shot)
3. Each knocked down targets will be added for a total round score for the shooter. The scores from each round will be added for total Tournament score. Women and Juniors will shoot 2 rounds on Saturday and 3 rounds of Sunday. Seniors will shoot 1 round on Saturday and 2 rounds on Sunday.

Youth:

Youth will be run by Tournament Committee. They will set ground rules to determine all winners.

Tony Division

Open to all contestants who have been knocked out of their Division. Any Shooter still in the competition MAY NOT enter until their competition is complete. Sign in at Registration Table. Special Score Card Required. A minimum of two shooters are required to verify score. Each Archer gets 1 shot at each of any 28 target course. Shooters may pick Red, White, or Blue course. Shooters with the most knockdowns win. In the case of a tie, Winners will be determined by a Sudden death shoot off.

Broken Arrow

Open to all Contestants who have been knocked out of their Division. Any Shooter still in the competition MAY NOT enter until their competition is complete. Sign in at Registration Table. Special Score Card is required and a wood arrow initialed by an Official is required. A minimum of 2 shooters are required to verify score. Each Archer gets one shot at each of any 28 target course. Tournament Committee will pick Red, White or Blue Course. Archer is done when their arrow breaks. Shooters who shot the most targets with the most knockdowns wins. In the case