

# Nebraska 4-H Archery Rules

Edited 2006

## I PLEDGE:

MY HEAD to clearer thinking,  
MY HEART to greater loyalty,  
MY HANDS to greater service,  
MY HEALTH to better living,  
for my CLUB. my COMMUNITY,  
my COUNTRY and my WORLD.

## 4-H Archery Committee:

Elgin Bergt	Schuyler, Nebraska (Chairman)
Becky Carmin	Grand Island, Nebraska
Mark Eggers	Tilden, Nebraska
Lonnie Goff	Fall City, Nebraska
Randy Latimer	Pierce, Nebraska
Don Nelson	Berwyn, Nebraska
Darryl Parde	Hastings, Nebraska

Shooting Sports believes and practices the 4-H philosophy of GREAT FANS GREAT SPORTS.  
<http://www.greatfansgreatsports.com>

Nebraska 4-H Shooting Sports website  
[http://4h.unl/programs/environment/shooting\\_sports/index.html](http://4h.unl/programs/environment/shooting_sports/index.html)

**AGES:****N.F.A.A.****4-H**

Cub-----Under 12-----Junior  
Youth-----12-14-----Intermediate  
Young Adult—15-18-----Senior

Ages for 4-H tournaments  
based on age as of January  
1 of current year.

**CLASSES or STYLES:** It is the responsibility of the shooter to make sure they are in the proper class before the start of the tournament.

**FREESTYLE:**

Any sight or scopes, any stabilizer, any rest, and any release aid may be used provided it is hand-operated and supports the weight of the bow.

**FREESTYLE LIMITED:**

Any sight or scope, any stabilizer, any rest, release aids are limited to gloves tabs or fingers. NO mechanical releases allowed.

**BAREBOW:**

1. Archers shooting barebow style will use bows arrows strings and accessories free of any sights, marks, or blemishes.
2. No written memoranda shall be used.
3. An adjustable arrow rest may be used to control space between the arrow and the face of the sight window.
4. The use of stabilizers is permitted.
5. No mechanical device will be permitted other than one non-adjustable draw check and level mounted on the bow. Neither may extend above the arrow.
6. Release aids are limited to fingers, tabs or gloves.
7. Ends or edges of laminated pieces appearing on the inside of upper limbs shall be considered a sighting mechanism and are illegal.
8. A cable guard shall be allowed if it is not in the sight window.
9. Arrow rests extending  $\frac{1}{4}$  inch above arrows are illegal.

**TRADITIONAL:**

1. Competition is limited to archers shooting recurve or longbows only.
2. No sights, stabilizers, or counter balances are allowed.
3. String shall have single color middle serving.
4. Only one or two nock locators at a single point are allowed.
5. Arrow rests extending  $\frac{1}{4}$  inch above arrows are illegal.
6. Only one anchor point is allowed on the string.
7. Archers shall touch the arrow, when nocked, with index finger against the nock.
8. Finger position may not be changed during competition. If not covered here it is illegal.

## **GENERAL RULES:**

1. All classes/styles will be divided into male and female divisions.
2. Archers with special needs should contact the archery committee early so they can determine what can be done to accommodate the archer.
3. Archers shooting in a concurrent or N.F.F.A. tournament should be advised that the age in these tournaments is your age at the time of the match.
4. Archers may shoot in only one class/style at any **State** 4-H shoot. Local shoots may specify differently.
5. N.F.F.A. does not have a traditional class for Cub, youth or Young Adult shooters.
6. The closest class is Olympic but that allows the use of stabilizers and sights.
7. All archers in 4-H matches must be signed up in the Shooting Sports project in their respective county.
8. Kisser buttons and/or peep sights must be permanently affixed and not moved during competition. Kisser buttons and /or peep sights are permitted in the Freestyle and Freestyle Limited Classes
9. Strings shall be made of one or more strands. The center serving on the string will be served one layer of any material suitable to use, but material will be of one consistent color and size. String and serving need not be the same color.
10. Consult the N.F.A.A. Rule Book for additional rule and equipment clarification.
11. Sights may be adjusted at any time during the tournament.
12. No practicing will be allowed on ranges prior to the start of or immediately following any competition.

## **NOCKING POINTS:**

1. Nocking Points shall be snap-on type, shrink tubing, thread or dental floss tied or served on serving.
2. The nocking point shall be held in place by one or two nock locators.
3. Nocking point locators shall not extend more than ½ inch above or below the arrow when at full draw.

## **ARROWS:**

1. All arrows shall be identical in length, weight, diameter, and fletching with allowance for wear and tear.
2. Arrows shall have commercially manufactured points. These may be either screw-in or glued points.

**TOURNAMENTS:** Archers should arrive before starting time to allow for sign in and to check their bow to make sure it is legal. This is at least 40 minutes per bow to make sure it is legal. This is ided at each state tournament for equipment check. Leaders or adults can assist in determining legal equipment in time to make changes. It is the responsibility of the archer to make sure he/she has a legal bow.

**A. INDOOR**

1. Indoor competition will consist of 60 arrows shot in 12 ends of five arrows each from a distance of 10 yards for Juniors (Cubs) and 20 yards for intermediate (youth) and Senior (Young Adult). Archers have 4 minutes to shoot their 5 arrows.
2. Scoring will be on an N.F.A.A. single or five spot (archers choice) 40 cm. target. Scoring shall be X, 5, 4, 3, 2, 1, from center out. Lines must be touched to count the next higher score.
3. Arrows will be scored with one of the 4 archers calling the score of each arrow from the highest to the lowest. Two other archers will write the called scores on the score card in the order called. The 4<sup>th</sup> archer will verify the calls made by the caller and help as needed. If help is needed in making a call or a call is in dispute the range officer will be asked to make the call. His word is final. The two scorers should frequently check with each other to make sure their cards match.
4. No one is allowed to touch the arrows before they have been scored.
5. Witnessed bounce-outs or arrows passing through the target will be re-shot.
6. Perfect score for an indoor tournament is 300 with 60 X's. X's serve as tie breakers.
7. Arrows that go past the shot arrow line will count as one of your shot arrows. An arrow that does not cross the line (dropped, falls off string) may be shot with a sixth arrow.
8. If an archer shoots too many arrows, he will be penalized by pulling and not scoring his highest scoring arrow, plus he will be penalized one point for every extra arrow shot.
9. Any arrow shot into the target of another archer is to receive no score but counts as a shot arrow.
10. At the completion of the match the scorers will check their scores. If they are not the same they will double check their cards and addition to make them correct. Each scorer will sign the cards he/she scored and return to the shooters who will double check the scores and sign the cards and turn them in to the tournament director.
11. In case of a breakdown the archer has 15 minutes to repair the problem. Missed arrows will be shot at the end of the competition.

**B. OUTDOOR:**

1. Outdoor target competition will consist of 90 arrows shot in three games. Five ends of six arrows will make up a game. Archers have 5 minutes to shoot their 6 arrows in each end.

They will be shot at 48 in. target faces at the following distances:

Junior	30 arrows at 30 yards
(Cub)	30 arrows at 20 yards

8-11                    30 arrows at 10 yards

Intermediate        30 arrows at 40 yards  
(Youth)                30 arrows at 30 yards  
12-14                    30 arrows at 20 yards

Senior                 30 arrows at 50 yards  
(Young Adult)       30 arrows at 40 yards  
15-18                    30 arrows at 30 yards

\*\*\*Seniors shooting Genesis Bows in the barebow style and seniors in the traditional style will shoot at intermediate distances.

2. Scoring will X, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 scored from the center out. Lines must be touched to score the next higher score.
3. Perfect score is 900 with 90 X's. Tie scores will be settled in a shoot off of 6 arrows.
4. Scoring will be accomplished in the same way as in the indoor competition. (Rules 3, 4, 5 )
5. Any arrow that cannot be touched or pulled back using the bow is considered a shot arrow and counts as one of the six for that end.
6. In case of a breakdown the shooter has 45 minutes to repair or replace equipment. Make up arrows will be shot at the end of that game at the proper distance.
7. Rules 8, 9, 10 from the indoor also apply for the outdoor.
8. Check N.F.A.A. Rule Book for more clarification.

### **3-D Competition:**

1. Peak bow weight in all classes is 80 pounds.
2. Arrows cannot exceed less than 6 grains of arrow weight per pound of bow weight.  
There are no point weight restrictions in any class.
3. Scoring:        VITALS-10                    KILL-8                    WOUND-5
3. Shooter must touch the shooting stake with some part of their body at the time of the shot.
4. For the state tournament, one (1) arrow will be shot at each target.
5. Archers have 2 minutes to shoot their arrow after they step up to the stake.
6. Scoring will be accomplished in the same way as in the indoor competition.  
( Rules 3, 4, 5 )
7. In case of a breakdown the shooter has 45 minutes to repair or replace equipment.  
Missed targets will be made up at the end of the competition in the presence of tournament officials.
8. A dropped arrow between the quiver and nocking or on a called letdown may be re-shot. Any arrow shot with the energy of the bow propelling it, no matter the distance traveled, will be judged a shot arrow.
9. There will be a 5 minute time limit to find lost arrows. Enough arrows must be carried to complete the round. If an archer must leave the range to get additional arrows all missed targets shall have NO SCORE.

10. All disputes shall be taken to the tournament official. If one is not available at the target, mark the cards and consult an official before turning in the cards. Once the card is signed and turned in the score stands.
11. No range finders or spotting scopes are allowed. Binoculars can be used.
12. Tie breakers will be determined by tournament officials.
13. Additional information and clarification can be found in the N.F.A.A. Rule Book

### **DRESS CODE:**

All archers in 4-H matches are to wear appropriate attire. A shirt with any 4-H emblem, a 4-H shooting club shirt, or a white shirt with attached 4-H emblem or sleeve patch are allowed. No vulgar or distasteful shirts, jeans, or shorts will be acceptable.

### **DISQUALIFICATIONS:**

1. A shooter will be disqualified if not currently enrolled in 4-H and the Shooting Sports Project.
2. Any shooter acting in an unsafe manner will be disqualified.
3. Unsportsman like actions such as intentionally bothering another shooter by noise or actions or bothering the shooters equipment shall be reason for disqualification.
4. Inappropriate acts of intimacy will not be accepted.
5. Persons accompanying the archer, acting in an inappropriate manner, may get the archer disqualified.
6. Disqualifications shall be at the discretion of the Archery Committee Members present. ALL complaints must be filed with committee members before the completion of the day's events. The ruling of committee members is final.

### **COURTESY:**

1. Do not turn and leave the line when the person on either side of you is drawing or at full draw. Wait until both have shot and are nocking another arrow.
2. When stepping off the line, make sure your bow, stabilizer, or other equipment does not contact the archer on either side of you. Side step back one or two steps to give yourself more room.
3. Make sure your equipment bow, quiver, or arrows does not contact another archer when on the line.
4. Do not talk, hum, sing, or swear while on the line. Others do not want to hear you.
5. DO NOT bend over to pick up a dropped arrow. It is dangerous and distracting. Shoot your extra arrow that you should carry. Pick up the arrow when all shooters on your line have completed shooting.
6. Be courteous to other shooters when behind the line by controlling noise and activities to not create a distraction.