FLORIDA 4-H ARCHERY MATCH

RULES AND REGULATIONS

DIVISIONS

Individual
1.) Junior Instinctive Long or Recurve Bow
2.) Junior Sighted Long or Recurve Bow
3.) Junior Instinctive Compound
4.) Junior Sighted Compound
5.) Intermediate Instinctive Long or Recurve Bow
6.) Intermediate Sighted Long or Recurve Bow
7.) Intermediate Instinctive Compound
8.) Intermediate Sighted Compound
9.) Senior Instinctive Long or Recurve Bow
10.) Senior Sighted Long or Recurve Bow
11.) Senior Instinctive Compound
12.) Senior Sighted Compound

Team
1.) Junior
2.) Intermediate
3.) Senior

*Junior = 8, 9, 10 years old as of January 1, 2008
*Intermediate = 11, 12, 13 years old as of January 1, 2007
*Senior = 14 years old and older as of January 1, 2007

A.) Participants must be a member of a 4-H Club, 4-H Archery Club, 4-H Shooting Sports Club, or a County 4-H Shooting Sports Program where during the club year they have received archery instruction from a certified Florida 4-H Archery Instructor.

B.) Contestants can enter only one individual and one team division.

C.) A team can be comprised of 3 or 4 shooters. However, the top 3 individuals’ scores in the 3 events will be added together for a team score. The team members must be identified in advance on the registration form.

EQUIPMENT

1.) Contestants will use their own archery equipment and arrows.

2.) All equipment will be inspected for safety, condition, etc. by field officials prior to the match and at any time during the match when inspection is merited.

3.) If equipment is found to be unsafe and corrections not made before the match, then the contestant will be required to use a state recurve bow or state compound bow for the match.

4.) Maximum bow weight allowed in any division is 55 pounds. This will be checked before
5.) A nocking point indicator is required to position the nock of an arrow on the string. The nocking point indicator may be of any conventional design, including materials that may be crimped, wound or heat shrunk to the center serving.

6.) An arrow must be released off of a felt arrow shelf or an arrow rest. The use of an overdraw arrow shelf or rest is prohibited.

7.) Arrows consist of a shaft with a target or practice point, nock, fletching and personal identification markings. Arrows must be sound and spined for the bow.

8.) At full draw, arrows must extend a minimum of 2” beyond the back of the bow.

9.) Each archer must provide an adequate number of arrows to complete each event.

10.) Release aids may be used only by compound shooters. Competence with the equipment must have been demonstrated before the release aid may be used.

11.) Each archer must provide required arm guard and finger protection.

12.) Each archer will be required to use a clip-on arrow quiver.

13.) Contestants must attend mandatory safety orientation meeting prior to match.

EVENTS

There will be three events. Contestants will participate in all three of the events in their appropriate division. The events will be as follows:

1.) FITA TARGET ROUND

<table>
<thead>
<tr>
<th>Target:</th>
<th>40 Centimeter FITA Target, 5-color face</th>
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<tbody>
<tr>
<td>Distance:</td>
<td>Junior 4-H’ers - 30 feet</td>
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<tr>
<td></td>
<td>Intermediate 4-H’ers - 30 feet</td>
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<tr>
<td></td>
<td>Senior 4-H’ers - 45 feet</td>
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<tr>
<td>Course of Fire:</td>
<td>5 ends of 3 arrows each (3 practice arrows will be allowed)</td>
</tr>
<tr>
<td>Time Limits:</td>
<td>3 minutes per 3 arrow end</td>
</tr>
<tr>
<td>*Scoring:</td>
<td>Gold = 9 points and 10 (smaller ring compound)</td>
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<tr>
<td></td>
<td>Red = 7-8 point rings</td>
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<tr>
<td></td>
<td>Blue = 5-6 point rings</td>
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<td></td>
<td>Black = 3-4 point rings</td>
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<tr>
<td></td>
<td>White = 1-2 point rings</td>
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</tbody>
</table>

*Pass through or bounce out: any shaft that fails to remain in the target may be scored by the mark on the target face.
2.) **FIELD ROUND**

**Targets:** National Field Archery Association (NFAA) targets of sizes selected by the management and appropriate to the marked distances. The sizes are as follows: 20 cm field target, 4 up; 35 cm field target; 50 cm field target, and 65 cm field target.

**Distances:**
- **Junior 4-H’ers** - Marked distances from 15 feet to 30 feet.
- **Intermediate 4-H’ers** - Marked distances from 15 feet to 30 feet.
- **Senior 4-H’ers** - Marked distances from 15 feet to 45 feet.

**Course of Fire:** 5 targets, 2 arrows per target.

**Time Limits:** Shooters will move through the course expeditiously and avoid delays.

**Scoring:**
- 5, 4, 3 points from center outwards:
  - **Two Center Black Rings** = 5 points
  - **Next Two White Rings** = 4 points
  - **Last Two (Outside) Black Rings** = 3 points

*Pass through or bounce out: any shaft that fails to remain in the target may be scored by the mark on the target face.

3.) **3-D ROUND**

**Targets:** 3-D Animal Targets: Deer, Strutting Turkey, Wild Boar, Coyote, & Javelina (the management reserves the right to substitute another 3-D animal target if the above targets are not available.)

**Distances:**
- **Junior 4-H’ers** - Unmarked distances from 15 feet to 30 feet.
- **Intermediate 4-H’ers** - Unmarked distances from 15 feet to 30 feet.
- **Senior 4-H’ers** - Unmarked distances from 15 feet to 45 feet.

**Course of Fire:** 5 targets, one arrow per target

**Time Limits:** Shooters will move through the course expeditiously and avoid delays.

**Scoring:**
- Center Vital Zone Ring = 10 points
- Second Vital Zone Ring = 8 points
- Third Vital Zone Ring = 5 points
- Non Vital Zone & Clean Miss = 0 points

*Pass through or bounce out: any shaft that fails to remain in the target may be scored by the mark on the target face.

**Tie Breaker Procedure**

1.) *Total Hits FITA Target Round* - 10's, 9's, 8's
2.) *Total Hits 3-D Round* - 10's, 8's, 5's
3.) *Total Hits Field Round* - 5's, 4's, 3's
4.) *Total 10's FITA Target Round*
5.) *Total 10's 3-D Round*
6.) *Total X’s Field Round*
7.) *Etc. There Will Be A Clear Cut Winner*
Bow and arrows will remain with coaches, leaders, and/or agents until the beginning of the match. Contestants will not handle bows and arrows until receiving permission from the Range Officer. Those who fail to meet this criteria will be disqualified. This requirement is necessary to maintain a safe and fun atmosphere during any 4-H Shooting Sports event.