



### **General Rules**

(These rules apply to all attendees and event participants)

- A. Smoking, vaping, or electronic cigarettes are not permitted on any competition ranges, practice ranges or in the Tournament Village at any time. Anyone wishing to do so during competition may leave the range under Shooting Time Allowed "F" to use an area a minimum of ten (10) yards from the entrance to the range.
- B. Littering on the grounds will not be tolerated. Anyone littering will be subject to disqualification from the tournament.
- C. No one may practice on any range to be used for the money classes. Anyone practicing in non-designated practice areas, including parking areas will be subject to removal from the property.
- D. Anyone shooting will be required to shoot from the designated stake provided. Anyone shooting from behind the stake may be subject to losing their privileges and removal from the event.
- E. Should an archer be unable to participate, a request for a refund will require an administrative fee of \$10.00 that will be deducted from any fees refunded. Entry fees will not be refunded or credited if an archer participates at any point in the event, leaves the event early, or due to disqualification.

### **Money Shoot Classes Rules**

#### **Equipment Rules:**

1. All bows must be listed by the manufacturer as a 35-inch ATA bow or less.
2. Money class speed limit is 330 FPS, with a 3% variance allowed to account for differences in chronographs and lighting. Speed is verified using the official on-site chronograph, and any arrow exceeding the limit will result in disqualification.
3. All arrows must have an inside diameter of .246" or less and use screw-in field points. Glue-in points and broadheads are prohibited.
4. Sights must be hunting style with no click or micro-vertical adjustments. Sights must remain unmodified and within manufacturer specs. Sights may use slider, dial, or rapid-travel vertical adjustments. Scopes may include a single- or multi-pin. Lenses are prohibited in scope, but a verifier or clarifier may be used in peep housing. Sight lights are permitted.
5. A front stabilizer or a system including quick releases, enhancers and/or weights may be used,

but may not exceed eighteen inches (18") in total length from the tip of the stabilizer/system to the point of attachment on the front of the riser. A single rear stabilizer up to fifteen inches (15") in length (including weights) may be used regardless of the point of attachment to the bow.

6. An SOS unit can be mounted direct to the riser as shown in Picture 1 or attached to a mounting bracket that is mounted directly to the riser (Picture 2) on the same side as the rear stabilizer. The bracket may not exceed more than 4" in length.
  - a. An SOS unit may also be mounted directly to a stabilizer with the farthest point not extending more than 18" from the front of the riser or 15" from the back as shown in images 3 and 4.



### Equipment Failure Rule

1. Equipment Failure Notification: The shooter must notify the range official when declaring an equipment failure. The 45-minute repair or replacement period begins at the time of notification.
2. Target Make-Up: Upon return, the shooter may make up missed targets after completing the round, with the entire shooting group present and two scorers appointed by the range official to record all shots on the shooter's scorecard.
3. Limitations: Each shooter is allowed one equipment failure per tournament. A second equipment failure permits repair or replacement without the option to make up missed targets.
4. During Shot: If equipment fails during the act of shooting and the arrow is released by the string, the arrow counts as shot.

## Shooting Rules:

1. Shooters must be at their assigned target 15 minutes before the shotgun start to allow officials to form groups of at least three. Groups will draw lots for shooting order, rotate first shooter at each stake, and maintain order throughout the round. Shooters who miss the first target with their group will not be allowed make-ups and will receive a zero for each missed target.
2. Groups will proceed under "Free Pull" and each group will signal their completion of the target by standing five (5) steps inside the shooting stake toward the target. They will remain there until the groups on each side are finished and have also moved five steps forward. Any group proceeding to the target too soon will receive a warning for the first offense and then be asked to leave the range.
3. Except for approved medical exemptions, shooters must touch their class shooting stake and may stand or kneel. No ground may be altered and no foreign objects used. First offense receives a warning, second offense results in a 5-point deduction, and any further offense scores zero on the target. Any archer who deliberately stands on or flattens the stake will receive a zero for that target.
4. Shooters must be able to draw their bow under control. If a Range Official determines a shooter is struggling or sky drawing, the Tournament Director may require a reduction in poundage so the shooter can safely continue, regardless of arrow speed.
5. A shooter who feels that another competitor's equipment is not in conformity with the class rules must report the issue to the range official before the equipment in question leaves the range.
6. To save time, shooters may not glass the target after shooting. Glassing is allowed before shooting, subject to time limits once at the stake. First offense receives a warning, second offense a 5-point deduction, and any further offense scores zero on the target.
7. For safety and pace of play, archers may not go behind a target except to retrieve a visible arrow. Shooters must carry enough arrows to complete the round. First offense receives a warning; each additional offense results in a zero for that target.
8. Groups may not approach the next stake until it is fully cleared. Advancing early or interfering with another group results in a zero for that target. Touching another competitor's equipment without permission is grounds for disqualification.
9. Only one arrow, per shooter, per target will be shot from their designated stake. Anyone shooting the wrong target, or from the wrong stake, will receive a "0" for the target which should have been shot.
10. An arrow dropped while nocking or letting down may be retrieved and shot with no penalty. However, if an arrow is released or propelled by the string, it will be scored zero.

11. Intentionally releasing an arrow at the ground is dangerous. The shooter will score zero for the target.
12. Shooters cannot receive assistance from other competitors while at the stake. This includes the use of umbrellas or other devices to alter lighting.
13. Shining any light or reference on the target, including lighted nocks, is prohibited. Violations result in a zero for the round.
14. Except for approved medical exemptions, using any device or aid that supports the bow's weight (e.g., stabilizer bar or prop stick) is prohibited. Violations score zero for the affected target.

### **Shooting Time Allowed:**

1. Each group will be responsible for monitoring and adhering to the pace of shooting:
  - a. Each member of the group will be allocated one minute to shoot.
  - b. Each group will be permitted four minutes to score the target, pull arrows and reach the next stake at which point the time allotment procedure repeats.
  - c. Any group or individual that fails to adhere to their specified time limit will receive a warning from the range official for the first offense. The penalty for a subsequent offense is a deduction of five points from that target score for the group or individual. Any further offenses will result in disqualification.

### **Scoring Rules:**

1. All arrows must remain in the target until all arrows are scored: (1) The arrow shaft must be touching a portion of the next highest scoring line to be scored for the higher value. (2) Scorers are allowed to use their binoculars and may also reflect or shine a light on the target at the time of scoring to aid in the process. (3) The status of any doubtful arrows must be determined before drawing any arrow from the target. (4) The score is based on the status of the arrow while all other arrows remain in the target. (5) Arrows may not be removed until a scoring judgment has been made, and no changes may be made to the score after removal of an arrow. (6) Targets may not be moved or dislodged for scoring purposes and shall be returned to their proper upright position upon removal of the arrows.
2. Scorers will agree on a score for each arrow and call out the results to be recorded on the respective shooter's scorecards by their Scorekeepers. If the two designated scorers cannot agree on a score another member of the group will break the tie other than the shooter whose arrow is being scored. If the group is divided, a range official may be called to make the final call. The range official's call is final and any arguing or disrespect for result in immediate disqualification.

3. Target “Pass Through” or “Rebound” without striking another arrow: (1) Arrows passing through the front of, but still in, the target will be pushed back and scored; (2) If the group agrees that an arrow passed through the targets insert seam the shooter will be given a score based on the point of pass through not to exceed eight (8) points; (3) If the group agrees and confirms that the arrow actually passed through the target scoring area due to the high number of arrows that had been shot at the target, the range official is to be notified to have the core replaced and the shooter will be allowed to take the score where the “pass-through” occurred as determined by the group up to a maximum score of ten (10) points; and (4) If the group agrees that the arrow rebounded out of the target without striking another arrow the shooter will be allowed to take the score where the rebound up to a maximum of ten (10) points. Special Note: A score of 12 will not be permitted under sections 2, 3 or 4 in this paragraph.
4. An arrow that glances off and goes past the target will be scored as a “0” (includes glancing off a plastic leg.)
5. Any arrow embedding (“Robin Hood”) in the nock of another arrow will be scored the same as the arrow it is embedded in.
6. Any arrow rebounding backward off another Arrow (a “Robin Hood” that strikes and damages another arrow and does not proceed toward the target but bounces back) will be scored the same as the arrow it struck, provided the damaged arrow can be identified.
7. Any arrow deflecting by contact with another arrow already in the target and still proceeding toward the target will be scored where it lies in the target, or a maximum of five (5) points if it is not in the target.
8. Arrows in the corresponding area of the target will be scored with point values of 5, 8, 10, or 12.
9. Scoring ties for the top ten scores, that cannot be broken by bonus rings an ASA Official will use the “Closest-to-the-Center of the 10-ring” tie-break procedure where each shooter will shoot one arrow and the arrow that is closest to the center of the 10-Ring, regardless of score, will receive an additional bonus ring added to their score.

### **Severe Weather Policy:**

1. Severe Weather – ASA retains the right to delay or cancel a money-class round in case of severe weather. If a round is suspended, all shooters must leave the range immediately. In the interest of safety all arrows are to be left in the target and are not to be scored or pulled. All scorekeepers shall retain the scorecards, and no shooter is to have possession of their own card. The Tournament Director in consultation with the Event Host will have two hours to exercise one of the following options based upon the weather and the availability of ranges:
  - a. resume shooting that day while being able to complete the round that day, or
  - b. if a required competition round is canceled, scores for the affected round will be based on the total number of arrows completed by all competitors on the lowest number of targets completed by any group. For example, if some groups have completed 7 targets and others have completed 10, all competitors’ scores will be calculated using the first 7 targets shot. Targets used for scoring do not need to be the same across all groups.