

2020 Bowhunter Challenge

Sponsored by West Town Archery

Bowhunter Challenge Rules

General Rules:

The Bowhunter Challenge is for all adult, youth and cub amateur competitors. The Cub and Youth competitors are scheduled to Shoot on Wednesday March 4th and the Adults on Thursday March 5th. This competition is design for the novice to experience bowhunters in mine.

The competitors will be place in flights based on their ages. Flights will consist of a maximum of thirty (30) competitors.

Pre-Registration:

All competitors must be preregistered before March 4th, 2020. A \$10 late fee will be accessed for all late registrations. Tickets for the competitors will be provided to enter the Sport Show, non-competitors will have to purchase tickets at the door.

Competitors are to enter the Wisconsin Exposition Center at the Southwest corner of the building.

Non-Pre-Registered Competitors:

If space is available, reservations will be taken on a first come basis. No Sport Show tickets will be provided to the Competitors.

Line Times:

1. The line times are set to start at the specific time listed below for either date. Competitors should be prepared for possible delays for conditions outside of the tournament committee's control.

12:00 pm – Sport Show Doors Open
2:00 pm – Equipment Storage available
4:30 pm – Check-in/Registration Opens
5:45 pm – Assembly and Instructions
6:00 pm – Competition Begins
7:30 pm – Awards

8:00 pm – Sport Show Doors Close

1. Competitors are requested to check in a minimum of 30 minutes prior to their scheduled line time.
3. Final seeding of the competitors will be posted at the West Town Archery's Web Site.

Round:

1. All competitors will shoot an "2-D Animal Target Round", at variable distances and shooting positions.
2. Three OnCore 2-D foam targets will be shot. One arrow per target with three arrows per end.
3. The round will consist of two (2) practice ends and twelve (12) scoring ends, six (6) ends at the shorter yardage and six (6) ends at the longer yardage. The rabbit and raccoon targets will be scored center 10-8-5-0 and the deer target will be scored as 14-12-10-8-5-0.
4. You must touch the line for the next highest value.
5. 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.

Distance:

1. Cub flights will shoot at 10 and 15 yards
2. Youth and Adult flights will shoot at 15 and 20 yards.
3. There are three (3) shooting position to be shot at each yardage by the competitors.
 - a. Standing straddling the shooting line
 - b. Standing toes (both feet) on the shooting line.
 - c. Sitting straddling the shooting line

Shooting Rules:

1. Each end (time period to shoot three (3) arrows) shall be two and a half (2:30) minutes.
2. All arrows must be shot before the time expires.

3. A competitor shooting before or after the buzzer signaling a 2:30-minute end will lose their highest scoring arrow or arrows equaling the number of errant arrows shot.
4. The competitor may shoot the 2-D Targets in any order. There can be only one arrow in each of the targets.
5. If a competitor, shoots less than three (3) arrows in one end, they may shoot the remaining arrows if the omission is discovered before the end is officially completed; otherwise they shall be scored as misses.
6. If an archer, shoots more than three (3) arrows during an end, only the three lowest arrows will be scored. Five (5) penalty points will be assessed for each additional arrow shot. Misses or zeros will be counted as the lowest arrows.
7. If an archer, shoots more than three (3) arrows in any warm up (practice) ends prior to the start of the competition, they will be **IMMEDIATELY DISQUALIFIED**.
8. A competitor who purposely disfigures a target face to improve aiming or for any other reason, is subject to disqualification.
9. Any competitor 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 round with minimum of three (3) shooters scoring together. Each group will appoint two (2) score keepers, one for the official score (score card) and one for the un-official score card (spinners), also a target captain will be appointed who will call arrows. A competitor who disagrees with the target captain's call may ask for a referee to call the disputed arrow. Arrows and the 2-D target 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. Scoring spinners for each archer will be used and are required to be maintained through the round.
4. All arrows must remain in the target, untouched, until scoring is completed & recorded.

5. Any competitor 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.
6. 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.
7. If an arrow is embedded in the target beyond the nock and a referee 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.
8. Each competitor must check and sign his own scorecard.

Equipment Rules:

1. All bowhunting style of equipment are allowed, except for the following:
 - a. Stabilizers over twelve (12) inch front stabilizer maximum, including weights.
 - b. Rear stabilizer beyond the bow string.
 - c. Lens or clarifiers. Verifiers are allowed.

The Tournament Committee reserves the right at any time to reject any equipment that does not deem "Bowhunter Equipment".

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) two and a half (2:30) minute practice ends will be allowed to re-sight in the bow. The archer may shoot as many arrows as necessary within the 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.

Divisions:

1. Adults – 18 years and older.
2. Youth – 13 to 17 years
3. Cubs – 12 years old and younger

Fees:

- 1. Adults – \$15 per bowhunter.
- 2. Youth – \$10 per bowhunter.
- 3. Cubs – \$10 per bowhunter.

Awards:

1. Awards will consist of cash and prizes based on three (3) Flights on a 3-6-9 basis of a full flight of thirty (30) competitors.

2. Adult division payouts:

<u>1st Flight (1-10)</u>	<u>2nd Flight (11-20)</u>	<u>3rd Flight (21-30)</u>
First Place - \$500	First Place - \$50	First Place - \$50
Second Place - \$250	Second Place - \$25	Second Place - \$25
Third Place - \$100	Third Place - \$15	Third Place - \$15

3. Cub and Youth minimum awards/payouts:

<u>CUB</u>	<u>YOUTH</u>
First Place - SCENT CRUSHER BAG	First Place - IQ SIGHT 5-PIN ALUMINUM
Second Place - IQ SIGHT 3-PIN	Second Place - STABILIZER
Third Place - STABILIZER	

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.