

# OUTLAW 3D

## RULES AND REGULATIONS

### SHOOTING COURSE

The Outlaw 3D course will consist of forty (40) target shots. All 3-D animals shall be identifiable from the stake and the kill obtainable, regardless of the equipment used. The targets will be marked at a known distance for each stake.

There are three (3) separate courses. You will be assigned a specific course to start on to minimize wait times at targets.

### ARROWS

Only hunting / target arrows equipped with manufacturer approved points and/or inserts that do not exceed the arrow diameter are acceptable.

No blunts or broad heads shall be used by anyone.

### ARROW WEIGHT

All classes must shoot an arrow weighing at least 5 grains per pound of peak bow weight.

### DRAW WEIGHT

Shall not be adjusted after entering the shooting course.

### RULE INFRINGEMENTS

Shall be monitored by all members and reported to the host club range officials for disciplinary action. Please conduct yourself in a sportsmanlike manner.

- Please keep beverages and language under control.
- Stay on the trail and do not walk with a knocked arrow.
- Horseplay is prohibited on the course.

### GROUND FOR DISQUALIFICATION

The following shall be grounds for automatic disqualification of any shooter or for the removal of any person from the shooting course:

- Consumption of any alcoholic beverage on the range.
- Any person who, in the judgment of range officials, is unfit to continue or to complete the course due to intoxication or physical impairment.
- Alteration of the course. (moving stakes, breaking branches, etc.)
- Conduct unacceptable to the range officer in charge.
- Shooting at anything other than designated course targets.

#### TIE BREAKERS

In order to decide tying scores, a shoot-off will be held using a 3-D animal target set at an unknown yardage with an X placed in the center of the highest scoring area. The arrow closest to the center of the X will determine the winner. If only one shooter is present at the shoot off, he/she will be declared the winner.

#### SCORING

To score, an arrow must be stuck in target. A witnessed pass through is to be scored as agreed on by the majority of the group, or re-shot before shooters advance to target. If a pass through is revealed upon approach to the target by the shooting party, it will be scored zero points. (One arrow per shooter.)

Scoring shall be as follows:

- 11 pts – Circle(s) inside vital area of the 10 point circle; if more than one, all 11-point circles within vital count. Arrow must at least touch circle.
- 10 pts – Circle inside vital area. Arrow must at least touch circle.
- 8 pts – Vital area other than the 10 point circle. Arrow must at least touch the vital area line.
- 5 pts – Remainder of the animal touching body color, turkey tail counts as 5 points.
- 0 pts – A hit in the ears, horn, or hoof not touching body color, any other miss, or glance off.

Score all legal 11-ring hits in the 10 point scoring area of scorecard if a target happens to have one. All ties that cannot be settled in this manner will then be subject to a “shoot-off” method.

Any arrow shot accidentally or deliberately, of not in scoring area of target, will be scored as 0 pts. Any arrow which is dropped and can be recovered while touching the stake may be re-knocked and re-shot.

#### ROBIN HOODS

Any arrow which “Robin Hoods” another arrow will receive the points of the original arrow as long as that arrow is stuck in and remains in the original arrow.

#### RANGE FINDERS

Rangefinders are allowed on the course.

#### EQUIPMENT

Crossbows are not allowed

Any equipment that falls outside our existing guidelines will be put in the open class.

#### GROUPS

Each shooting group shall consist of three (3) to six (6) shooters. Groups including children will include at least 2 shooting adults. If enough shooters cannot be found in a reasonable amount of time then the club may, at their discretion, allow a smaller group of no less than 2 shooting adults. The club official must sign the two shooter's cards.

Shooting groups shall not consist solely of friends or relatives. Such groups will be separated by including at least one outsider who will keep score, whenever possible. Archers in a group of teammates, friends, and or relatives are required to make range officials aware of this situation. Failure to do so is unsportsmanlike conduct and grounds for disqualification.

(Please allow faster groups to shoot through. Good Sportsmanship and courtesy are appreciated.)

#### WHAT CONSTITUTES A SHOT

If the arrow leaves the bow, for any reason, it shall constitute the shot, unless it can be retrieved by the shooter with a portion of his/her body on the shooting stake, at which time the arrow may be re-knocked and shot again.

#### SHOOT STAKES

A portion of the shooter's body shall be touching the shooting stake. The shooter's body may be behind, to either side, or in front of the shooting stake.

- ORANGE STAKE: 75 yards max. MOC
- YELLOW STAKE: 60 yards max. FOC, MHC
- WHITE STAKE: 45 yards max. FHC, MTO, YTH
- BLUE STAKE: 25 yards max. FTO, CUB
- GREEN STAKE: 15 yards max. FBH

#### SHOOTING TIME AT THE STAKE

The first shooter in each group has two minutes from the time the target is safe and clear to move to the stake and release his/her arrow. Once the first shooter has released his/her arrow, each subsequent shooter has two minutes from the time the previous shooter's arrow has been released, to complete their shot.

Each group is responsible for the shooters within the group. If other shooters point out a time rule infringement to your group, then it is your responsibility to speed up and stay within the allotted time. If the other groups protest you or your group, the entire group

could be disqualified. Please move off the stake as soon as you have shot. Glassing of the target from the stake after the shot is prohibited.

### **3-D Classes Defined**

#### **OPEN CLASS (MOC/FOC)**

Compound bow with moveable sight, scope, laser sight or fixed pin. Any type of release aid, glove, finger tab or bare fingers may be used.

- Release: Mechanical or fingers
- Stabilizers: No length restriction on stabilizers & v-bars.
- Overdraw: Legal
- (Men) Open: Course must be shot from the ORANGE stake.
- (Women) Open: Course must be shot from the YELLOW stake.

#### **HUNTER CLASS (MHC/FHC)**

Compound bow with moveable sight or fixed pin. Sights that utilize any lens, laser or magnification are not allowed in any class other than open.

- Release: Mechanical or fingers
- Stabilizers: Maximum stabilizer length of 12". Stabilizer(s) must fall inside a 12" radius from attachment point on face of bow.
- Overdraw: Legal
- (Men) MHC: Course must be shot from the YELLOW stake.
- (Women) FHC: Course must be shot from the WHITE stake.

#### **TRADITIONAL OPEN (MTO/FTO)**

Traditional longbow or recurve. Arrow shaft material made of shooter's choice, shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers. Archers may use up to two (2) nock locating devices, but they must use the same nocking point and anchor point for each shot and the index finger must contact the string in the same place for each shot. The index finger must touch the nock of the arrow. Face and/or string walking are not permitted. No sighting device of any kind may be used. There shall be no markings on the bow or bowstring (intentional or accidental) that could be construed as sighting marks. No type of draw check will be allowed. Shot off knuckles, shelf or stick on rest with no berger button. No sights, stabilizer, mechanical devices, wrist or finger sling, etc.

- Release: Fingers directly contacting the bowstring using a glove, finger tab, or bare fingers
- Stabilizers: Not allowed in Traditional Open
- Overdraw: Not allowed in Traditional Open
- Sights: Not allowed in Traditional Open
- (Men) MTO: Course must be shot from the WHITE stake.
- (Women) FTO: Course must be shot from the BLUE stake.

**YOUTH (YTH) — AGES 13-17 YEARS OLD**

A compound, recurve, or longbow with or without a sight.

- **YTH:** Course must be shot from the **WHITE** stake.

**CUB (CUB) — AGE 9-12 YEARS OLD**

A compound, recurve, or longbow with or without a sight.

- **CUB:** Course must be shot from the **BLUE** stake.

**FUTURE BOWHUNTER (FBH) — AGES 8 AND UNDER**

A compound, recurve, or longbow with or without a sight.

- **FBH:** Course must be shot from the **GREEN** stake.