

2021 4-H Shooting Sports National Championships - Archery

General Rules

1. Arrows---Minimum arrow weight of 5 grains/pound of bow draw weight. No larger than 27/64 (.422 inches diameter for arrows and .425 inches diameter for points maximum). Make sure arrows are marked in some fashion, to be told apart from others.
2. Bows---Peak draw weight cannot exceed 60 pounds. No electronic sights. Illumination of pins is allowed.
3. No lenses of any type will be allowed in re-curve sights.
4. NO communication devices allowed on ranges including cell phones used “only to take pictures”. This includes archers, coaches, parents, or spectators. Please inform your parents and spectators.
5. **ALL archers SHALL remain with their group during shooting and until all score cards are signed and turned in. Archers must turn in all score cards as a group.** Archers **MAY NOT** leave range until score cards are turned in. Archers must add their scores on their own (no parental/coach help). If archers need help they can ask range crew for assistance.
6. Score Cards must be signed by scorekeepers and the archer before turned in or they are not legal.
7. Be prepared for anything and everything including weather, mud, mosquitoes.
8. NO SMOKING ON ANY RANGES.
9. Dress Code: As per “Dress Code” of the current year of the 4-H Shooting Sports National Championships “General Rules”
10. Coaches may use spotting equipment.
11. Archers shooting extra arrows will have highest arrow not scored plus one penalty point per extra arrow shot.
12. Range Finders may be used in the Field and FITA round only. Range Finders will **NOT** be allowed on the 3D range. This includes archers, coaches, parents, and spectators.
13. Coaching will be enforced as per the 4-H Shooting Sports National Championships General Rules.
14. Participants, coaches, spectators, or parents are **NOT** allowed on the official archery ranges used for the competition, unless permission has been granted by the Compound **AND** Recurve archery Chief Range Officer. Practice or warm up shots are **NOT** allowed in the parking areas of the official archery ranges.
15. Deliberate shooting or attempting to shoot any living animal while on competitive ranges is grounds for ejection from the event or from the match. Under no circumstances is “sky-drawing” permitted.
16. Scorecards must stay in possession of the archers at all times until turned in. At no time shall coaches, parents, spectators, or volunteers have access to scorecards.
17. If a competitor feels a rule was broken, an infraction occurred, or wants a ruling from a range officer, they have the right to stop forward movement, on the range, until the issue is taken care of.
18. Hip quivers are required on the firing line. **No** back quivers are allowed.

FITA Round – 4-H National Championships

1. DISTANCE: 60-50-40-30 meters in that order.
2. COURSE OF FIRE: 60/50 meters = 3 ends of 6 arrows (122cm target face)
40/30 meters = 6 ends of 3 arrows (80cm target face)
3. TIME: 6 arrows in 4 minutes,
3 arrows in 2 minutes
4. SCORING: 10 pts. minus 1 pt. from the center outward. Inner 10's scored as X's
5. TIE BREAK: Total #10's first (10's and X's), then #X's, #9's, #8's etc. until tie is broken
6. WHISTLE COMMANDS: 2 Blasts=Get your bow and come to firing line.
1 Blast= Nock and shoot arrows.
3 Blasts=Score and Pull arrows
4 or more Blasts=CEASE FIRE
7. SHOOTING LINE ROTATIONS:

| | |
|----------------------|------------|
| 3 on a mat | 4 on a mat |
| 60M=AB/C | 60M=AB/CD |
| 50M=BC/A | 50M=CD/AB |
| 40M=CA/B | 40M=AB/CD |
| 30M=AB/C, BC/A, CA/B | 30M=Rotate |
8. Witnessed bounce-outs or pass-through by archer or coach must contact the Range Officer. Visual nonmarked holes will be verified and scored accordingly. No re-shoots. Score must be agreed by all archers and range official and signed by CRO.
9. Robin Hoods - if it sticks in the arrow or hits the arrow and falls out, and the arrow it hit can be determined it will score the value of the arrow it is stuck in or damaged. If the arrow deflects off another arrow then sticks in the target it will score the value of where it sticks in the target. No re-shoots. Score must be agreed by all shooters and range official and signed by CRO.
10. Dropped or shot arrows going beyond the 3 meter line will count as a shot arrow.
11. Targets will not be moved. Parents, spectators, and coaches must stay at least 20 meters behind archers
12. PRACTICE: 2 practice ends at first distance, 1 practice end when changing targets at 40M.

Field Round 4-H National Championships

1. **DISTANCE:** Marked distance of 5 to 60 yards, with proper sized targets for the distance shot.
2. **COURSE OF FIRE:** Target lanes, shooting 4 arrows per lane.
3. **TIME:** Move through course in a timely manner. Avoid excessive glassing of targets. A three let down rule, per arrow, will be enforced. A (4th) fourth letdown will be considered a shot arrow.
4. **SCORING:** 5, 4, 3 from center out marking center X's.
5. **TIE BREAKER:** Greatest number of X's, 5's, 4's, 3's in order

Target by target comparison starting with #1 until broken
6. **SHOOTING:** Archers will be designated A, B, C, D. On first 7 targets, A & B will shoot first. On last 7 targets, shooters C & D will shoot first. For 3 member squads, A&B will shoot first at first 5 targets, B&C will shoot first at next 5 targets, and C&A will shoot first at last 4 targets.
 - ONE target - All archers shoot all 4 arrows in the one center.
 - TWO targets - Archers on the left shoot the left target and archers on the right shoot the right target.
 - FOUR targets - Each archer shoots all 4 arrows in his/her own target. First 2 archers shoot bottom targets on left or right side. The other 2 archers shoot top targets on left or right.
 - 35,30,25,20 FEET WALKUP - shot may not be #14. Archer will pick one column and will shoot all 4 arrows in that column with one arrow in each target. You must shoot from top to bottom or bottom to top in that order.
 - WALK-UP - All archers will shoot 1 or two arrows from each of the markers then move forward, as group, to shoot the next.
 - FAN - Archers will shoot 1 arrow from each marker, moving around the fan to the right. All 4 archers can shoot at the same time. If there are two targets then you will shoot the two left arrows in the left target and the two right arrows in the right target.
7. **BOUNCE OUTS / PASS THROUGH:** Witnessed bounce-outs or pass-through will be re-shot. Contact the Range Officer.
8. **ROBIN HOOD:** If a shot arrow sticks in an arrow already in the target, or hits an arrow and falls out, and the arrow it hit can be determined it will score the value of the arrow it is stuck in or damaged, if not then it will be re-shot before moving to next target. If the arrow deflects off another arrow then sticks in the target it will score the value of where it sticks in the target.
9. **PRACTICE:** Practice, 1st target (you **cannot** score this target), score 2nd and consecutive targets.

3-D Round 4-H National Championships

*****NO RANGE FINDERS ALLOWED ON RANGE!*****

****NO Practice at range before shooting****

1. **DISTANCE:** Unmarked from 5-50 yards for compound archers and 5-40 yards for recurve archers.
2. **COURSE OF FIRE:** 1 arrow at each of 30 3D targets.
3. **TIME:** Two minutes to shoot your arrow from when you step up to the stake, or after the archer ahead of you leaves the stake.

You **MAY NOT** glass the target from the stake after your shot. You **MAY NOT** adjust your sight after you have drawn and let down. You **MAY NOT** adjust your sight after glassing the target **AT** the stake.

In the case of a lost arrow you have two minutes to look then move on to the next target. Mark where the arrow was lost and you may return to find it later.

4. **SCORING:**
 - Center X-----listed as X counts + 11
 - Center Vitals-----+10
 - Outer Vitals-----+8
 - Any non-vital hit in the target-----+5
 - Complete Miss—0
5. **TIE BREAKERS:** Number of X's, 10's, 8's, 5's, in order
Longest String of 10's starting with target #1
6. **SHOOTING:** Archer must have a part of the body touching the stake when shooting. Archers will rotate who shoots first. ABCD, BCDA, CDAB, DABC, through the 30 stations.
7. **BOUNCE OUT / PASS THROUGH:** Witnessed bounce-outs or pass-through will be re-shot. Contact the Range Officer. A glance off will be counted as a miss and will be scored a 0.
8. **ROBIN HOOD:** If a shot arrow sticks in an arrow already in the target, or hits an arrow and falls out, and the arrow it hit can be determined it will score the value of the arrow it is stuck in or damaged, if not then it will be re-shot before moving to next target. If the arrow deflects off another arrow then sticks in the target it will score the value of where it sticks in the target.