



Georgia 4-H Awards Guidebook Archery (Outdoor) Competition Guidelines

Objectives:

Enhance youth development of self-concept, character and personal growth through safe, educational and socially acceptable involvement in shooting activities.

To involve youth in a life skills program that teaches safe and responsible use of archery equipment including sound decision-making, self-discipline and concentration.

To promote the highest standards of safety, sportsmanship and ethical behavior.

To expose participants to the broad array of vocational and life-long avocational activities related to shooting sports.

To strengthen families through participation in life-long recreational activities.

To complement and enhance the impact of existing safety, shooting and hunter education programs using experiential (hands on) educational methods and progressive development of skills and abilities.

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COMPETITION GUIDELINES:

Divisions/Classes and Individual/Team Participation

Division for 4-H Archery Competition are based on 4-H age eligibility guidelines. A 4-H'er may not compete in a higher age divisions.

Divisions are as follows: Cloverleaf, Junior, and Senior.

Classes for 4-H Archery Competition are based on bow type:

Novice Class: Open to Cloverleaf participants only and limited to recurve or universal draw length compound bows that do not have a positive draw stop or let-off (Genesis, PSE Discovery). Genesis Pro or similar bows that equipped with draw stops are NOT allowed. Bows may be equipped with an arrow rest and nocking point only. Sights or additional equipment may not be used. A finger tab or glove may be used by the participant. No stabilization allowed. Wrist or finger slings ARE allowed as long as attachment bolt does not act as a stabilizer.

Recurve Class: Open to Cloverleaf, Junior and Senior participants with separate competition for each age division.

Compound Class: Open to Cloverleaf, Junior and Senior participants with separate competition for each age division.

A county may enter any number of eligible Cloverleaf, Junior or Senior 4-H'ers. All Archery Tournaments will be both individual and team competitions for each age division and class.

Teams are composed of 3-4 members, of the same age division, with the top three scores counting toward the team score. If a county enters less than three 4-H'ers in any division, they will compete as individuals only.

Team and Individual scores for award/recognition purposes will be determined as follows:

Individual Rankings

Cloverleaf and Junior Division– FITA scores **only** determine the Individual placings.

Senior - High FITA score will determine the placings for Individual State Winners and Top FITA archer will receive Master 4-H Status.

Team Composition and Rankings:

Cloverleaf and Junior Team – The top three individual scores from the county will be placed together as a team score with only these 3 scores counting as the team score. If a county has enough archers to make two (2) or more teams by dividing participating archers into groups of threes then multiple teams will be determined at the discretion of the scoring table. Decisions will be made to the benefit of county rankings and the recognition for the maximum number of archers.

Senior Team – Option #1

Teams in the Senior Division may be selected by the county team coach and declared at the time of registration for the event. Teams will be comprised of 3 or 4 Senior archers of the same bow classification. Teams should not be changed the night prior to the event.

Option #2

Senior teams may be chosen the same way as Cloverleaf and Junior with the exception that the top four archers will be grouped with only the TOP 3 FITA scores of the 4 person group counting as the FITA team ranking scores. This allows for a four person group to shoot 3D and Field and possible National Target Challenge representation.

The top three (3) FITA scores of a three (3) or four (4) person team will be added together to determine the State FITA Team placings. The top 5 Teams in the both Recurve and Compound classifications may elect to shoot Field and 3D for the opportunity to win the OVERALL State Championship and represent the state of Georgia at the National Shooting Sports Event held during the summer. (In the event that a Senior team elects NOT to shoot for OVERALL State Championship, the next team in descending order may be invited to take their place.)

Senior Overall Teams may be comprised of either 3 or 4 persons. The team score will be calculated by adding the highest THREE scores of the team members in the FIELD and 3D competitions. In a Three Person Team, all THREE scores will be used, however in the event of a FOUR person Team the LOWEST score from each category will be discarded to achieve the HIGHEST Team score possible. These scores from Field and 3D will be added to the FITA score to determine the Overall Senior Team. (SEE EXAMPLE on Page 25.)

EQUIPMENT

Bows: Any bow that does not violate the conventional meaning of the term in target archery may be used in 4-H archery events. Separate classes will be designated for novice, recurve and compound events.

- *Maximum draw weight* – The maximum draw weight for bows used in the 4-H competition is 60 pounds nominal peak weight or listed draw weight. Bows may be subject to verification at the discretion of event management
(*Draw weight will be determined peak weight at the maximum draw length of the individual.*)
- *Bowstring* - A bowstring of adequate strength and composed of appropriate materials may not include any attachment or marking that may be used as a sighting device or aid. It may include the following attachments or components:
 - *Servings* - Center and end-loop servings are permitted, but no serving may terminate within the shooter's vision with the bow at full draw.
 - *Nocking point indicator* - One or more nocking point indicators may be used to position the nock 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.
 - *Lip or nose mark* - One additional attachment with a diameter of one centimeter or less may be applied to the string to serve as a lip or nose mark (“kisser button”) with the exception of the Novice Class which may NOT have any additional aiming devices including any tie in aiming devices.
 - *Arrow rest* - An arrow rest of any conventional design with or without adjustable or moveable pressure points, arrow plates or draw check indicator may be used as long as it is not electronic and offers no additional aid in aiming.
 - *Stabilizers* - Stabilizers or torque compensators may be used subject to the following provisions
 - *Contact with equipment* - The stabilizer may touch only the bow.
 - *String guide* - The stabilizer may not act as a string guide. This rule shall not prohibit the use of a cable guide or cable guard on compound bows.
 - *Obstacles to other shooters* - The stabilizer may not present an obstacle or distraction to other shooters.

Bow quiver - A bow quiver with or without arrows may not be attached to the bow. A hip quiver or ground quiver should be used. NO Back Quivers are allowed.

Bow sight - A bow sight may be used in both Recurve and Compound divisions but **NOT** in the Novice category.

Cable guard - Compound bows may use a cable guard, conventionally attached, to aid in vane clearance.

Electronic devices - No electronic sight or projection device, including laser sights or laser pointers, will be permitted on the range. No sight lights! Any bow with electronic sights must have the electronic portion of the sight disabled to the satisfaction of the range official during the ENTIRE event. Failure to do so may result in disqualification at the discretion of the event coordinator.

Equipment limitations within Class

Novice: Open to Cloverleaf participants only and limited to barebow/recurve or universal draw length compound bows that do not have a positive draw stop or let-off (Genesis, PSE Discovery). Genesis Pro or similar bows that are equipped with draw stops are NOT allowed. Bows may be equipped with an arrow rest and nocking point only. Sights or additional equipment may not be used. A finger tab or glove may be used by the participant. No stabilization allowed. Wrist or finger slings ARE allowed as long as attachment bolt does not act as a stabilizer.

- *Arrow rest and nocking point* - Bows may be equipped with an arrow rest and nocking point only (NO KISSER BUTTONS or other aiming devices allowed.).
- *Sights* – Sights or additional equipment for aiming may not be used.
- *Release Aids* - A finger tab or glove may be used by the participant. NO Mechanical Release Aids may be used.
- *Bowmark* – A bowmark is considered any manmade marking on a bow that is used as an aiming device and may not be used in the Novice Class.
- *Levels* - No leveling device may be used
- *Over-draw arrow rests* - The use of an over-draw arrow shelf or rest is prohibited
- *No Stabilizers may be used.*
- Wrist or finger slings ARE allowed as long as attachment bolt of the wrist sling does not act as a stabilizer
- *No Peep Sights.*
- *No markings on string or riser to aid the aiming process.*

Recurve: Open to all 4-H archers using longbows or recurve bows of conventional design.

- *Recurve bows* - Only may be used in any recurve division of archery events.
- *Over-draw arrow rests* - The use of an over-draw arrow shelf or rest is prohibited in recurve divisions of archery matches.
- *Sights* - One bow mark, bow sight or point of aim may be used as an aiming aid in recurve division, but no more than one such device may be used at any time. The sight may allow for both windage and elevation adjustment. Either pin or aperture sights may be used.
- *Bowmarks*- Bowmarks may be with pencil, tape or another suitable material but may not be used in conjunction with another type of sighting device
- *Aperture sights* - The length of any aperture sight loop, barrel, or cone may not exceed the minimum inside diameter of the aperture and in no case may exceed 1 cm regardless of shape.
- *Levels* - No leveling device may be used in the Recurve Class
- *Magnification* – A lens system is allowed providing that the lens system does NOT contain a prism or other magnifying device

Compound: Compound bows of any conventional design may be used in compound bow divisions of archery events.

- *String peep* - String peeps are permitted only in the compound classes.
- *Over-draw arrow rests* - Archers may use an over-draw if they have displayed competence in shooting with that equipment. *Overdraws* are limited to a 6 cm or 2.5 inch maximum measured from the pivot point to bearing surface of the arrow rest.
- *Hunting sights* - Hunting sights using one to five fixed or moveable pins maybe used in compound class. If a hunting type sight is used a pin guard may be in place.
- *Optical sights* - Optical sights ("scopes") with magnifying lenses may be used in the compound division .
- *Levels* - No leveling device may be used, except in the compound division.
- *Release aids* - Release aids may be used only by compound shooters in the compound division

ARROWS

- *Arrows* - Arrows consist of a shaft with a point, nock, fletching, and personal identification markings.

- *Adequate supply* - Each archer must provide an adequate number of arrows to complete the required course of fire. Each archer's arrows will be marked, on the shaft, with his or her name, initials, other insignia or cresting to permit identification.
- *Safety* - Arrows must be sound and properly spined for the bow.
- *AMO standards* - Arrows must meet Archery Manufacturer's Organization standard of at least five (5) grains per pound of peak draw weight. Arrow weight may be checked at the discretion of shoot management. [Coaches and shooters are responsible for pre-shoot check.]
- *Shaft materials* - Any safe shaft material may be used. All arrows must be inspected for soundness, particularly graphite shafts. [Coaches and shooters are responsible for pre-shoot check.]
- No arrows with shafts 23/64ths or 9.3 mm in diameter or larger is permitted.
- *Arrowheads* - Only target or field points may be used in 4-H archery events unless other point types are specifically required.
- *NO Light up knocks (ex: brands such as Luminocks) may be used.*

SHOOTING ACCESSORIES

- *Shooting tab or glove* - A shooting glove, tab or other protective device may be used on the string hand provided it is smooth and provides no mechanical aids for holding or releasing the string. No shape or design criteria are specified. Several layers of material may be used, and a separator to reduce finger pinch may be included.
- *Bow hand* - An ordinary glove, mitten or similar item may be worn on the bow hand.
- *Bow sling* - A bow sling may be used.
- *Arm guard* - An arm guard or stall may be used on the bow arm to prevent string slap and to hold clothing away from the string.
- *Chest protector* - A vest or protector may be used to control clothing on the upper body.
- *Clothing* - Shooters may wear any clothing suitable for the climatic and weather conditions. Archers are expected to adhere to the 4-H Dress Code as outlined in the Code of Conduct form.
- Additional equipment that does not interfere with other shooters or the management of the firing line may be permitted at the judgement of the range official.
- *Binoculars or spotting scope* - Binoculars or a spotting scope may be used to spot arrows, but no optical device containing a range finding device or reticle is permitted. Spotting scopes may be left on the FITA line as long there is no complaint of interference by another archer using the same or adjacent shooting area.

- *Glasses* - Ordinary eyeglasses, shooting glasses, or sunglasses may be worn, but the glasses must not include any device or structure to aid in aiming.
- The use of rangefinders are strictly prohibited on the 3D portion of the event but may be used to verify distances in the FITA and Field portion of the event.
- Umbrellas are not allowed on the firing line of the FITA portion of the event but are permissible on the 3D and Field portion of the event.
- Closed Toed Shoes must be worn on the archery field when participating in the event. Shoes must cover toes and be secured to the heel with a closed formed back. No Crocs, sandals, or shoes with individual toes may be worn on the range. No shoes with designed or manufactured holes or other characteristics that constitute a safety hazard as determined by the tournament director are allowed on the range.

INSPECTION OF EQUIPMENT

Archery equipment to be used in a 4-H Archery event may be inspected by coaches prior to the event and in compliance with all 4-H rules. The Field Captain or judge may inspect any equipment, at any time, at his/her discretion.

RANGE PROCEDURES

Range Control, Operation, and Safety:

- Maintenance of safety is the responsibility of every 4-H'er and coach as well as the designated range officials.
- *Inspection of equipment* – Range officials will notify coaches of any visible safety or equipment violations.
- *Control of shooting* - All shooting will be under the control of range officials at all times.
- *Safe zone of fire* - Arrows may be shot only when a safe zone of fire exists from the firing line to the ultimate impact zone of the arrow. Observing safety hazards downrange is the responsibility of each shooter as well as the range officials and coaches.
- *Practice shooting* - No practice shooting will be permitted on the day of a shoot except as specifically permitted and in specifically identified areas.
- *Nocking arrows* - Arrows may be nocked only after the appropriate command to fire is given.

- *Drawing bows* - Bows may be drawn only on the firing line.
- *Restricted firing line* - Only 4-H'er in the flight or relay actually shooting and range officials may be present on the firing or shooting line during active firing.
- *Target group* - Two or more 4-H'ers sharing a target butt or shooting station.
- *Tampering* – 4-H'ers may touch or handle other shooters' equipment only if specifically authorized to do so by the other shooter or to prevent a dangerous situation or damage to the equipment.

Range Commands:

- Control over the range will be through verbal, whistle, or light commands, or a combination of those command types. Whistle or light commands are preferred for larger groups, while verbal commands are acceptable for small groups of shooters.
- *Cease-fire* - The verbal command to cease fire, multiple whistle blasts (4 or more) or a red light requires all 4-H'ers to stop immediately and remove any arrow from the string. The command indicates the presence of an unsafe condition downrange or the end of the time period for that end. Any arrow shot after the cease-fire command at the end of a firing period will result in the loss of the highest scoring arrow for that end by the 4-H'er.
- *Shooters to the line* - Either the verbal command or two whistle blasts calls 4-H'ers to the firing line.
- *Commence firing* - Either the verbal command, a single whistle blast or a green light indicates the beginning of the shooting time period for each flight or relay.
- *Flight completed, score your targets and retrieve your arrows* - A clear verbal command or a series of 3 whistle blasts may be used to indicate that the range is clear and the group may proceed to score targets and retrieve arrows.
- *Resume firing* - Either the verbal command or one whistle blast is the signal to resume firing after an interruption.

Range Officials:

- Range officials will be designated to control the shooting line and maintain high standards of safety at all times. Additional officials may be appointed at the discretion of the shoot or event coordinator.
- *Range official* - One or more field officials will be appointed with the following duties:
 - *Safety* - The range official(s) will maintain control over safety on the shooting field and its environs at all times.

- Inspection – Coaches and each 4-H'er are responsible for inspecting their equipment for conformity with the rules and safety prior to and as needed during the tournament.
- Rule enforcement and interpretation - The range official is responsible for enforcing appropriate shoot rules, resolving disputes over rule interpretation, and responding to questions about interpretation of the rules.
- Squadding - The range official will call squads to the line in an orderly and timely fashion.
- Time keeping - The range official will act as the official time keeper, maintaining the official clock for each end. He or she has the authority to extend the four (4) minute time period for each end under extenuating circumstances.
- Sight In - In FITA events, a MAXIMUM sight-in period of 3 arrows with a time limit of 2 minutes will be allowed at the beginning of each distance. There is no sight-in period for the 3-D or Field Event.
- Equipment Breakdown/Failure – In the event of an equipment failure or breakdown, the archer will stop shooting and get the attention of the nearest range official. If, in the determination of the range official, a breakdown or failure has occurred, the following steps are taken:
 - The archer has 15 minutes from time of notification and inspection by the range official and coach to repair the equipment.
 - The archer may sight in on a designated target butt, but the archer is required to report back in to the range official within the 15 minutes given for repair.
 - Archers reporting back to the range official within the 15 minutes will be allowed to rejoin the competition at the current end and rotation and any missed arrows will be made up after the last end of the tournament.
 - Time limits for extreme circumstances are at the discretion of the range official and tournament director.

Appointment of other officials - The range official may elect to appoint additional officials as needed to control the shooting line, assist in scoring, record scores, inspect equipment or conduct other duties related to the conduct of the shoot.

Additional range staff - The range official or event coordinator may appoint additional field staff with prescribed duties to assist in the operation and management of the archery range.

TOURNAMENT GUIDELINES

Shooter position:

- Established shooting lines - No 4-H'er will shoot from a position down range of the established shooting line, and all 4-H'ers will honor the established shooting locations.
- Target Archery (FITA)- 4-H'ers must stand straddling (if able) the shooting line while shooting. Any shooter completing an end before the expiration of the time limit may ground his or her bow, without disturbing flanking 4-H'ers, and step back off the line.
- 3-D Archery - Some part of the 4-H'ers body must be in contact with the shooting stake throughout the course of the shot.
- Field Archery – 4-H'ers must stand either to the left or right of the shooting stake so that there is an imaginary line perpendicular to the target formed by the shooting stake.

Targets:

- FITA Target Round - Targets used in the FITA Target Round will be as follows:
 - Novice, Cloverleaf Recurve, Junior Recurve Divisions - full color, 122 centimeter FITA-style targets with ten equal and concentric scoring rings. The innermost gold area is scored a "ten" and the outermost white area is scored a "one." (Target # TA-122 or WP-122).
 - Senior Recurve –
 - Distances of 60 and 50 Meters - full color, 122 centimeter FITA-style targets with ten equal and concentric scoring rings. The innermost gold area is scored a "ten" and the outermost white area is scored a "one." (Target # TA-122 or WP-122).
 - Distances of 40 and 30 Meters - full color, 80 centimeter 6 Ring FITA-style targets with 6 equal and concentric scoring rings. The innermost gold area is scored a "ten" and the outermost blue area is scored a "five." (Target # TA-6x80C or WP-6X80C)
 - Cloverleaf Compound Division –
 - Distances of 40 and 30 Meters - full color, 122 centimeter FITA-style targets with ten equal and concentric scoring rings. The innermost gold area is scored a "ten" and the outermost white area is scored a "one." (Target # TA-122 or WP-122).

- Distances of 20 Meters - full color, 80 centimeter 6 Ring FITA-style targets with 6 equal and concentric scoring rings. The innermost gold area is scored a "ten" and the outermost blue area is scored a "five." (Target # TA-6x80C or WP-6X80C)
- Junior Compound Division –
 - Distances of 50 Meters - full color, 122 centimeter FITA-style targets with ten equal and concentric scoring rings. The innermost gold area is scored a "ten" and the outermost white area is scored a "one." (Target # TA-122 or WP-122).
 - Distances of 40 and 30 Meters - full color, 80 centimeter 6 Ring FITA-style targets with 6 equal and concentric scoring rings. The innermost gold area is scored a "ten" and the outermost blue area is scored a "five." (Target # TA-6x80C or WP-6X80C)
- Senior Compound Divisions –
 - Distances of 60 and 50 Meters - full color, 122 centimeter FITA-style targets with ten equal and concentric scoring rings. The innermost gold area is scored a "ten" and the outermost white area is scored a "one." (Target # TA-122 or WP-122).
 - Distances of 40 and 30 Meters - full color, 80 centimeter 6 Ring FITA-style targets with 6 equal and concentric scoring rings. The innermost gold area is scored a "ten" and the outermost blue area is scored a "five." (Target # TA-6x80C or WP-6X80C)
- 3-D Archery Round - Any quality 3-D target designated by shoot management may be used in this event. The target at any given shooting stations shall remain the same for the duration of the shoot, but each station may use a different type of target. Each target will have a center scoring area and an outer scoring area that MAY OR MAY NOT be observed with the unaided eye at the shooting stake.
- Field Archery Round – Targets used for the Field Archery Round will be NFAA Official Field Targets of sizes selected by the event management and appropriate to the course.
 - For Distances 20-35 feet, 20cm 4 spot target (Target# NFF(WP)-4-20)
 - For Distances 15-30 yards, 35 cm target (Target# NFF(WP)-35)

- For Distances 30-50 yards, 50 cm target (Target # NFF(WP)-50)

TOURNAMENT PROCEDURES AND SCORING

FITA Archery Round:

- The FITA Round will be completed as a separate event with 4-H'ers assigned to a morning or afternoon flight by event management.
- Prescribed courses of fire will govern shooting in the FITA target events, although these courses of fire may be altered by publication in a match announcement or bulletin. Members of each target group will rotate in their order of shooting during each end.
- Two (2) ends of six (6) arrows will be given as a warmup immediately before match begins scoring.
- Three (3) arrows or two (2) minutes sight-in will be given at each distance change.

Novice

- Cloverleaf Class ONLY
- Cloverleaves: Two ends of six arrows each at 30, 20, and 10 meters (122 cm target face): 36 total arrows.

Recurve:

- Seniors: Three ends of six arrows each at 60 and 50 meters (122 cm target face) and three ends of six arrows each at 40 and 30 meters (80cm 6 ring target face): 72 total arrows.
- Juniors: Four ends of six arrows each at 50, 40, and 30 meters (122 cm target face): 72 total arrows.
- Cloverleaves: Two ends of six arrows each at 30, 20 and 10 meters (122 cm target face): 36 total arrows.

Compound:

- Seniors: Three ends of six arrows each at 60 and 50 meters (122 cm target face) and three ends of six arrows each at 40 and 30 meters (FOUR target faces per butt -80cm 6 ring target face, ABCD Format): 72 total arrows.
- Juniors: Four ends of six arrows each at 50 (122 cm target face), and four ends of six arrows each at 40, and 30 meters (FOUR target faces per butt- 80cm 6 ring target face, ABCD Format): 72 total arrows.
- Cloverleaves: Two ends of six arrows each at 40 and 30 meters (122 cm target face) and two ends of six arrows each at

20meters (TWO target faces in a side by side AC/BD format per butt - 80cm 6 ring target face): 36 total arrows.

- Total highest possible score in FITA is 720 points for juniors and seniors and 360 points for Cloverleaf and novice classifications. Volunteers will be appointed by shoot management to either score or act as a target observer in the FITA target round, for Novice, Cloverleaf and Junior competition. Senior divisions will score their own targets in their assigned flights. Disputes over scores will be settled by a range official. 4-H'ers may not touch any arrows in the target until they have been officially scored.
- Scoring will be:
 - *Scoring values (122 cm full face targets)* – From the center of the target outward, the scoring areas are 10, 9, 8, 7, 6, 5, 4, 3, 2, 1. Shots outside the scoring area are scored as misses. The number of x's shot by each archer will be recorded to be used in the event of a tie.
 - *Scoring values (80 cm 6 ring targets)* – From the center of the target outward, the scoring areas are 10, 9, 8, 7, 6, 5. Shots outside the scoring area are scored as misses. The number of x's shot by each archer will be recorded to be used in the event of a tie.
- Archers have a total of four minutes to shoot each end of six arrows.

Scoring of FITA Targets

- Scoring of Targets in the FITA target round will be conducted as follows:
 - Cloverleaf: All Archers on the target PLUS 1 Adult. The Adult will act as scorekeeper for the archers on the target. The archers should call their own arrow scores while the adult acts as verifier of the score and recorder of the score. NO arrows should be touched or pulled until ALL arrows have been scored. All arrows should be scored and recorded BEFORE ANY arrow is removed from the target. Adults should tally the score each end and show it to the archer for verification purposes. Any arrow disputes are settled by the range official not the adult scorer.
 - Junior: All Archers on the target PLUS 1 Adult. The Adult will act as supervisor for the target. Archers will designate a scorer for the target who will record the scores onto the scorecard as other archers call out their arrow scores. Archers should review their scores BEFORE removing their arrows from the target. Adults act only in a supervisory capacity help to expedite the match and check to ensure the scores are recorded accurately. Any arrow disputes are settled by the range official not the adult supervisor.
 - Seniors: All Archers on the target. NO ADULT. Seniors should designate a scorer for the target. The scorer should record the

arrow values as archers call them out. Seniors WILL USE a DOUBLE SCORING system. TWO archers will have separate sets of scorecards to record arrow values. Each scorekeeper will write down the value of the arrows as called out. Scorekeepers will compare cards to ensure accuracy BEFORE arrows are touched or removed from target butt. After recording the scores, each archer is responsible for reviewing their card to ensure accurate recording BEFORE any arrow is removed from the target.

- Any mishaps involving the recording of a score (i.e. scores written on wrong card, arrow value recorded inaccurately)... scorecards MUST be initialed by the RANGE OFFICIAL before arrows are touched or removed from the target butt. Scorecards not initialed by the range official will receive the lower score recorded on the scorecard.
 - AFTER arrows have been removed from the target, scores may NOT be changed.
 - Any scorecards that are deemed illegible by the scoring table are at the discretion of the scoring panel and will receive the score as best determined by a consensus of the scorers.
 - All final decisions regarding scoring and recording of scores are at the discretion of the range official, scoring table, and tournament director.
- *Scoring lines* – The lines between scoring areas of the target are part of the higher value scoring area. A shaft touching a scoring line receives the higher value score.
 - *Shaft location* – Point values will be determined by the location of the shaft as it rests in the target.
 - Any arrow striking the target but failing to remain in the target will be scored as followed.
 - Bounce Out
 - If arrow is seen striking the target and falling out in a reverse course, the archer will stop shooting and get the attention of the nearest range official.
 - The range official will allow archer to continue shooting the remaining arrows. At the completion of that end of shooting (AB and CD lines), the Range official will accompany the archer to the target. Upon verifying a bounce out, the bounce out arrow will be reshot before scoring that end.
 - Pass Through
 - If upon reaching the target and discovering that fewer arrows are in the target than the number of arrows shot and that no bounce outs have occurred, archers on the target must agree that a pass through has occurred.

- If all archers on the target agree that a COMPLETE pass through has occurred, then the number of arrows passing through will be reshot.
- On incomplete pass throughs in which the arrow nock is not visible from the face of the target but the arrow protrudes from the rear, the arrow should be pushed back through the target to determine the value of the arrow.

Cross-fires or wrong target arrows: No 4-H'ers will knowingly shoot at the wrong target. Arrows fired at the wrong target will be scored as misses receiving a score of Zero. In the event that an archer shoots the wrong target, the archer whose target was shot should continue to shoot as if nothing has happened unless the arrow is judged to be "hanging" by the Range Official.

In the case of an arrow hanging in the target, the archers will stop shooting until the current shooting line has completed the end. The range official will accompany archers to the target, score and remove the arrow, then allow the archers to complete their end before beginning the next shooting line.

In the case of an archer having their target repeatedly shot by another archer, then the archer whose target has been shot has the option of continuing to shoot their current target or move to another available target.

- *Excessive shots* – No 4-H'ers will knowingly shoot more than the required number of arrows at their own target. Excess arrows shot will result in the deduction of the highest value arrows on the target until the appropriate number is reached
- *Dropped or Misfired Arrows*: Any arrow that falls entirely beyond the designated arrow line will be considered a shot arrow and is solely the judgment call of the Range Official as to whether the arrow may be reshot.
- *Shooter position* – 4-H'ers must remain more than one arm-length away from the target and their shafts until scoring is complete and the official scorer has cleared them to pull their shafts.
- Turning in score cards

At the end of the tournament, archers will turn their scorecards into the Range Official conducting their field. Archers will remain as a group until ALL of the groups scorecards have been tallied and verified with signatures from both the archer and the scorer. In the Senior and

Junior group, the scorer must have another archer sign the score card verifying the score. (The scorer for the group cannot sign both as archer and scorer on the card.) The groups must stay together and turn the scorecards in as a group so that all the scorecards for a target are handed to the Range Official at one time. Scorecards ARE NOT to be taken by the individual archer away from the group to be tallied.

Archers will be given FIFTEEN (15) minutes from the last whistle command to score, pull arrows and turn scorecards into the range official. Archers will be given 3 reminder calls: 1st call at five (5) minutes, 2nd call at ten (10) minutes, and last call at fifteen (15) minutes. After the time limit has expired, scorecards will be sent to the scoring table for ranking purposes. Scorecards not turned into the Range Official within the designated time period WILL NOT be scored unless the Range Official has been notified of a problem with the score card.

In the event of make-up arrows being shot, the group should stay together until the make-up arrows for the target have been shot, scored, and pulled. All scorecards of archers in the group not shooting the make-up arrows may be tallied while the remaining archer completes the make-up arrows. The group will then record the score of the make-up arrows, pull the arrows, and turn in all scorecards for the group.

In the event there is a tie in total tournament score between any teams or individuals, the following tie-breaking procedure will be followed. Ties will be decided by counting the greatest number of x's, then 10's, then 9's, etc., scored in the FITA round, by the 3 highest scoring archers on each tied team or by each tied individual. The team or individual with the highest number of x's will be declared the tournament winner for their category. If the number of x's are equal then the number of 10's, then 9's, etc., will be counted to determine the winner.

3-D Archery Round (Seniors Only)-

- 3-D targets will be placed in natural cover and at unmarked distances from designated shooting stakes. Stakes will be placed for shooters at the option of the shoot management. Only one arrow will be shot from each shooting station by a 4-H'er. 4-H'ers must maintain physical contact (foot, leg, etc.) with the designated stake while shooting.
- Participants will shoot a total of seven targets at unknown ranges as designated by event management. Stakes will be placed 0 to 50 yards from target for Compound archers and 0 to 40 for Recurve archers.

- Recurve and Compound bows will be in different classes. Distances MAY BE DIFFERENT for the recurve and compound archers.
- Total highest possible score in 3-D will be 77 points.
- NO RANGE FINDING EQUIPMENT allowed on the 3D portion of the course. Use of ANY such device may result in the disqualification from the event
- Range Officials designated by shoot management shall accompany 4-H'ers on the 3D course.
- Coaches are not allowed on the course with 4-H'ers.
- 4-H'ers in their assigned flight will score all 3-D targets.
- Disputes over scores will be settled by a range official.
- Scoring is based on the following International Bowhunting Organization (IBO) system :
 - Center X-----listed as X counts + 11
 - Center Vitals-----+10
 - Outer Vitals-----+8
 - Any non-vital hit in the target-----+5
 - Complete Miss—0
- *Scoring lines* - The lines between scoring zones on the target are part of the higher value area.
- *Shaft location* - The location of the shaft in the target will determine the point value of the shot. Shafts touching a higher value scoring zone will receive the higher score. Any arrow striking another arrow already in the target but continues to move forward and lands in the target will receive the score of the area in which it lands.
- *Pass-throughs or bounce-outs* - Any shaft that does not remain in the target that can be identified by the range official as a bounce-out or pass-through. Range officials will examine arrows in the target for broken or damaged nocks of the arrows in the target to determine if the bounce out was due to contact with another arrow. If there is damage, the bounce out arrow will receive the same score as the damaged arrow in the target with which contact was made. If no contact can be determined, the bounce out arrow will be allowed to be re-shot.
- Shoot management will make every effort to maintain adequate and consistent target quality throughout the shoot.
- *4-H'er position* - 4-H'ers must remain at least six feet away from the target until all scoring is completed and the official scorer has removed the shaft from the target. Any shaft removed from the target prior to scoring will receive a score of ZERO.
- *Initialing the scorecard* - Both the scorer and the 4-H'ers will initial the scorecard to affirm their agreement on the score awarded.

Modified Field Archery Round (Senior Only) –

- Field targets will be placed in natural cover and at marked distances from designated shooting stakes. Two 4-H'ers will stand at the shooting stake (one to the left and one to the right). Participants will shoot a total of 12 arrows at designated shooting stations (4 at each shooting station) as designated by shoot management.
- The field archery round will count toward total tournament score for senior teams advancing to the 3D / Field Round.
- Range Officials designated by shoot management shall accompany 4-H'ers on the Field course.
- Coaches are not allowed on the course with 4-H'ers.
- 4-H'ers in their assigned flight will score all Field targets. Disputes over scores will be settle by a range official.
- Scoring is based on the system :
 - + 5 Center Black Scoring Rings
 - + 4 Center White Scoring Rings
 - + 3 Outer Black Scoring Rings
 - 0 – Miss - outside of the scoring ring area..
- *Scoring lines* - The lines between scoring zones on the target are part of the higher value area.
- *Shaft location* - The location of the shaft in the target will determine the point value of the shot. Shafts touching a higher value scoring zone will receive the higher score.
- *Pass-throughs or bounce-outs* - Any shaft that does not remain in the target that can be identified by the range official as a bounce-out or pass-through will be allowed to be re-shot. Shoot management will make every effort to maintain adequate and consistent target quality throughout the shoot.
- *4-H'er position* - 4-H'ers must remain at least six feet away from the target until all scoring is completed and the official scorer has removed the shaft from the target. Any shaft removed from the target prior to scoring will be scored a minus five.
- *Initialing the scorecard* - Both the scorer and the 4-H'ers will initial the scorecard to affirm their agreement on the score awarded.
- Stations will consist of one walkup, one fan and the birdie target.
- Shooting stakes will be located at a marked distance of 5 to 60 yards, with proper sized targets for the distance shot. Archers must make ready and shoot in an expeditious manner. Each archer is allowed three minutes to shoot 4 arrows, one arrow from each designated stake(s).
- Recurve and Compound bows will be in different classes. Distances are the same for BOTH recurve and compound archers.

- Participants and coaches should refer to the Range and Target Guidelines found under the download section of the National Field Archery Association Website for Field Round Distances and Target Face selection. <http://www.nfaa-archery.org>
- Total highest possible score in field will be 60 points.

Time Limits:

FITA Round - 4 minutes to shoot all 6 arrows, (2 Minutes to shoot 3 Arrows)

3-D Archery – 2 minutes to shoot 1 arrow from designated shooting stake

Field archery - 3 minutes to shoot the required number of arrows (maximum of four) from designated shooting stakes. Field conditions and shooting times may be modified at the discretion of the range official.

4-H'er responsibility - The shooter is responsible for pacing their shooting to meet the time limitations.

COACHING:

Only certified coaches, with issued credentials where applicable, will be allowed in the equipment area. All other coaches and parents must remain behind the designated spectator line.

While a 4-H'er is on the shooting line, he or she may receive non-electronic coaching information from the coach, provided that this does not disturb the other 4-H'ers. 4-H'ers cannot verbally respond from the firing line and coaches cannot assist in any other fashion except at the direct instruction of the field captain. This rule may be modified for participants with disabilities or special needs through prior notification and approval by 4-H SAFE staff. Modifications or needs will be announced at coaches meeting prior to the event.

Replacement of equipment - A coach may provide replacement or additional equipment as needed after obtaining permission from the range official.

Coaches must conduct themselves in a quiet, supportive and cooperative manner at all times. Coaches that violate rules, distract other 4-H'ers or appear to distract their own 4H'ers will be given 1 verbal warning. If a second warning has to be given, that coach's credentials will be pulled

and they will be moved behind the spectator line. If the coach is still disruptive, he or she will be removed from the range.

Only designated scorers are allowed down range. Coaches and parents are not allowed to go down range to the targets unless instructed by the field captain.

Behavior and sportsmanship - The spirit of 4-H sportsmanship and appropriate behavior is expected of all participants in the 4-H shooting sports program.

Knowledge of procedures and rules - 4-H'ers and coaches will make an effort to understand the procedures used in each event and comply with the rules and standards of the events.

Questions - Questions are encouraged to clarify any areas of misunderstanding or interpretations.

Ignorance of the rules - Ignorance of the rules in any event does not excuse their existence.

4-H'ers responsibilities - 4-H'ers are responsible for knowing the rules of their event and staying within them. Learning the rules of the events is part of the educational process for shooting sports participants, but the intent is to aid shooters rather than entrap them.

Reporting - 4-H'ers are responsible for knowing the proper time to report to each event and for reporting at least 30 minutes prior to their shooting time or at the posted orientation time and location.

Behavior of participants - Safe, circumspect, and respectful behavior is expected of 4H'ers, coaches, and spectators at all 4-H shooting events at all times. Disorderly or unsafe conduct has no place on the shooting range and will not be permitted.

Staff discretion - All authorized range staff carry the discretionary responsibility to enforce behavioral guidelines. *Warning* - Any 4-H'ers or coach displaying disorderly, destructive or abusive conduct may be warned a maximum of one time. *Penalties* - Further instances of such conduct may result in the shooter being penalized by having an appropriate reduction in their score or disqualified.

Review - Disqualifications will be reviewed by the shooting sports coordinator and a review board assembled for the purpose of determining additional sanctions, if any, according Georgia 4-H policy.

Certified Coaches & Volunteers

- Counties are required to have a minimum of one 4-H certified coach in the archery discipline per 10 4-H'ers present at all county, district and state activities. The 4-H Project SAFE Committee strongly recommends that there should be one discipline certified coach for each 3-4 person county team.
- Counties must provide 1 volunteer per every 4 Cloverleaf and Junior 4-H'ers to assist with scoring at the targets.
- A 4-H certified coach in archery discipline must be present for a county practice or event to be recognized as a Georgia 4-H SAFE program. Certified Coaches and volunteers must meet the UGA policies for volunteers.

AWARDS & RECOGNITION

Awards are as outlined by the Project SAFE Development Committee. Recognition will be given to high individuals and teams in both compound and recurve divisions for Cloverleaf, Junior and Senior 4-H'ers for FITA Competition. Recognition will be given to high individuals and teams in Novice Class.

In addition, the Overall Senior Winning teams as determined by the combined FITA, Field, and 3D score of the TOP Three (3) INDIVIDUAL scores from the three (3) or four (4) person team will be recognized.

**Recognized State FITA Teams may be different than Recognized State OVERALL Teams.

The first place Overall Senior Team in both recurve and compound will be eligible for Master 4-H'er status and to participate in the recognition of Special Events Winners at State 4-H Congress. The banquet meal and lodging expenses will be paid for the team and coach; however, travel costs are not covered.

Additionally the High Senior Individual (based on FITA score only) in recurve and compound will also be eligible for Master 4-H'er status and to participate in the recognition of Specialist Events Winners at State 4-H Congress. The banquet

meal and lodging expenses will be paid for the individual and coach; however, travel costs are not covered.

The Overall State Winning senior teams in both recurve and compound at the state 4-H match may be eligible to represent Georgia in the 4-H National Shooting Sports Invitational Match.

Members of the Overall State Winning (First Place) Team are ineligible to compete as team members in future years. This applies whether or not they compete in a national 4-H SAFE event. Team members may compete as individuals in future contests and may be recognized as State Winners as High Individuals.

State Winning High Individuals who are not members of the Overall State Winning (first place) Team are permitted to compete in future years as either individuals or as team members.

CLARIFICATION: A Senior Team WINNING FITA may elect NOT to shoot for the National Championship. This DOES NOT exclude them from competing as a team the next year. However ONLY the OVERALL Senior Team will be recognized at State Congress.

OVERALL TEAM CALCULATION EXAMPLE

Team A (THREE MEMBERS)

Name	FITA SCORE	3D SCORE	FIELD SCORE
Member 1	690	70	55
Member 2	685	60	50
Member 3	692	65	40
Team Total	2067	195	145

OVERALL TEAM SCORE is 2407 (2067+195+145) All scores are tabulated.

Team B (FOUR MEMBERS)

Name	FITA SCORE	3D SCORE	FIELD SCORE
Member 1	695	50	60
Member 2	691	70	55
Member 3	680	65	50
Member 4	655	60	60
Team Total	2066	195	175
	(Top 3 FITA SCORES) 695+691+680	(Top 3 3D SCORES) 70+65+60	(Top 3 FIELD SCORES) 60+55+60

OVERALL TEAM SCORE is 2436 (2066+195+175) Only the top THREE scores are tabulated.

The intent of this calculation is to pattern the scoring procedures at the National 4-H match. It allows counties to field a FOUR person team to send to the National Match.

VOLUNTEER HINTS PAGE

We appreciate our volunteers and could not conduct tournaments without your help!! Sometimes, when asked to help score targets, our volunteers feel apprehensive at helping and consider it a daunting task. It is REALLY NOT that hard and here is a little cheat sheet to help answer questions in EACH of the divisions where you may be asked to help.

Cloverleaf: ADULT VOLUNTEER RESPONSIBILITY

1. YOU are the recorder of the ARROW Values. ARCHERS should call out their OWN arrow values (try to get them to call out highest to lowest values.)
2. Guide them in case of an OBVIOUS mistake in arrow value but NEVER CALL the value of a CLOSE Arrow. Call a range official to make the judgement.
3. NEVER allow archers to TOUCH the arrows in the target until AFTER ALL AROWS of EVERY Archer on the target have been assigned a value.
4. An arrow touching the line/ring of a higher value receives the higher value. (Example: If an arrow is CLEARLY on the line dividing the 8/9 scoring ring then the arrow will be assigned an value of 9. If any archer disputes the value, call the line judge for the official determination.)
5. Keep the cards in order on the clipboard. Have the SAME archers call out in the SAME order (ABCD) each time. This will result in fewer mistakes of writing scores on someone else's card. IF there is such a mistake or a wrong value is assigned to an arrow, call a range official to initial the card. Mathematical mistakes may be fixed by you the scorekeeper without calling for the range official.
6. AS the archers pull their arrows, YOU do the math and calculations, so that a running total is kept.
7. Leave the scorecards at the target. Never take them back to the shooting line.
8. Archers may see their scorecards at ANY time, so do not be afraid to shown them their scores.
9. At the end of the match, make sure ALL blanks are filled in on the cards including the number of Xs, 10s and 9s shot by the archer. Have them sign the scorecard and as a group, turn in the scorecards to the designated official. That way if there are any questions, the group will be together.

Junior: ADULT VOLUNTEER RESPONSIBILITY

1. YOU are there as an OVERSEER ONLY.
2. You DO NOT record arrow values OR decide the value of an arrow.
3. Juniors will have one person recording the values of arrows as archers call out their scores (You should NOT have the clipboard).
4. YOU are simply there to keep the match moving, prevent any problems at the target, provide limited assistance to the archers who are scoring their targets, and checking to make sure scores are being recorded correctly.
5. Archers should be keeping the running totals and doing the math while others are pulling arrows. (Hint: Tell archers to leave cards in ABCD order to prevent recording values on the wrong scorecards.)
6. ANY mistakes on the card must be initialed by the Range Official.
7. At the end of the match, keep the groups together, make sure cards are signed, archers have totals and ALL blanks filled in and then send them as a group to turn the cards into the designated official.