



## RULES AND REGULATIONS

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DIVISIONS	
<b>Division 1*</b>	Junior Novice/Barebow
<b>Division 2</b>	Junior Recurve
<b>Division 3</b>	Junior Compound
<b>Division 4*</b>	Intermediate Novice/Barebow
<b>Division 5</b>	Intermediate Recurve
<b>Division 6</b>	Intermediate Compound
<b>Division 7*</b>	Senior Novice/Barebow
<b>Division 8</b>	Senior Recurve
<b>Division 9</b>	Senior Compound

\*These include all unsighted recurve bows and universal cam, unsighted compound bows. All fixed draw length compounds are not considered to be in this equipment classification or Division.

4-H Age Groupings	
<b>Junior</b>	8, 9 or 10 years old as of January 1, 2020
<b>Intermediate</b>	11, 12 or 13 years old as of January 1, 2020
<b>Senior</b>	14 years and older as of January 1, 2020

## Participation Requirements

- Youth 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 Delaware 4-H Archery Instructor.



## General Equipment Rules

1. Contestants will use their own archery equipment and arrows.
  - a. If a contestant needs equipment we can make arrangements for equipment to be available for use, but these arrangements must be made in advance.
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 are not made before the match, the contestant will NOT be able to compete and will forfeit their registration fee.
4. Maximum bow weight allowed in any division is 60 pounds. This will be checked before the match. Bows above the maximum draw weight must be modified and re-checked.
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, whisker biscuit or other arrow rest. (Overdraws may not place the arrow rest further than 6cm from the pivot point of the bow.)
7. At full draw, arrows must extend beyond the back of the bow. Clickers will be allowed.
8. 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.
9. Each archer must provide an adequate number of arrows to complete the 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 wear and use arm guard and finger protection.
  - a. No glove or bare finger shooting is **NOT** permitted.
12. DRESS CODE: Normal 4-H dress code applies.
  - a. Closed toe shoes are **REQUIRED**.
    - i. Crocs are **NOT** closed toe shoes.
  - b. Long Pants are **HIGHLY** recommended.
  - c. Long hair must be pulled back, away from members face.
13. Each archer will be required to use a hip/clip-on arrow quiver **ONLY**.
  - a. Bow mounted or quivers worn on the back are **NOT** permitted.
14. **ALL** participants must attend a mandatory safety orientation meeting prior to match.
15. Minimum arrow weight is 5 grains per 1lb of draw weight.
16. Bow stands are not provided, but can be used.
17. Since the Field and 3D ranges are combined, range finders are **NOT** permitted on the Field/3D range at all.
  - a. Possession of one is grounds for disqualification.
  - b. Binoculars are allowed.
18. Spotting scopes may be used on the FITA range as long as they do not interfere with another archer. If they do interfere with another archer, youth will be asked to move the scope off the line by the Range Officer.



## 3D Information and Rules

### Targets:

3D animal targets, examples: Deer, Strutting Turkey, Wild Boar, & Coyote.

### Distances:

Junior 4-H'ers - known distances up to 20 Yards.

Intermediate 4-H'ers - known distances up to 35 Yards.

Senior 4-H'ers - unknown distances up to 50 Yards.

### Time Limits:

Shooters will move through the course expeditiously and avoid delays.

A maximum of 2 minutes will be allowed for searching for passed arrows.

### Scoring:

IBO based

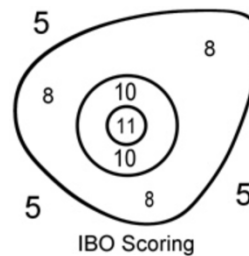
Center Vital Zone Ring = 11 points

Second Vital Zone Ring = 10 points

Third Vital Zone Ring = 8 points

Any other body shot = 5 points (Not Antlers/Horns)

Clean miss = 0 points (includes witnessed glance offs)



An arrow embedded in the horn of an animal, not touching body color, is considered a miss and is scored as a zero. Targets with legs or hooves of a different color than the main body will still be considered as body color for scoring.

When shooting with your squad, all archers should be spotting for the archer shooting to assist with looking for arrows that miss, as well as to judge **“Glance Offs”** or **“Bounce Backs”**.

**Glance Offs** are defined as a shot arrow that hits the target, but doesn't stick in the target and “Glances Off” continuing beyond the target. When this occurs and is witnessed, the score of the arrow is 0. The archer is NOT entitled to re-shoot the target in this case.

**Bounce Backs** are defined as a shot arrow that hits the target and “Bounces Back”, not going into the target, and not traveling beyond the target. When this occurs and is witnessed by the squad, the archer is permitted to re-shoot the target with another arrow.

If a re-shoot is granted by the squad, the Archer must make the shot prior to any of the Archers within the squad approaching the target.

If there is a dispute within the group on whether it is a **“Glance Off”** or a **“Bounce Back”**, the target host on the course will contact a Range Officer and they will work with the squad and help resolve the issue(s).

Bows are to be left in bow stands or on the ground near the Target Host when going to Score and Retrieving Arrows from the Target.



## Field Information and Rules

### Targets:

National Field Archery Association (NFAA) targets of sizes selected by the management and appropriate to the course. All of the targets are set at marked distances. Instructions will be posted at each target and a Target Host is present at each target to answer basic questions.

### Distances:

Junior 4-H'ers - known distances up to 20 Yards.  
 Intermediate 4-H'ers - known distances up to 40 Yards.  
 Senior 4-H'ers - known distances up to 60 Yards.

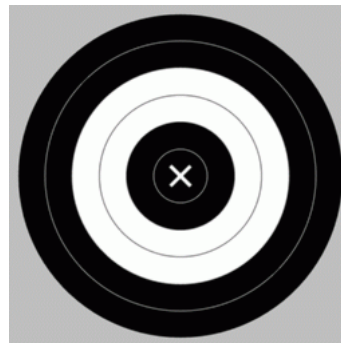
### Time Limits:

Shooters will move through the course expeditiously and avoid delays.  
 A maximum of 2 minutes will be allowed for searching for passed arrows.

### Scoring:

5x, 5, 4, 3 points from center outwards

Scoring Rings	
Center Ring with X	5x points
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. Participants should mark their holes when they pull their arrows.

Some of the Field targets have “Walk-ups” or “Fans” and instructions are posted on each target. Each of the Field Targets have a “Target Host” to ensure safety and provide basic information. If you or the Squad you are shooting with have a more in depth question or issue, the host can Radio one of the Officials and they will be over to address them.

Bows are to be left in bow stands or on the ground near the Target Host when going to Score and Retrieving Arrows from the Target.



## FITA Information and Rules

### Targets:

Full Color FITA targets will be used and set at marked distances.

80cm Target for 10, 20, 30 & 40 Meter Distances

122 cm Target for the 50 & 60 Meter Distances

### Distances:

Junior 4-H'ers - known distances 10 & 20 meters.

Intermediate 4-H'ers - known distances 20 & 30 meters.

Senior 4-H'ers - known distances 30, 40, 50, and 60 meters.

### Time Limits:

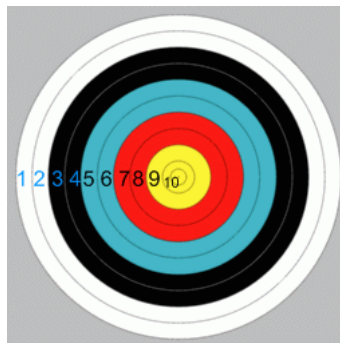
2 minutes per 3-arrow end & 4 minutes per 6-arrow end.

6-arrow ends are shot at the 50 & 60 Meter Distances - all other distances are 3-arrow ends.

### Scoring:

10X, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 points from center outward

Scoring Rings	
<b>Gold</b>	9-10-10x points
<b>Red</b>	7-8 point rings
<b>Blue</b>	5-6 point rings
<b>Black</b>	3-4 point rings
<b>White</b>	1-2 point rings



\*10x awarded for smaller X ring

\*Pass through or bounce out: any shaft that fails to remain in the target may be scored by the mark on the target face. Participants should mark their holes when they pull their arrows.

No bows or bow stands are to be left on the shooting line at the FITA Range. All bows and bow stands must be behind the waiting line allowing for a clear area for the Range Officials.

Bows are not to be brought forward to the targets when scoring and retrieving arrows.

Tie Breaker Procedure: Total hits in the FITA target round – 10x's, 10's, 9's, 8's, etc.  
There will be a clear cut winner.



## Event Format

### Juniors –

- **Field**
  - 7 targets
    - 2 arrows per target
    - Known distances up to 20 yards
- **3D**
  - 7 targets
    - 1 arrow per target
    - Known distances up to 20 yards
- **FITA**
  - 18 arrows each at 10 & 20 meters

**Total Points Possible – 507**

### Intermediates –

- **Field**
  - 7 targets
    - 2 arrows per target
    - Known distances up to 35 yards
- **3D**
  - 7 targets
    - 1 arrow per target
    - Known distances up to 35 yards
- **FITA**
  - 18 arrows each at 20 & 30 meters

**Total Points Possible – 507**

### Seniors –

- **Field**
  - 7 targets
    - 4 arrows per target
    - Known distances up to 60 yards
- **3D**
  - 7 targets
    - 1 arrow per target
    - **Unknown** distances up to 50 yards
- **FITA**
  - 18 arrows each at 30, 40, 50 & 60 meters

**Total Points Possible – 937**