

Changes made to 2017-12-18 version:

Table of Contents updated - hyperlinks added

Added 22.19.9.9.4 to Compound Unlimited:

22.19.9.9.1 Release aid of any type, glove, finger tab or other finger protection:

- Which it is not attached in any way to the bow;
- Which does not incorporate any type of electric or electronic component.

The following bullet was added to 22.19.9.1 Compound Fixed Pin Sight and 22.19.10.1 Hunter Sight:

- May incorporate a light to illuminate the sight;

Changes made to 2017-12-10 version:

Correction to Rule 22.11.1.2 bullet number two (2):

- The five grains per pound limit will not apply if the archer's bow and arrow combination generates less than 280 FPS of arrow speed.

Changed to:

- The five grains per pound limit will not apply if the archer's bow and arrow combination generates less than 300 FPS of arrow speed.

BOOK 4



Field & 3D Archery

Field Archery
3D Archery

For rules regarding the World Archery / Archery Canada Field and 3D Archery

please see:

Books 2 and 4 of the Archery Canada rulebook.

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Chapter 21 Field Archery

Rules of Field Archery in Ontario are consistent with rules of the International Field Archery Association except as noted on these pages.

This OAA Chapter was adapted from:

The International Field Archery Association Book of Rules: 2017-2018 edition.

This Chapter is a modified version of the International Field Archery rulebook with Ontario Association of Archers specific rules added in **Green** font and the rule number preceded by "OAA" (example: **OAA 24.1**). The organization of the rules follows the IFAA Rulebook organization but the rule numbers do not.

Definitions

Fan - A target at which there are multiple markers each an equal distance from the target.

Marker - Shooting position.

Round - Marked distances: Two defined standard units or, alternatively, shooting one such standard unit twice.

Standard Unit - A series of shots with a set number of targets as defined in Official Rounds.

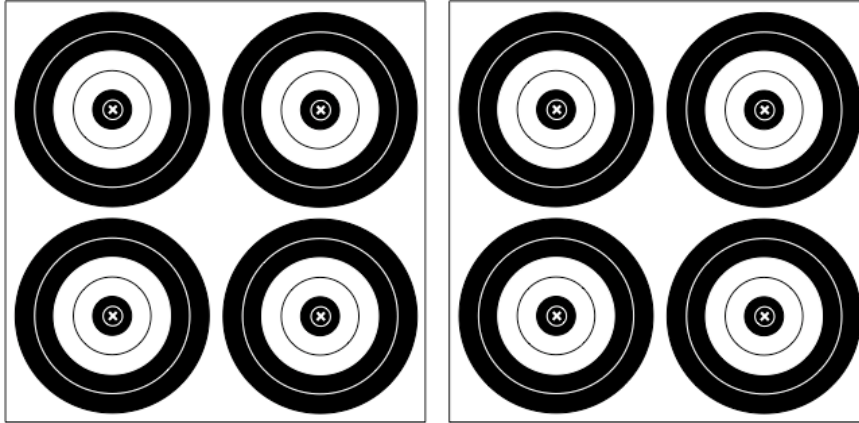
Sighters - Practice arrows.

Walk Up - A target with multiple markers that are shot in sequence with the longest distance shot first.

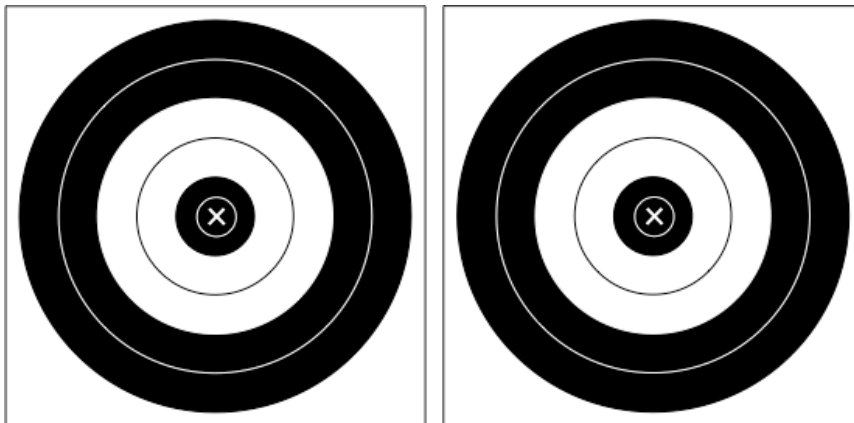
21.1 Targets

- 21.1.1 Faces shall not be placed over other larger faces, nor shall there be any artificial marks on the butt or in the foreground that could be used as points of aim.
- 21.1.2 All butts must be positioned square to the centre of the shooting lane.
- 21.1.3 In all tournaments using official IFAA rounds, a minimum of 8 faces must be used on all butts requiring 20 cm faces. Faces shall be arranged as follows:

- Two square blocks of four faces each (see diagram).



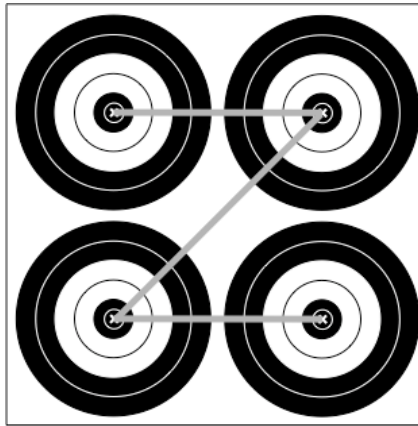
- A minimum of two faces must be used where 35 cm faces are specified; these faces shall be placed side by side on a horizontal level.



- 21.1.4 Where two pairs of faces are provided, one above the other, the first pair of archers shall shoot at the lower pair of faces.
- 21.1.5 35cm faces shall be shot all four arrows at a single face. Arrows shot from the left hand side shall be shot at the left hand target and vice versa, except on fan shots where the two arrows from the left hand markers shall be shot at the left hand target and the arrows from the right hand markers shall be shot at the right hand target.

21.2 Shooting Positions

- 21.2.1 Each target shall have an indicator board at the shooting position, each board shall be visible on approach to the first shooting position, and this board shall carry the information as defined in the Tournament Rules of each event.
- 21.2.2 The distance of each shot shall be clearly shown on each marker. At least one marker per shooting position is mandatory. More markers may be used as preferred by the host member.
- 21.2.3 Where equal distance markers are used (Fans), the minimum distance between any two adjacent markers shall be 3 ft., and the maximum distance between the extreme markers shall be 15 ft.
- 21.2.4 20 cm faces shall be shot one arrow per face in sequence:
- Top left, top right, bottom left, bottom right (see diagram).



- 21.2.5 35 cm faces shall be shot all four arrows at a single face; rule 22.1.5 will apply if multiple faces are used.
- 21.2.6 50 cm faces shall be shot all 4 arrows at a single face; rule 22.1.5 will apply if multiple faces are used.
- 21.2.7 65 cm faces shall be shot all 4 arrows at a single face; rule 22.1.5 will apply if multiple faces are used.

21.3 Equipment

OAA 21.3.1 Outdoors

For the OAA Outdoor Field Championships the following OAA equipment divisions are permitted:

- Recurve
- Compound
- Barebow
- Para
 - Recurve Open
 - Compound Open
 - W1 Open

OAA 21.3.2 Indoors

For the OAA Indoor Field (Five Ring) Championships the following OAA equipment divisions are permitted:

- Recurve
- Compound
- Compound Unlimited
- Compound Fixed Pin
- Hunter
- Barebow
- Traditional
- Para
 - Recurve Open
 - Compound Open
 - W1 Open

Details of the OAA Equipment Divisions can be found in Book 3, Articles 11.1-12.

21.4 Tournament Officials

- 21.4.1 Tournament officials such as Shoot Director, Range Captain(s), Technical Control Officers etc., shall be appointed.
(OAA – Judges are the equivalent to Range Captains(s). Most of the Technical Control Officers duties are done by the Tournament Organizers).
- 21.4.2 A Technical Control shall be appointed by the tournament organizers before the tournament. Such Technical Control shall consist of at least two members, who shall be archers with sound knowledge of archery equipment.
- 21.4.3 At every tournament a Field Captain shall be appointed by the tournament organizers / Tournament Director and it shall be his duty to:
- 21.4.3.1 Make up the groups.
 - 21.4.3.2 Appoint a Target Captain and two scorers for each group.
 - 21.4.3.3 Appoint Range Captains to supervise his duties on the individual ranges.
 - 21.4.3.4 Designate the targets from which each group shall start.
 - 21.4.3.5 Have the option in any tournament to set a time limit, either by target or round, when such a tournament must be completed.
 - 21.4.3.6 Assure that each butt has sufficient target faces to replace “shot-out” faces that no longer allow for decisive scoring.
- 21.4.4 The duty of a Target Captain shall be to order the shooting in the group and to settle all local questions. His decision on arrow values shall be final except on his own arrow values when the decision shall be made by the first scorer. He is also to decide whether or not a face shall be changed prior to shooting.
- 21.4.5 The scorers shall keep an accurate account of scores at each target, maintain a running total and compare these at each target.

21.5 Tournament Rules

21.5.1 General Tournament Rules

- 21.5.1.1 All bows and equipment will be inspected and shall be marked as having been inspected prior to the start of the tournament. Each competitor shall present his/her equipment to the Technical Control (Judge) for equipment check at the designated time and place. It is the responsibility of the archer to maintain his/her equipment within the specified IFAA rules. Failure to do so may result in a protest by another archer, which may result in disqualification.
- 21.5.1.2 Juniors shall shoot in their own groups.
- 21.5.1.3 Cubs shall shoot in their own groups with a non-shooting responsible adult. The non-shooting responsible adult may be one of the scorers for the group.
- 21.5.1.4 No archer may shoot (or compete) in any one Tournament more than once unless it is advertised as a multiple registration Tournament.
- 21.5.1.5 Competitors may not shoot at practice targets during the course of a round except at an official break.
- 21.5.1.6 Archers must shoot for the full duration of a Tournament as laid down in the Tournament specifications. Any scores made by an archer who does not complete the Tournament will not be taken into consideration for any awards
- 21.5.1.7 The decision to discontinue a Tournament, or part there off, shall be a joint decision taken by the Vice President of Tournaments (or in his absence his delegated representative), the Tournament Director and the Field Captain.
- 21.5.1.8 No archer shall draw a bow with the bow hand above the top of the head, when drawing on a horizontal plane.
- 21.5.1.9 The use of equipment that in any way reduces or blocks out the archer's senses (i.e. hearing ability, visual ability, etc.), thus reducing his/her awareness of the surrounding area and distracting from the archery game and safety regulations is not permitted.
- 21.5.1.10 Competitors are strongly advised to wear bright clothing on the ranges, especially in conditions with poor visibility. Full cameo clothing will not be allowed on the ranges without a high visibility item.

21.5.2 Tournament Rules for Outdoor Field Archery

- 21.5.2.1 Archers shall shoot in groups of not less than three and not more than six. Normally the preferred number is four.

In Field Archery tournaments the number of competitors on each target shall be limited to a maximum of six.

In the event that the number of archers in a shooting style exceeds the allowed maximum number for each range, such styles shall be divided in two groups of equal numbers, each group shooting a similar round but on a different range.
- 21.5.2.2 Except where otherwise stated, archers shall shoot in pairs, side by side. In the event of an uneven number of archers in a target group, the last archer shall shoot alone.
- 21.5.2.3 The shooting positions of the group shall be decided by mutual agreement.
- 21.5.2.4 Single marker layout:

No archer shall shoot from in front of the appropriate marker. One foot shall not be more than six inches behind or a maximum of three feet to either side of such marker. For all Animal rounds, marked or unmarked, there shall be two markers.

Double marker layout:

No archer shall shoot from in front of the appropriate marker. One foot shall touch or not be more than six inches behind or to either side of such marker.
- 21.5.2.5 One group shall not hold up the following group by looking for lost arrows.

Enough arrows shall be carried so that each archer may continue shooting and return to find missing arrows when shooting has ceased.
- 21.5.2.6 No archer may practice on any target of a course that is currently being used for purposes of a Tournament. Special practice targets must be provided.
- 21.5.2.7 If for any reason a group is holding up another group mutual arrangement may be made between the Target Captains to allow the following group to pass overtake. In the event that two or more groups are held up by a group and there are two or more open targets ahead of that group that group must allow the following groups to overtake.

- 21.5.2.8 An archer obtaining the Target Captain's permission to leave the range for any valid reason may be privileged to return to his group and complete the unfinished round. His group may wait for his return but must allow the other groups to pass through. The Target Captain shall set a reasonable time limit for his return, upon the expiry of which, the group will continue. He may make up any targets missed in the interim at the discretion of the Field Captain.
- 21.5.2.9 In the event of inclement weather the Tournament shall continue unless the Field Captain gives a prearranged signal. Archers leaving the range before such a signal shall be withdrawn from the competition.
- 21.5.2.10 Targets shall be shot in the sequence intended. Any targets omitted shall be forfeited at the discretion of the Field Captain.
- 21.5.2.11 Groups shall not approach or interfere with other groups whilst either is shooting a target, but shall remain separate until all members of the group have finished shooting.
- 21.5.2.12 In the event of an equipment failure, after resolving the problem (either the repair of the failed equipment or the use of other equipment, which has passed the bow inspection), an archer may shoot four arrows at a practice target under a Field or Range Captain's supervision.
- 21.5.2.13 On all official unmarked distance rounds the archer may use an optical device as long as it cannot be used to measure shooting distances or angles. Optical devices shall be of the hand held type and shall not create any obstacle to other archers during the competition. No electronic performance enhancer of the optical device shall be allowed (e.g. optical stabilizer, electronic zoom, picture freezer, etc). Optical devices intended to be used, shall be presented at the equipment inspection and marked with an inspection sticker, which may not be removed during the competition. Cameras may not be used as range finders, and may be used (as a camera) only after all archers in the group have finished shooting the target.
- 21.5.2.14 It is the responsibility of the whole group to check before start of shooting whether the face(s) on the butt is (are) the same as specified on the indicator board. In case of wrong face/wrong target(s), the group shall inform the range marshal to attach the correct the face.

21.5.3 Rotation Rule

21.5.3.1 Shooting order

21.5.3.1.1 Field and Hunter

In the Field or Hunter Round, the archers within the group shall change their order of shooting on target No. 1 and target no. 15; those who shot first (A+B) shall shoot last and those who shot last (C+D) shall shoot first.

Exec note: At targets 1 and 15 the order shall change from (A+B)/(C+D) to (C+D)/(A+B)

21.5.3.2 Shooting position (shooting side)

For all Rounds the rotation of the shooting position shall apply:

On target No. 1 and target no. 15; Archers who had been shooting from the right side shall shoot from the left side and those who had been shooting from the left side shall shoot from the right side.

Exec note: In the Field and Hunter the order (A+B)/(C+D) will become (D+C)/(B+A).

21.5.3.3 An archer may opt, with the consent of the Target Captain, to shoot from the opposite side if he considers himself to be at a disadvantage from his own side at a particular target.

21.6 Scoring

21.6.1 General Scoring Rules

- 21.6.1.1 No arrows in the target or butt may be touched until the arrows have been scored. Arrows passing through the target face but still in the butt may be pushed back by the Target Captain or deputy who did not shoot the arrow, and scored accordingly.
- 21.6.1.2 If an arrow hits the scoring area but bounces off the target or an arrow passes through the scoring area and is not retained in the butt, another arrow, which has been specially marked, shall be shot.
- 21.6.1.3 An arrow hitting another within the target and remaining embedded in that arrow shall have the same scoring value as that arrow. Arrows being deflected by other arrows shall be scored by their position.
- 21.6.1.4 Scoring arrows: (Read Appendix 1 for more details)
 - 21.6.1.4.1 On the Hunter target faces a line separates one scoring zone from another. This line lies inside the lower scoring area and therefore the arrow must cut through the line to score the higher value.
 - 21.6.1.4.2 On the Field target faces where there is no line, the arrow must cut the higher scoring area to score the higher value.
 - 21.6.1.4.3 The position of the shaft on the surface of the target determines the score.
- 21.6.1.5 The number of times an archer draws an arrow before releasing that arrow will be limited to four. If the arrow is not then shot it will be scored as a miss. The only exception to this rule will be in a dangerous situation at the discretion of the Target Captain or the first scorer if it is the Target Captain in question for outdoor events or of the Shoot Director / Tournament Director for Indoor events.
- 21.6.1.6 In the event of a tie for any award a tiebreak will be held in the manner described in the tournament rules. A tie break shall be shot after the scores have been verified by the tournament score keeper and shall be shot under supervision of the Field Captain (outdoor events) or the Shoot Director / Tournament Director (indoor events) on the last shooting day of the tournament. No arrows in the target or butt may be touched until the arrows have been scored.

21.6.2 Scoring Rules for Outdoor Archery

- 21.6.2.1 On all marked distance targets less than 55 yards, arrows may be scored and drawn in the prescribed manner after each pair of archers has shot, to minimize arrow damage. The Target Captain and both scorers must go to the target to record the score.
- 21.6.2.2 In the event of a miss-shot arrow, an archer may shoot another arrow provided the miss-shot arrow can be reached with the bow from the archer's position at the marker.
- 21.6.2.3 Skids or glances off the ground into the target shall not be counted.
- 21.6.2.4 An archer who shoots from the wrong marker or at the wrong face will lose the score of that arrow. No new arrow may be shot.
- OAA 21.6.2.5 If an archer shoots more than four arrows in an end, only the four arrows of the lower value may be scored.

21.7 Official Outdoor Rounds

21.7.1 Field Round (consists of two standard units)

21.7.1.1 The Field Round standard unit shall consist of the following shots:

Size of Target Face	Number of Positions	Distance of Positions		
		Adult ^c	Cadet	Cub
65cm	4 ^a	80-70-60-50 yds	50 yds	30-25-20-15 yds
65cm	1	65 yds	50 yds	30 yds
65cm	1	60 yds	45 yds	25 yds
65cm	1	55 yds	40 yds	20 yds
50cm	4 ^a	45-40-35-30 yds	as adult	20 yds
50cm	4 ^b	35-35-35-35 yds	as adult	20 yds
50cm	1	50 yds	as adult	20 yds
50cm	1	45 yds	as adult	15 yds
50cm	1	40 yds	as adult	15-15-15-15 yds
35cm	1	30 yds	as adult	10 yds
35cm	1	25 yds	as adult	10 yds
35cm	1	20 yds	as adult	10 yds
35cm	1	15 yds	as adult	10 yds
20cm	4 ^a	35-30-25-20 ft	as adult	20 ft

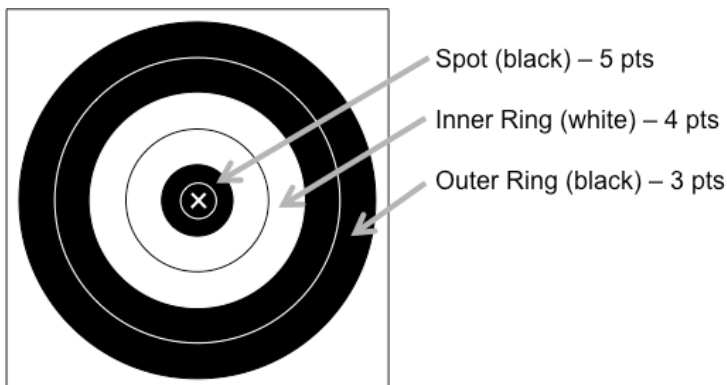
^a - Walk Up, ^b – Fan, ^c - Adult include Masters, Seniors and Juniors

21.7.1.2 The field face shall have a black spot with a white inner ring and black outer ring. Four face sizes shall be used:

Face	Inner Ring	Spot
20cm	12cm	4cm
35cm	21cm	7cm
50cm	30cm	10cm
65cm	39cm	13cm

21.7.1.3 Scoring

The scoring is five for the spot, four for the inner ring, and three for the outer ring.



21.7.1.4 Markers

21.7.1.4.1 All markers for the Adult distances shall be coloured white.

21.7.1.4.2 For shooting distances where archers in the Cadet division do not shoot from the adult marker positions (65cm faces), these markers shall be coloured blue.

In the event of a course with multiple Rounds these markers shall be coloured white and blue.

21.7.1.4.3 The markers for the Cub division shall be coloured black.

21.7.2 Hunter Round (consists of two standard units)

21.7.2.1 The Hunter Round standard unit shall consist of the following shots:

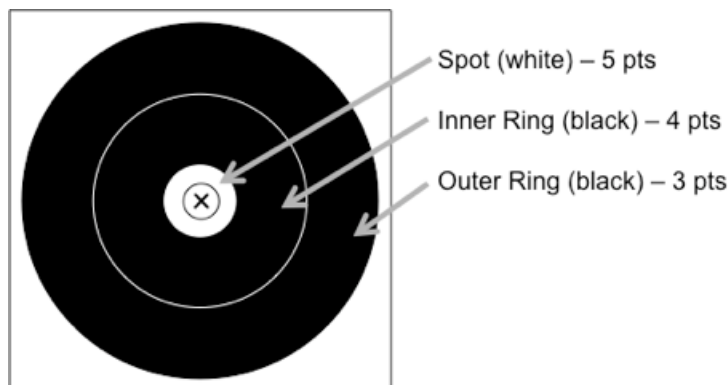
Size of Target Face	Number of Positions	Distance of Positions		
		Adult ^c	Cadet	Cub
65cm	4 ^a	70-65-61-58 yds	50 yds	30-25-20-15 yds
65cm	4 ^a	65-59-55-52 yds	50 yds	30 yds
65cm	4 ^a	58-53-48-45 yds	45 yds	25 yds
50cm	4 ^a	53-48-44-41 yds	41 yds	20 yds
50cm	1	48 yds	as adult	20 yds
50cm	1	44 yds	as adult	20 yds
50cm	1	40 yds	as adult	20 yds
50cm	4 ^b	36-36-36-36 yds	as adult	15 yds
35cm	4 ^b	32-32-32-32 yds	as adult	15-15-15-15 yds
35cm	4 ^b	28-28-28-28 yds	as adult	10 yds
35cm	2 ^a	23-20 yds	as adult	10 yds
35cm	2 ^a	19-17 yds	as adult	10 yds
35cm	2 ^a	15-14 yds	as adult	10 yds
20cm	1 ^a	11 yds	as adult	20 ft

^a - Walk Up, ^b - Fan, ^c - Adult include Masters, Seniors and Juniors

21.7.2.2 The Hunter face shall be all black with white spot. Four face sizes shall be used with dimensions the same as the field faces. The scoring is the same as for the Field Round.

21.7.2.3 Scoring

The scoring is five for the spot, four for the inner ring and three for the outer ring.



21.7.2.4 Markers

21.7.2.4.1 All markers for the Adult distances shall be coloured red.

21.7.2.4.2 For shooting distances where archers in the Cadet division do not shoot from the adult marker positions (65 cm faces), these markers shall be coloured blue.
In the event of a course with multiple Rounds these markers shall be coloured red and blue.

21.7.2.5 The markers for the Cub division shall be coloured black.

21.8 Course Lay-out Requirements For All Outdoor Events

21.8.1 In setting out a field course, the following points are to be adhered to:

- 21.8.1.1 Distances used shall be those designated for the round to be shot.
- 21.8.1.2 All distances shall be correct within six inches; the distance of the target is the distance from the archer's side of the marker to the centre of the butt.
- 21.8.1.3 All butts must be stable so there is no danger of tipping.
- 21.8.1.4 Shooting lanes must be cleared so the arrows will not strike foliage or branches.
- 21.8.1.5 Any person, regardless of height, must have a clear view of the full face of the target.
- 21.8.1.6 Paths must never pass directly behind a target butt, it is preferred that paths should leave the butt at such an angle that archers leave the line of shooting quickly. Paths and target lanes must be clearly marked and adequate direction signs placed.
- 21.8.1.7 Target butts must be placed so that misses do not constitute a hazard to other groups of archers. Bales or butts must not leak arrows or be reinforced with any material, which will damage arrows or be likely to cause bounce-outs.
- 21.8.1.8 A practice range shall be provided with two practice butts for each Field distance. Faces shall be appropriate for the next round(s) to be shot. A separate range of 5 practice butts shall be provided with faces appropriate for the next round(s) to be shot by the cubs. The practice ranges shall be ready for use three full days before the first round will be shot and shall remain available for use during the entire event. Tournament Officials may restrict the use of practice areas to periods when the tournament is not being actively shot. Practice range marshal(s) shall be on duty.

21.8.2 Safety Requirements

- 21.8.2.1 No course shall receive approval until all hazards to safety, in the opinion of the Tournament Director, the Field Captain and the Range Marshal have been removed; the ranges inspected for correctness using the required inspection sheets, as part of the Quality Management Plan, and the QMP sheets have been correctly and fully completed and signed off by the Vice-President or his delegated representative. No course shall receive approval until all hazards to safety, in the opinion of the Range Inspector have been removed.
- 21.8.2.2 If a target butt is situated so that any path, target, road or building is behind at an unreasonable distance, then the target must be provided with adequate backstop.
- 21.8.2.3 The practice area must be placed so that no paths or roads pass behind the practice butts.
- 21.8.2.4 A minimum of 25 feet is necessary between any paths or shooting lanes parallel to another shooting lane. This minimum permits a tolerance depending on terrain and length of shot, but the distance used must preserve absolute safety.

OAA 21.8.2.5 The distance on either side of a target is to be free from archers and shall be 15 degrees either side of the target measured from the furthest shooting position to the center of the target. This does not mean that the area is cleared but that there are no other shooting positions, waiting areas, etc. to be located in this area. No target shall be placed on the top of a hill where a miss becomes virtually a flight arrow.

21.9 IFAA Indoor Round

21.9.1 Standard Unit

21.9.1.1 A Standard Unit shall consist of 6 ends of 5 arrows per end, shot over a distance of 20 yards (18.3 meters). A round shall consist of two Standard Units. Pre-Cubs/PeeWee will shoot at a distance of 10 Yards (9.15 meters).

A Round shall consist of two Standard Units.

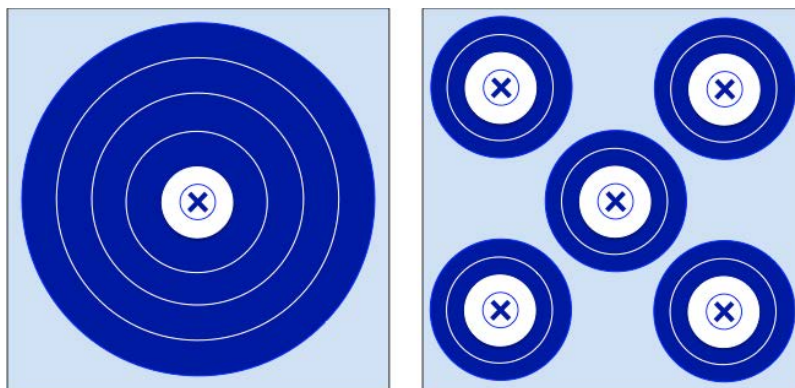
21.9.2 Targets

21.9.2.1 The target face shall be 40cm in diameter and shall be a dull blue colour. The spot shall be two white rings with a blue X in the center ring. All lines that separate the scoring areas shall be white. (X-ring is used for tie breakers only)

21.9.2.2 The bulls-eye shall be 8cm in diameter with 4cm diameter X-ring.

21.9.2.3 The Tournament Director may allow the archer to use the Indoor 5-spot target which will contain five 16 cm targets on a screened blue surface. A single target will consist of:

- A white scoring area of 8.0 cm diameter.
- An outer scoring area of 16.0 cm being of a dull blue colour.
- Scoring will be:
 - White scoring area: 5 points;
 - Blue scoring area: 4 points.
- The targets on the face shall be arranged similar to the number "five dice".



21.9.2.4 In the case of an archer being allowed to use the Indoor 5-spot target, one arrow will be shot at each of the five spots on the target. They may be shot in any sequence. If more than one arrow is shot into the spot, only the lowest scoring arrow shall be counted.

21.9.3 Shooting Positions

21.9.3.1 Shooting positions will provide sufficient area to enable two archers to shoot simultaneously at one target butt.

21.9.4 Shooting Rules

21.9.4.1 An archer shall stand so that he has one foot on either side of the shooting line.

21.9.4.2 The time to shoot 5 arrows, one end, is 4 minutes (240 seconds).

At the start of an end there will be two sound signals for the designated athletes to occupy the shooting line (Red light), 10 seconds later, the Director of Shooting shall give one sound signal for shooting to begin (Green light). Two sound signals shall be given to indicate that shooting is to stop, even if all arrows have not been shot (Red light). Any athlete still on the shooting line shall immediately go back behind the waiting line. If there is a second line there is 10 seconds for them to move up to the shooting line and wait for one sound signal and the shooting to begin (Green light). This whole procedure shall be repeated as above, until all have shot. Three sound signals shall be given for the scoring to begin (Red light).

21.9.4.3 All other shooting rules shall apply as listed under IFAA Tournament rules.

21.9.4.4 In the event of equipment failure the archer shall inform the Shoot Director after the end is complete. The archer will thereafter have 15 minutes of repair time without holding up the tournament. After resolving the problem (either the repair of the failed equipment or the use of other equipment, which has passed the bow inspection) the archer shall be allowed to shoot the missed arrows after the final end of that Round, with a maximum of 3 ends (15 arrows).

An archer will only be allowed one equipment failure per Round.

- 21.9.4.5 Pairing of archers shall be done daily by the Range Captain. New pairing will be done after each round.
- 21.9.4.6 Practice should be for a minimum of 20 minutes and a maximum of 45 minutes and the competition shall start as soon as possible.
- 21.9.4.7 Upon completion of the first Standard Unit the pair of archers shall exchange positions. The archers who shot first will shoot second. It will be the archer's responsibility to move his/her target face to the changed position. Target faces may not be moved after the second Standard Unit has started.
- 21.9.4.8 In the event that the two target faces are placed 'over and under' the pair of archers shooting first shall always shoot the bottom target face.

21.9.5 Scoring

- 21.9.5.1 The scoring is 5, 4, 3, 2, and 1 from the spot out.
- 21.9.5.2 In the case of a witnessed bounce-out or an arrow passing completely through the scoring area of the target an archer may shoot another arrow.
- 21.9.5.3 Hits on the wrong target will be scored as misses.
- 21.9.5.4 When an arrow is dropped while the archer is in the act of shooting, he may shoot another arrow in place of the dropped arrow if the dropped arrow is within 10 feet of the shooting line.
- 21.9.5.5 If an archer shoots more than five arrows in an end, only the five arrows of the lower value may be scored.
See 21.9.2.4 for scoring the 5 spot face.
- 21.9.5.6 If an archer shoots less than five arrows in one end he may shoot his remaining arrows if the omission is discovered before the end is officially completed; otherwise they shall be scored as misses.
- OAA 21.9.5.7 On the Indoor target faces a line separates one scoring zone from another. This line lies inside the lower scoring area and therefore the arrow must cut through the line to score the higher value, see Appendix 1.

Chapter 22 OAA 3D Archery

Rules of 3D Archery in Ontario are consistent with rules of the 2009 OAA Rulebook, Chapter 11

This OAA Chapter was adapted from:

The OAA Rulebook: 2009 edition, Chapter 11.

This Chapter is a modified version of the 2009 OAA Rulebook, Chapter 11. Archery Canada specific rules (Equipment Divisions) are added in **Blue** font. The organization of the rules follows the 2009 OAA Rulebook, Chapter 11 organization but the rule numbers do not.

22.1 Scorecards

- 22.1.1 It is recommended that all scorecards be shuffled and groups busted. A group with 3 or 4 friends or family members, plus an outside person is considered busted, provided that the outside person is one of the scorers for the group.
- 22.1.2 Double scoring is required.

A discrepancy between two scorecards may be discovered after the arrows have been drawn from the target. A judge may correct the scorecard(s) if he or she finds sufficient evidence of what the correct scores (arrow values) are. Otherwise, the lower value recorded on the two scorecards will be awarded.
- 22.1.3 A mistake on the scorecard may be corrected before the arrows are drawn, provided that all the athletes on the target agree on the correction. The correction must be witnessed and initialed by all the athletes on the target.
- 22.1.4 Any other disputes concerning entries on a scorecard must be referred to a Judge.
- 22.1.5 Scorecards will be collected at the completion of each course. All scorecards must be legible, completed, and signed to be accepted.
- 22.1.6 When scorecards are turned in to the person(s) designated by the Organizing Committee, they will not be subsequently changed. An inaccurate total that benefits the shooter's score will result in the disqualification of that shooter.
- 22.1.7 Anyone who alters without authorization, or falsifies a score, or knowingly has a score altered or falsified will be ineligible to compete in any OAA sanctioned event for one year.
- 22.1.8 Shooters are responsible for their own scorecards. Duplicate cards will not be issued for any lost, damaged or stolen cards, unless re-issued by a Range Official.
- 22.1.9 All scorecards will be kept by host club for one (1) year.

22.2 Tournament Continuity

- 22.2.1 Once a shooter begins shooting a course, he/she must finish with his/her own group or as re-assigned by a Range Official. Any shooter that leaves a range without the authorization of a Range Official will not be allowed to continue. (See procedure for equipment failures in 22.12.)

22.3 Pass-Through, Bounce-Outs

- 22.3.1 To score, arrows must be stuck in the target. Witnessed pass-throughs or bounce-outs, are to be scored as agreed on by the majority of the group, or re-shot before shooters advance to the target. A pass-through is defined as an arrow passing completely through a target, with target material 360 degrees around the arrow, leaving both an entrance and exit hole.

22.4 Scoring

- 22.4.1 For all sanctioned OAA shooting events, the scoring is as follows. One arrow is shot per target.
 - 22.4.1.1 **11** - Small circle centered within the ten ring, approximately 25% of the ten ring will be used. Arrow must at least touch the circle. This score would reflect 11 on the scorecard.
 - 22.4.1.2 **10** - Circle inside vital area. Arrow must at least touch circle.
 - 22.4.1.3 **8** - Vital area other than the 10 point circle. Arrow must at least touch the vital area line.
 - 22.4.1.4 **5** - Remainder of the animal touching body colour.
 - 22.4.1.5 **0** - An arrow embedded in the hoof or horn of an animal, not touching body color, is considered a miss and is scored as a zero. Targets with legs of a different color than the main body will still be considered as body color for scoring.
 - 22.4.1.6 All scoring zones will be used unless otherwise noted at shooting stake.
 - 22.4.1.7 Any arrow released accidentally or deliberately, will be, if not in scoring area of target, scored as 0 (miss). Any arrow, which is dropped and can be recovered while touching the stake may be re-nocked and re-shot.
 - 22.4.1.8 Targets must be scored by both scorekeepers before arrows are pulled. Early pulled arrows score 0. Repeated offences will result in the offending shooter being disqualified.

22.4.1.9 An arrow embedded into the nock end of an arrow embedded in the target shall be scored the same as the arrow embedded into the target. An arrow that hits another arrow – with the arrow being struck showing visible damage – that does not stick in the target shall be given the score of the arrow that was struck. The majority of the group must agree that 1) a particular arrow was struck, and 2) that striking the arrow prevented the arrow from sticking in the target, or the arrow shall be scored as a miss.

22.4.1.10 Any athlete on the target will refer any questions about the value of an arrow in the target face, before the arrows are drawn, to the competitors in the group. The majority opinion of the group will decide on the value – if there is split decision (50/50) the arrow will be given the higher value. That decision of the archers is final.

22.5 Range Layout

22.5.1 Targets must be placed so that the entire vital areas are open and distinguishable. If there are multiple scoring areas on a target the Organizers must identify the one correct area to shoot at with signage at the shooting stake. Signage must be clear enough so that it won't be missed from any of the stakes. In most cases the broadside or most completely visible scoring vitals should be used. If the correct scoring area is not indicated by clear signage at the shooting stake, arrows in any scoring area will count.

[Outdoor only] Pictures of the targets being used at a sanctioned event must be placed at one of the following locations with vital areas distinguishable:

- At registration,
- At range tents,
- At each shooting stake, or

Copies of the pictures can be passed out to each shooter during registration.

22.5.2 Ranges are to consist of 3D type animal targets. A mixture of targets (size, type etc.) is allowed provided all targets have official OAA scoring areas.

22.6 Shooting Stakes

22.6.1 Classes will shoot from shooting stakes as follows:

Stake	Outdoor	Indoor
Orange Max 50 yards (45.72m)	CU (Compound Unlimited) CFP (Compound Fixed Pin) JRC (Junior Compound) M50 (Masters 50) K50 (Known 50) CB (Crossbow)	CU (Compound Unlimited) CFP (Compound Fixed Pin) JRC (Junior Compound) CADC (Cadet Compound) M60 (Masters 60) M50 (Masters 50) K50 (Known 50) K50M (Known 50 Masters) CB (Crossbow)
Blue Max 40 yards (36.57m)	M60 (Masters 60) CADC (Cadet Compound) HUN (Hunter)	
White Max 30 yards (27.43m)	M60TR (Master60 Traditional) M50TR (Master50 Traditional) TRD (Traditional) JRT (Junior Traditional) CADT (Cadet Traditional) CUBC (Cub Compound) CUBT (Cub Traditional) PCUBC (Pre-Cub Compound) PCUBT (Pre-Cub Traditional)	M60TR (Master60 Traditional) M50TR (Master50 Traditional) TRD (Traditional) JRT (Junior Traditional) CADT (Cadet Traditional) CUBC (Cub Compound) CUBT (Cub Traditional) PCUBC (Pre-Cub Compound) PCUBT (Pre-Cub Traditional)
Peewee stakes should be set at unknown distances up to 15 yards (13.72m) and be yellow in colour.		

- 22.6.2 *[Indoor and Outdoor]* Stakes furthest from the target are to be shot first, unless directed otherwise by a shoot official. Archers shooting from the same stake are to rotate shooting order from target to target.
- 22.6.3 *[Outdoor only]* When shooting, the shooter must touch the stake with a portion of his/her body. *[Indoor only]* When shooting, the shooter must shoot from the designated shooting area.
- 22.6.4 *[Outdoor only]* The waiting area will be designated with caution tape or a marker of some type placed at a distance where the approaching group can see the group ahead and wait. The distance should be adequate so that the approaching group does not disturb the archers who are shooting. The approaching group must wait at that point until the archers have scored, retrieved their arrows and have moved on to the next target.
- 22.6.5 The distance on either side of a target is to be free from archers and shall be 15 degrees either side of the target measured from the furthest shooting position to the center of the target. This does not mean that the area is cleared but that there are no other shooting positions, waiting areas, etc. to be located in this area. No target shall be placed on the top of a hill where a miss becomes virtually a flight arrow."

22.7 Allotted Shooting Time

- 22.7.1 *[Indoor only]* Groups may be warned if officials find them taking an excessive time to complete shooting. After a group has been warned once, five (5) points may be deducted from each competitor of the group.
- 22.7.2 *[Outdoor only]* Two minutes are allowed for the first shooter in the group. This time will begin when the previous group clears the target. Each following shooter in the group will have two minutes to shoot his or her arrow. This two minutes time limit begins when the previous shooter in the group releases his or her arrow. A shooter found in violation of this rule may have five points (5) deducted from his or her score.

22.8 Protests/Appeals

- 22.8.1 All protests are to be filed with the protest committee appointed by the Organizing Committee. No protest will be dealt with until the protest committee receives a thirty (\$30.00) dollar fee and the protest form. All protests must be filed within one hour after the ranges close for that day. All decisions of the protest committee are final, unless a written appeal is received by the OAA business office within five working days of the protest committee's decision. The OAA Tournament Director will hear appeals.
- 22.8.2 All decisions by the OAA Tournament Director will be final, with the exception that, at an OAA Provincial Championship, the protest committee will consist of a three-director panel. All decisions on any protest by this committee are final and cannot be appealed to the OAA Board.
- 22.8.3 The protest committee will be comprised of three (3) members who will be named prior to the tournament. They will be appointed by the host club and approved by the OAA Tournament Director. There should be at least one (1) spare member appointed should a protest be filed that would be in conflict with a member of the committee and that person has to resign for that particular protest.

22.9 Cameras and Rangefinders

- 22.9.1 Camera or range-finding devices are not allowed on any of the shooting ranges regardless of use. Handheld binoculars are allowed. All binoculars must bear the manufacturer's original markings showing their maximum power.
- 22.9.2 Rangefinders are permitted to those participating in the Known Distance (K50) divisions.
- 22.9.3 In consideration of time, no shooter may glass the target from the shooting stake after taking his or her shot. Shooters may glass the target prior to shooting, but are reminded of the time restriction for their shot. A shooter found in violation of this rule may have five points deducted from his or her score.

22.10 Yardage Discussion

- 22.10.1 There is to be no discussion of yardages until target has been scored. Discussion is restricted to shooters that have already shot said target. See 22.21.3.4

22.11 Equipment

22.11.1 Arrow Weight and Speed

- 22.11.1.1 Shooters arrows must weigh at least five (5) grains per pound of shooting weight. Shooting weight is defined as the peak draw weight (maximum draw weight or thrust weight, which ever is greater) that is obtained within the maximum draw cycle. Shooters will be allowed 5 grains for scale differences. Shooters at the maximum end of the weight allowed for a class will be allowed two pounds for bow scale variation, but arrow weight must follow bow weight.
- 22.11.1.2 The five grains per pound limit will not apply if the shooter's bow and arrow combination generates less than 300 FPS of arrow speed.
- Five grains will be allowed for scale differences.
 - The five grains per pound limit will not apply if the archer's bow and arrow combination generates less than 300 FPS of arrow speed.
 - When asked to have his equipment checked, a competitor will be required to choose which way they would like it checked. One way or the other, not both.
 - If the arrow speed is higher than 300 FPS the archer's equipment will be subject to the five grains per pound limitation.
 - A 3% grace will be allowed for chronograph differential.
 - Check manufacturer's recommendation concerning arrow weight per pound of bow weight. It is recommended that you do not shoot an arrow weighing less than the minimum recommendation for your bow.
- 22.11.1.3 It is the shooter's responsibility to maintain their equipment within this rule. Check manufacturer's recommendation concerning arrow weight per pound of bow weight. It is recommended that you do not shoot an arrow weighing less than the minimum recommendation for your bow.
- 22.11.1.4 Equipment inspection is optional at most OAA 3D events. Organizers may elect not to inspect equipment or to inspect it randomly or for all competitors. Exceptions are Provincial Championships and qualifying events as mandated by the OAA. Rules Book 2 OAA 3.3.10.6 regarding the Outdoor and Indoor Championships also apply to any OAA event where equipment inspection is mandatory. Equipment will be checked at random.
- 22.11.1.5 Arrows of any type may be used provided they subscribe to the accepted principle and meaning of the word "arrow" as used in 3D archery, and that such arrows do not cause undue damage to target faces or butts. An arrow consists of a shaft with head (point), nock, fletching and, if desired, cresting. All arrows used will be of the same construction and carry the same pattern and colour(s) of fletching, nocks, and cresting.

22.11.2 General Requirements

- 22.11.2.1 Limb bolts. Once a shooter begins a course, his/her limb bolts may not be adjusted until after the equipment can be checked by Range Officials at the completion of that course.
- 22.11.2.2 Sights and v-bars, when allowed, must not extend more than twelve (12) inches from the bow nearest the point of attachment for all classes.
- 22.11.2.3 Overdraws are legal unless otherwise stipulated in the class definition.
- 22.11.2.4 **Sights.** Unless otherwise stipulated in the class definition, there is no limit to the number of pins on a sight. Electronic sights, including lasers, are allowed unless otherwise stipulated in the class definition. A sight in any fixed pin class must not be moved while on the range during a tournament, whether or not the sight can be moved without the use of a tool.
- 22.11.2.5 Any equipment that falls outside the existing guidelines will be put in the Non-Competitive (NC) class until such time that the OAA Tournament Director makes a ruling as to which class it should be placed in.
- 22.11.2.6 A Stabilizer is any device used for stabilization of the bow. Unless otherwise stipulated in the class definitions, stabilizers are allowed and they may be longer than twelve (12) inches.
- 22.11.2.7 One golf size umbrella only, may be used at the shooting stake.
- 22.11.2.8 Maximum bow peak draw weight:
- Male competitors are allowed a maximum of 80-pounds peak draw weight, except in TRD (Traditional Longbow) where the maximum is 90 pounds.
 - Female competitors, and male Junior, Cadet and Cub aged competitors are allowed a maximum of 60 pounds peak draw weight.
 - Pre-Cub and Peewee aged competitors are allowed a maximum of 40 pounds peak draw weight.

22.12 Equipment Failures

- 22.12.1 Equipment failures must be visible and agreed upon by the majority of the group. Upon agreement, the shooter must have his/her scorecards initialed by the entire group as an equipment failure. The scorecards of the shooter with the equipment failure will be totaled and initialed by the score keepers before leaving the range. At that time, the shooter (with the failure) only must proceed forward through the course to the range tent (Outdoors) or proceed out of the shooting area (Indoors), to repair his/her equipment. He/she must notify a Range Official.
- 22.12.2 If there are three or more shooters remaining in the group, they may continue shooting. If two or less shooters remain, they must join the following group, (unless, by joining the following group it will make a group of 6 or more) or step aside and wait for a Range Official before continuing.
- 22.12.3 The Range Official will hold the individual's scorecards until the repair is completed and he/she is escorted back onto the range. The Range Official will determine the amount of time necessary to make the needed repair. The allotted time will not be exceeded. A Range Official must escort all persons re-entering the range to the designated target.
- 22.12.4 Equipment may be re-checked as the individual returns to the range. Equipment may not be exchanged during a course except as pertains under Rule 22.12. Any shooter leaving the range or exchanging equipment without following the guidelines of Rule 22.12 may be disqualified.
- 22.12.5 An Equipment failure for and outdoor 3D event must not delay the event by more than 30 minutes. For indoor events this delay must not exceed 15 minutes.

22.13 Age Classes

- 22.13.1 Masters 50, a person must be 50 or older on December 31 of the current year.
- 22.13.2 Masters 60, a person must be 60 or older on December 31 of the current year.
- 22.13.3 Anyone may compete in any Shooting Class which does not specify age restrictions.
- 22.13.4 Junior, a person must be 20 or younger on December 31 of the current year.
- 22.13.5 Cadet, a person must be 17 or younger on December 31 of the current year.
- 22.13.6 Cub, a person must be 14 or younger on December 31 of the current year.
- 22.13.7 Pre-Cub, a person must be 12 or younger on December 31 of the current year
- 22.13.8 Peewee, a person must be 9 or younger on December 31 of the current year.

22.14 Alcohol on Range

- 22.14.1 No alcoholic beverages may be carried or consumed on any range or practice area by anyone during shooting hours. If, in the opinion of a Range Official, a shooter is under the influence of alcohol or any substance which may make him/her a disturbance or safety risk to him/herself or others, that shooter may be denied permission to continue in the competition and other sanctions may be applied by AC or OAA.

22.15 How Ties Are Broken

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

22.16 Spectators

- 22.16.1 Spectators will not distract, interfere with or assist shooters while on the range. Those doing so will be asked to leave the venue.

22.17 One Class per Shooter

- 22.17.1 Shooters will be allowed to participate/compete in one class (only) at any OAA sanctioned event.

22.18 Sportsmanship

- 22.18.1 Unsportsmanlike conduct will not be tolerated. Any action considered by Range Officials as unsportsmanlike will result in disqualification.
- 22.18.2 It will be considered unsportsmanlike conduct to assist a shooter by projecting any illuminated aiming point onto any target.

22.18.3 Littering or improper disposal of trash will be considered as unsportsmanlike conduct.

22.19 Shooting Classes

22.19.1 Combined Classes

At their discretion, organizers may offer either or both:

- **Combined or separate male and female classes**, usually depending on number of registrants. For example, all male and female Junior Traditional shooters may be combined into a JRT (m/f) class instead of offering JRT (m) and JRT (f) classes separately.
- **Combined youth classes** by eliminating the younger classes. For example, all Cub and Pre-Cub male and female compound shooters can be combined by offering just CUBC (m/f), and not CUBC (m/f) or PCUB (m/f) separately.

22.19.2 Designating Male and Female Classes

In order to designate whether classes are combined or separate, "(m)" or "(f)" or "(m/f)" is added to the abbreviated or full designation of the class (e.g. HUN(m), HUN(f), or HUN(m/f), Masters 50(m), Masters 50(f), Masters 50(m/f)).

22.19.3 Shooting Classes Defined

See Rule 22.6.1 for Indoor and Outdoor stakes for each class.

See Rule 22.11.2 for additional requirements on equipment for the classes defined below.

22.19.4 Masters 60 - M60 (m/f) or M60 (m) & M60 (f) (optional class)

Any type of equipment or style, subject to any restrictions above, may be used.

22.19.5 Masters 50 - M50 (m/f) or M50 (m) & M50 (f) (optional class)

Any type of equipment or style, subject to any restrictions above, may be used.

22.19.6 Know Distance 50 - K50 (m/f) or K50 (m) & K50 (f)

22.19.6.1 Archers will shoot from the Orange stake (50 yard maximum).

22.19.6.2 Any type of bow, sight, release aid recognized by the OAA.

22.19.6.3 Class is open to archers of all ages.

22.19.6.4 Marked distances will NOT be supplied to archers in paper form. Rangefinders shall be used by archers to determine the distances.

22.19.6.5 As with a Unknown Distance archer(s)/group, there will be no discussion of yardage by a Known Distance archer(s)/group at the shooting stake, or at any time until after the arrows have been recorded/scored at the target.

22.19.6.6 Archers competing in a Known Distance category may shoot in a group with archers from an Unknown Distance category, as the same etiquette rules apply: 'NO YARDAGE DISCUSSION until after the arrows have been recorded/scored at the target.'

22.19.7 Know Distance 50 Masters – K50M (m/f) or K50M (m) & K50M (f)

Same as Know Distance 50, K50, but restricted to Masters age class.

22.19.8 Compound Unlimited – CU (m/f) or CU (m) & CU (f) (originally AC rule AC 22.8)

22.19.8.1 A bow of any type provided it complies with the common meaning of the word bow as used in target archery, that is, an instrument consisting of a handle (grip), riser which may be of a shoot-through type and two flexible limbs. It may be a compound bow which is one where the draw is mechanically varied by a system of pulleys or cams. The bow is braced for use by bowstring(s) attached directly to the cams, string nocks of the bow limbs, cables or by other means as may be applicable to the design.

22.19.8.1.1 The peak draw weight shall not exceed:

- 80 lbs for men
- 60 lbs for women, Junior, Cadet & Cub
- 40 lbs for Pre-Cub & PeeWee

22.19.8.2 Cable guards are permitted.

22.19.8.3 A brace or split cables are permitted, provided they do not consistently touch the athlete's hand, wrist or bow arm.

- 22.19.8.4 Attachments on the string such as a lip or nose mark, a peep-hole, a peep-hole 'hold-in-line' device, loop, bowstring silencers, etc.
- 22.19.8.5 An arrow rest, which can be adjustable. The pressure point of the arrow rest if placed further back than 6cm (inside) from the throat of the handle (pivot point of the bow) shall be equipped with an overdraw protection device.
- 22.19.8.6 Draw Check indicators, which may be, audible and/or visual.
- 22.19.8.7 Bow sight attached to the bow:
- 22.19.8.7.1 which may allow for windage adjustment as well as an elevation setting, and which may also incorporate a levelling device, and/or magnifying lenses and/or prisms and may have multiple pins;
- 22.19.8.7.2 which sight points may be a fibre optic sight pin and/or an electric light to light the sight pin(s).and/or a chemical glowstick. The glowstick shall be encased so as not to disturb other athletes;
- 22.19.8.7.3 which must not extend more than 12 inches from the nearest point of attachment to the bow.
- 22.19.8.7.4 Multiple sight pins are permitted on all 3D courses at Archery Canada events provided that they have not been modified to provide an additional means of estimating distance.
- 22.19.8.8 Stabilisers of any length and torque flight compensators on the bow are permitted.
- 22.19.8.8.1 They may not:
- serve as a string guide;
 - touch anything but the bow;
 - represent any danger or obstruction to other athletes.
- 22.19.8.9 Arrows of any type may be used provided they comply with the common meaning of the word "arrow" as used in target archery, and do not cause undue damage to targets, faces or butts.
- 22.19.8.9.1 An arrow consists of a shaft with a tip (point), nocks, fletching and, if desired, cresting.
- The maximum diameter of arrow shafts is not limited in this division.
 - All arrows of every athlete shall be marked with the athlete's name or initials on the shaft.
 - All arrows used in any end shall be identical and shall carry the same pattern and colour(s) of fletching, nocks and cresting, if any.
 - Tracer nocks (electrically/electronically lighted arrow nocks) are not allowed.
- 22.19.8.9.2 Arrows must weigh at least 5 grains per pound of bow draw weight.
- Five grains will be allowed for scale differences.
 - The five grains per pound limit will not apply if the archer's bow and arrow combination generates less than 300 FPS of arrow speed.
 - When asked to have his equipment checked, a competitor will be required to choose which way they would like it checked. One way or the other, not both.
 - If the arrow speed is higher than 300 FPS the archer's equipment will be subject to the five grains per pound limitation.
 - A 3% grace will be allowed for chronograph differential.
 - Check manufacturer's recommendation concerning arrow weight per pound of bow weight. It is recommended that you do not shoot an arrow weighing less than the minimum recommendation for your bow.
- 22.19.8.9.3 Accessories permitted:
- Including arm guard, chest protector, bow sling, belt, back, bow or ground quiver.
- 22.19.8.9.4 Release aid of any type, glove, finger tab or other finger protection:
- Which it is not attached in any way to the bow;
 - Which does not incorporate any type of electric or electronic component.

22.19.9 **Compound Fixed Pin – CFP (m/f) or CFP (m) & CFP (f)** (*originally AC rule AC 22.9*)

The same equipment for Compound Unlimited is permitted except:

- 22.19.9.1 Bow sight must be fixed and:
- Use pin, cross-hair, or circle style pins;
 - circle style pins are permitted if the circles are of one size;

- Shall not incorporate any lens, whether magnifying or not;
- May incorporate a levelling device;
- May incorporate a light to illuminate the sight;
- Sights must not be adjusted on the range during competition, whether or not the sight can be moved without the use of tools.

22.19.10 **Hunter – HUN (m/f) or HUN (m) & HF (f)** *(originally AC rule AC 22.11)*

The same equipment for Compound Unlimited is permitted except:

22.19.10.1 Bow sight must be fixed and:

- Use pin, cross-hair, or circle style pins;
 - circle style pins are permitted if the circles are of one size;
- Shall not incorporate any lens, whether magnifying or not;
- May incorporate a leveling device;
- May incorporate a light to illuminate the sight;
- Sights must not be adjusted one the range during competition, whether or not the sight can be moved without the use of tools.

22.19.10.2 Arrows must have screw-in target points.

22.19.10.3 Only one stabilizer no more than 12 inches long from the nearest point of attachment to the riser is permitted.

22.19.10.4 Secondary vibration dampers are permitted:

- These may extend no more than 2 inches from the point of attachment
- These vibration dampers are not counterweights and weight may not be added to them.

22.19.11 **Traditional – TRD (m/f) or TRD (m) & TRD (f)**

22.19.11.1 Any type of traditional Recurve or longbow may be used.

22.19.11.2 The bow must be shot with a glove, finger tab or bare fingers.

22.19.11.3 A sight is not allowed.

22.19.11.4 Stabilizers are not allowed.

22.19.11.5 String and face walking is not allowed.

- A single anchor point shall be used.
- While shooting the archer must touch the arrow with the index finger against the nock.

22.19.11.6 The arrow must be shot from the shelf or hand with no elevated rest. Only a piece of leather or similar material 1/8 inch thick or less is allowed on the arrow shelf.

22.19.12 **Junior Compound – JRC (m/f) or JRC (m) & JRC (f)**

Equipment as in Compound Unlimited

22.19.13 **Junior Traditional – JRT (m/f) or JRT (m) & JRT (f)**

Equipment as in Traditional

22.19.14 **Cadet Compound – CADC (m/f) or CADC (m) & CADC (f)**

Equipment as Junior Compound

22.19.15 **Cadet Traditional – CADT (m/f) or CADT (m) & CADT (f)**

Equipment as Junior Traditional

22.19.16 **Cub Compound – CUBC**

Equipment as Junior Compound

Usually offered as combined male and female class CUBC (m/f)

22.19.17 **Cub Traditional – CUBT**

Equipment as Junior Traditional

Usually offered as combined male and female class CUBT (m/f)

22.19.18 **Pre-Cub Compound – PCUBC**

Equipment as Junior Compound

Usually offered as combined male and female class PCUBC (m/f)

22.19.19 **Pre-Cub Traditional – PCUBT**

Equipment as Junior Traditional

Usually offered as combined male and female class PCUBT (m/f)

22.19.20 Peewee – PW

- 22.19.20.1 This class may be established at the discretion of the host club.
- 22.19.20.2 Any type of equipment or style, subject to any restrictions in the rules above, may be used.
- 22.19.20.3 The maximum shooting distance will be 15 yards (13.72 meters).
- 22.19.20.4 Archers in this class are not entitled to receive medals or awards based on score but all shooters should receive participation awards.
- 22.19.20.5 There are no separate male and female Peewee classes.

22.19.21 Crossbow – CB (m), CB (f), CB (m/f)

- 22.19.21.1 Any crossbow legal in Canada.
- 22.19.21.2 Maximum speed of 350 feet per second (+3%).
- 22.19.21.3 Bolts must be no less than 20/64ths in diameter and no shorter than 14 inches.
- 22.19.21.4 All bolts must be identical in type, size, fletch, point weight and overall weight.
- 22.19.21.5 Bolts must use at least three vanes or feathers and screw in field points.
- 22.19.21.6 Any type of sight may be used however, sights with magnification are limited to no more than 8x magnification.
- 22.19.21.7 Crossbow must be in sound condition with a working safety.
- 22.19.21.8 Crossbow shall not be cocked until the archer is at the stake and preparing to shoot.
- 22.19.21.9 Crossbow must be loaded while in a downward position and pointed toward the target. No crossbow may be loaded while pointed up.
- 22.19.21.10 All shooters shall shoot free-standing.
- 22.19.21.11 The use of a standard 2 point sling to be used for carry/support is permitted.

22.19.11 Non Competitive – NC

- 22.19.11.1 At the 3D Provincials, this class will only be established at the discretion of the OAA Tournament Director and the host club.
- 22.19.11.2 This class is suitable for novice archers and archers with equipment covered under rule 22.19.9.
- 22.19.11.3 Archers in this class are not entitled to receive medals or awards.
- 22.19.11.4 No separate male and female classes are to be offered.
- 22.19.11.5 Archers may shoot from any stake.
- 22.19.11.6 There will be no separate Guest category for NC at Provincial Championships.

22.20 Rule Violations, Range Officials

- 22.20.1 Any person in violation of the above rules will be disqualified from that event and could be suspended from OAA membership. There will no longer be warnings given on rule infractions. Any person suspended from OAA membership will not be allowed to shoot any OAA sanctioned event that shooting year or as directed by the AC/OAA Executive Committee. Anyone that is suspended from OAA membership, and violates this rule, could be permanently suspended from OAA membership and all of its sanctioned events.
- 22.20.2 Any shooter who ignores a Range Official's orders, will be disqualified from that event, and could be suspended from OAA membership.
- 22.20.3 A **Range Official** is a certified Local level or higher Judge, or a person appointed by the organizing committee who is knowledgeable about the course and 3D rules. There should be at least one Range Official per course. Where equipment inspection is mandatory, Range Officials will inspect all competitors' equipment. They will also inspect the courses for safety and conformity to the rules and deal with issues that arise such as from targets that move during the course of the competition. Range Officials will also observe to help ensure shooting is conducted in accordance with the rules. Book1, Rule AC 2.2.10.5.1, regarding Judges competing applies to Range Officials as well.

22.21 Rule Violations

- 22.21.1 Any person in violation of the above rules may be disqualified without warning from that event. Disqualifications may be reviewed by the OAA Board of Directors and further sanctions may be applied by the board including suspending the person from participation in sanctioned OAA 3D events for up to one year.

22.21.2 Any shooter, who ignores a Judge's order, may be disqualified from that event. Any person in violation of the above rules may be disqualified from that event.

22.21.3 Consequences of Breaking Rules

- 22.21.3.1** An archer shooting from a wrong stake or not touching the stake will receive a miss (0) for that arrow.
- 22.21.3.2** An archer who is found to have used or to be using, illegal equipment will be reclassified in a non-competitive class.
- 22.21.3.3** An archer who is found to have used a range finding device during the competitions shall be immediately disqualified.
- 22.21.3.4** A competitor who is found to have discussed the distance of a target, prior to the group completing shooting of that target, shall score a miss (0) for that target and will receive a warning. A second offence will lead to disqualifications. See rule 22.10.1.
- 22.21.3.5** [Indoor only] Shooters must proceed as directly as possible to their target for the scoring and will return directly to the shooting line. Walking to other targets will be considered as an unfair advantage and five (5) points will be removed from the archer's score. A second offence will result in disqualification.
- 22.21.3.6** A shooter may not glass the target from the shooting stake after taking his or her shot. A shooter found in violation of this rule will receive a warning and will have five (5) points deducted from his or her score for each subsequent offence. See rule 22.9.2.
- 22.21.3.7** A competitor who is found in possession of or using alcohol or illicit substances in the practice areas, on the courses, equipment areas or other areas where equipment is in use will be disqualified. See also 22.14.1.
- 22.21.3.8** A competitor arriving after shooting has started, may be escorted on to the field to join his group, but will score a miss (0) for the targets already shot by his/her group.
- 22.21.3.9** A competitor who is found engaging in unsportsmanlike conduct will be disqualified. See Rule 22.18.
- 22.21.3.10** Allotted shooting time. The 3 D round is not a timed event, but in case of a bottle neck, the judges will act according to rules 22.7.1 and 22.7.2
- 22.21.3.11** Targets must be scored by both scorekeepers before arrows are pulled. Unless the group can unanimously agree on the value of an arrow that has been pulled before being scored, the arrow will score as a miss (0) and the athlete who pulled the arrow (if other than the shooter of that arrow) will also score a miss on that target. A second offence will result in the offending shooter who pulls the arrow being disqualified. See rule 22.4.1.8.
- 22.21.3.12** Any shooter intentionally altering the course by moving targets, stakes, or obstacles may be disqualified.

22.21.4 Noting Infractions on Scorecards

- 22.21.4.1** Judges will note any disqualifications, warnings or first infractions (where the second infraction will result in disqualification) on both copies of the athlete's scorecard.

Appendix 1: Scoring of Arrows (Field Archery)

TYPICAL DETAILS FOR EACH TYPE OF TARGET

The basics of scoring:

The IFAA rule states that the line that separates two scoring areas lies in the lower scoring area.

This means dimensions of the scoring areas are measured from the inside of the dividing line, irrespective of how thick the dividing line is. Some printers/manufacturers show thick dividing lines, while others show very thin dividing lines. Although there is no rule on line thickness, modern target faces tend to have very thin lines that are not visible from the shooting line with the naked eye.

For an arrow to score the higher score, this arrow must break through the line, meaning that part of the arrow, even if it is almost not visible, must lie inside the higher scoring area.

This applies to all official IFAA archery rounds.



- 1: High score
- 2: Low score
- 3: Arrow does not cut the line. Low score.
- 4: Arrow cuts the line. High score
- 5: Arrow tears through the paper into the high scoring area, but the shaft lies outside the high scoring area. The arrow will have the low score.