

2019 Winter Classic Shoot

Sponsored by West Allis Bowmen

Winter Classic Championship Rules

General Rules:

All adult amateur and professional archers will be seeded in flights based on their scores regardless of sex, age, shooting style and archery equipment. Flights will consist of a maximum of twenty-eight (28) archers, unless special consideration is required in making the flight as competitive as possible.

Archers need to provide two (2) scores, either a 300 or 360 round, to be seeded in the appropriate Flight. All 2019 WAB scores, 2018-19 KMFAL Indoor Shoot scores, and any 2019 NFAA indoor State or Sectional round scores can be provided for the seeding of the archer

Pre-Registration:

All archers must be preregistered before February 24, 2019. A \$10 late fee will be accessed for all late registrations.

Non-Pre-Registered Competitors:

If space is available, reservations will be taken on a first come basis. West Allis Bowmen reserves the right at any time to assign a registered competitor to the appropriate Flight based on knowledge of the competitor's prior scores or archery experience in other archery organizations.

Line Times:

1. The line times are set to start at the specific time listed below. Archers should be prepared for possible delays for conditions outside of the tournament committee's control, for example equipment failures & extended shoot off times, etc.

8:00 am - C Flight Event
11:00 am – B Flight Event
2:00 pm – A Flight Event
5:00 pm – AA Flight Event

2. Archers are requested to check in a minimum of 30 minutes prior to their scheduled line time.

3. Final seeding of the archers competing will be posted on the West Allis Bowmen's Web Site, Facebook page and emailed/phoned out on February 25th.

Round:

1. All archers will shoot a "Lancaster Shoot Style Format", with shoot off and shoot downs to determine the winner.
2. The NFAA Blue Face target will be shot. Either the single spot or a 5-spot target can be used by the competitors. The qualifying round will consist of two (2) practice ends and 6 scoring ends of five (5) arrows per end. The single spot target will be scored 6-5-4-3-2-1 and the 5-spot target will be scored as 6-5-4, with the "X" scoring as the highest value point.
3. Shoot offs will start immediately after all the Qualifying Round scores have been tallied, verified and the top 14 archers of the Flight has been reseeded. All ties will be broken by the highest last scoring end, if a tie still exists the next to last scoring end will be used, until the tie is broken.
4. The Sweet 14 Shoot Off Round, will consist of the total score of three (3) ends of five (5) arrows per end added to the archer's Qualifying Round score. Then the top 7 archers will advance to the Elite 7 round.
5. The Elite 7 Shoot Off Round will also consist of the total score of three (3) ends of five (5) arrow per end added to the archer's Sweet 14 score. The top four archers will advance to the Final 4 Shoot Down Round.
6. The Final 4 shoot off will compete head to head, where the No. 4 seed will shoot off against the No. 3 seed, with the winner advancing to shoot off against the No. 2 seed, that winner will then advance to shoot against the No. 1 seed. All final 4 shoot offs will consist of two (2) ends of five (5) arrows per end with the base score starting at zero (0).
7. All ties in the Sweet 14, Elite 7 and the Final 4 Rounds will be broken by the last scoring end of the round. If a tie still existing the archers will shoot one (1) additional end of five (5) arrows, until the tie is broken.
8. Archer's may request to have new target face at any time during the competition scoring round. You cannot change the type of target face during a scoring round.

Flight Seeding

<u>Flight</u>	<u>360 Round</u>
AA	353-360
A	339-352
B	318-338
C	317 & under

Archers may request to be seeded in a higher flight than their recorded scores.

Distance:

All Flights events will be at 20 yards

Shooting Rules:

1. Each end (time period to shoot five (5) arrows) shall be four (4) minutes.
2. All five (5) arrows must be shot before the four (4) minute time expires.
3. Maximum arrow shaft diameter allowed will be 0.422 inches, with a point diameter not to exceed 0.425 inches. The shaft diameter will include any wrap placed on the arrow and will include the size of the nock and the nock insert.
4. An archer shooting before or after the buzzer signaling a 4-minute end will lose their highest scoring arrow or arrows equaling the number of errant arrows shot.
5. When using the NFAA Blue Face 5 Spot target, an archer may shoot the spots in any order. There can be more than one arrow in each of the spots, with no penalty.
6. If an archer, shoots less than five (5) arrows in one end, he/she may shoot the remaining arrows if the omission is discovered before the end is officially completed; otherwise they shall be scored as misses.
7. If an archer, shoots more than five (5) arrows during an end, only the five lowest arrows will be scored. A penalty point of one (1) point will be assessed for each additional arrow shot. Misses or zeros will be counted as the lowest arrows.
8. If an archer, shoots more than five (5) arrows in any warm up (practice) end prior to the start of the competition, they will be **IMMEDIATELY DISQUALIFIED**.
9. An archer who purposely disfigures a target face to improve aiming or for any other reason, is subject to disqualification. Arrow holes may be repaired, provided there is no delay to the round.

10. Any archer conducting himself in an unsportsmanlike manner will be **IMMEDIATELY DISQUALIFIED**.

Scoring Rules:

1. A referee (Line Captain) will make all decisions on scoring questionable arrows; their decisions are final.

2. Double scoring will be used for the Qualifying Round with minimum of three (3) shooters per bale. Each group will appoint two (2) score keepers, one for the official score (score card) and one for the unofficial score (spinners), also a target captain will be appointed who will call arrows. Archers who disagree with the target captain's call may ask for a referee to call the disputed arrow. Arrows and the target face may not be touched until all arrows on the bale are Scored, Agreed Upon & Recorded. Scorecards must be signed as correct by the shooter and both scorers.

3. The Sweet 14, Elite 7 and Final 4 Rounds will be called by the Head Line Judge. If the archer disagrees with an arrow call, they may appeal the called arrow to two (2) alternate line judges. The alternate judges will call the arrow independently of one another, writing their call on paper, and without divulging their call to each other. The arrow call will then be majority rule as determined by the line judges and all calls are final. **ARCHERS MAY APPEAL THE ARROW CALL ON THEIR OWN ARROWS ONLY.**

4. Scoring spinners for each archer will be used and are required to be maintained through the round.

5. All arrows must remain in the target, untouched, until scoring is completed & recorded.

6. Any archer deliberately touching any questionable arrow or any part of the target assembly (including other arrows, faces, pins, mat or stand) will result in the questionable arrow being scored in the lower scoring area.

7. For the Qualifying Round the arrows must touch the line to receiving the highest scoring value. The Sweet 14, Elite 7 and Final 4 Rounds will be scored inside out, if the arrow touches the line it will receive the lower scoring value.

8. Any arrow that passes beyond the shooting line a distance greater than 10 feet as measured to the closest part of the arrow, will be considered a shot arrow.

9. If an arrow is embedded in the target beyond the nock and a referee and cannot determine the value of that arrow, it will be considered a pass through, and will be re-shot. **NO ARROWS WILL BE PUSHED BACK.**

10. Each competitor must check and sign his own scorecard.

Equipment Rules:

1. All styles of equipment are allowed, except for the following:

a. All archers competing must be shooting the same style equipment as they did in their qualifying scores. If changes in their shooting style are made the archer will be flighted at least one (1) flight higher of the qualifying flight. The Tournament Committee reserves the right at any time to assign the competitor to the appropriate Flight based on knowledge of the competitor's prior scores or archery experience in other archery organizations.

Equipment Failure:

1. In the event of equipment failure, step back from the shooting line and raise your bow above your head. A referee will come to your assistance. The archer will have 15 minutes repair time without holding up the shoot.

2. Two (2) four (4) minute practice ends will be allowed to re-sight in the bow. The archer may shoot as many arrows as necessary within the four (4) minute time frame.

3. The archer shall be allowed to shoot any arrows missed during the 15 minutes. All make-up arrows will be shot at the end of the round.

Fees:

1. Flight Divisions - \$20 per archer.

Flight Awards:

1. A \$1700 guaranteed payout (\$425 per Flight) is to be awarded based on full flight of Twenty-Eight (28) competitors per flight. All partial flights will be prorated at a minimum 75% pay back of the collected fees.

2. All payouts will be broken out per the NFAA Pro Payout Breakdown.

Protests:

Any incident requiring immediate decision must be brought to the attention of a referee. All protests must be submitted in writing to the **TOURNAMENT DIRECTOR** within one hour of the conclusion of the round where the incident occurred, accompanied by \$50 U.S. The Tournament Rules Committee will convene approximately 1 hour after the last scoring end of day to decide the outcome of each protest. All decisions of the Tournament Rules Committee will be final.