

Format/Rules

- This invitational event is a co-ed individual competition with two age brackets, 9 – 12 and 13 – 18. Both groups will shoot three arrows per end (24 arrows for the younger group over 8 rounds and 30 total for the older group over 10 rounds). The archer with the highest total score from each division will be the winner.
- To keep things moving and to follow standard range procedures, a two minute time limit per end will be enforced. Any arrow not shot within the given time limit will be scored as a zero for that end.
- Primary Discipline: Recurve bow with basic 'stick on' number sight only. All equipment is provided for, but participants may bring their own if they so choose. Bow weight must not exceed tension of 32# lbs.
- No coaching or instruction will be permitted once the tournament has begun. Applause from spectators may be given at the end of each end, not while archers are shooting.
- USA Archery dress code will be applied to this event. Please review the policy by visiting their website: <http://www.teamusa.org/usa-archery/events/rules> .

Scoring

- On the Mark Archery coaches will be the judges for this competition.
 - All arrows must remain in the target until they have been scored. The arrow shaft must be in contact with any portion of the next highest scoring line in order to be counted as the higher value. The status of any uncertain arrows must be determined before drawing any other arrow from the target until a judgment has been made.
 - Arrows must stick in the target in order to receive a score other than a zero with the exception of the following: a pass through, robin hood, or bounce back.
1. An arrow that passes through a target may only be scored if witnessed and agreed upon by the majority of archers in the group or by the judges.
 2. An arrow embedded into the nock end of an arrow embedded in the target shall be scored the same as the arrow embedded into the target.

3. The judges must agree prior to scoring that a particular arrow was struck and that striking prevented the original arrow from sticking in the target, otherwise the arrow shall be scored as a zero.
4. A 'bounce back' arrow may be scored if the point value can be agreed upon by the majority of archers in the group or by the judges. If the location of the bounce back arrow cannot be agreed upon, the archer will be asked to re-shoot it before the group advances to score the target. Arrows that skim, ricochet or glance off the target will count as a zero.
5. In the event of a tie score at the end of tournament rounds, the archer with the most bull's eyes (10s) will be the winner. If the scorecards have an equal amount of 10s, a three arrow shootoff between the participants will take place. The archer who lands an arrow closest to the 'X' circle (perfect center inside the 10 ring) wins.

For more details, please [contact us](#).