

# 2022 Badgerland Pro-Am Shootout

## Sponsored by West Town Archery Club

### Badgerland Pro-Am Shootout Rules

#### **General Rules:**

All adult amateur and professional archers will be seeded in flights regardless of sex, age, shooting style and archery equipment. Flights will consist of a maximum of thirty (30) archers unless special consideration is required in making the flights as competitive as possible. Flights will be determined after an archer's qualifying score is shot at either the 11:00 am or 12:45 pm line time.

#### **Pre-Registration:**

All archers must be pre-registered before March 4, 2022. A \$25 late fee will be assessed for all late registrations. Tickets for the competitors will be provided to enter the Sport Show, non-competitors will have to purchase tickets on their own.

Online pre-registration can be completed by visiting the web site: <https://jssportsshow.com/>

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

#### **Non-Pre-Registered Competitors:**

*If space is available*, competitors for the qualifying round will be taken on a first come, first served basis. No Sport Show tickets will be provided to the Competitors.

#### **Tournament Time Schedule:**

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

10:00 am – Sport Show Doors Open/Registration Check-In  
10:45 am – Assembly for the 1<sup>st</sup> Qualifying Line  
11:00 am – 1<sup>st</sup> Qualifying Line Starts  
12:30 pm – Assembly for the 2<sup>nd</sup> Qualifying Line  
12:45 pm – 2<sup>nd</sup> Qualifying Line Starts  
2:15 pm – Qualifying Round Completed

2:45 pm - Flighting announced/Range Open for C & B Flight Practice  
3:15 pm – C & B Flight Assembly & Start of Shoot Down Round  
4:15 pm - Range Open for A & AA Flight Practice  
4:45 pm – A & AA Flight Assembly & Start of Shoot Down Round  
5:45 pm – Shoot Down Completed/Range Open for Head-to-Head Practice  
6:00 pm – Head-to-Head Shoot Offs – All Flights Announced  
6:15 pm – Head-to-Head Shoot Offs Start  
7:15 pm – Award Presentations  
8:00 pm – Sport Show Doors Close

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

### **Round:**

1. All archers will shoot a “Lancaster Style Shoot Format” with flighted shoot downs and head-to-head shoot offs 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 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 point value.
3. The qualifying round will consist of one (1) practice end and six (6) scoring ends of five (5) arrows per end. The arrow must touch the scoring ring for the higher value. The archers will be flighted based on their score relative to the scores of the other competitors. There will be a maximum of thirty (30) archers in any one flight, starting from the highest flight to the lowest flight. All flighting ties will be broken by the highest last scoring end, if a tie still exists the next to last scoring end will be used with the process repeated until the tie is broken.
4. The Shoot Down Round will consist of the total score of four (4) scoring ends of five (5) arrows per end which will be added to the archers initial Qualifying Score to determine the final eight (8) archers completing in the Head-to-Head Shoot Offs in each flight. Inside out scoring will be used for this round (4 ends of 5 arrows) in which the arrow must be completely within the scoring ring to receive the higher value. A thirty (30) minute practice session will be allowed for the archers to warm up as needed prior to the start of the Shoot Down Round.
  - a. Shoot Down Round ties will be broken by the last scoring end of the round. If a tie still exists, the previous scoring end will be used with the process repeated until the tie is broken.

5. In the Head-to-Head Shoot Off Round the top eight archers in each flight will seeded 1 thru 8 and placed in brackets with head-to-head matchups as follows:

Round 1:      #1 vs #8          #4 vs #5          #3 vs #6          #2 vs #7

Round 2:      Winners of 1-8 vs 4-5          Winners 3-6 vs 2-7

Round 3:      Round 2 Winners

The losing archer's position will be determined by the combined qualifying and shoot down score from highest to lowest after each head-to-head round. The places are as follows:

Round 1      5<sup>th</sup> thru 8<sup>th</sup> Places

Round 2      3<sup>rd</sup> & 4<sup>th</sup> Places

Round 3      2<sup>nd</sup> Place

All Head-to-Head Shoot Offs will consist of two (2) ends of five (5) arrows per end with the base score starting at zero (0). The arrow must touch the scoring ring for the higher value.

a. Shoot Off Round ties will be broken by the archers shooting one (1) additional end of five (5) arrows, scored inside out, until the tie is broken.

6. Archer's may request to have a new target face at any time during the competition scoring round. You cannot change the type of target face during a scoring round.

### **Distance:**

All targets will be shot at 20 yards.

### **Shooting Rules:**

1. Each end (allowed time 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 illegally shot 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 with a zero (0) score.
7. If an archer shoots more than five (5) arrows during an end, only the five lowest arrows will be scored. A penalty 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 warmup (practice) end, for the Qualifying Round 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 and Shoot Down Rounds with minimum of three (3) shooters per bale. Each group will appoint two (2) score keepers, one for the official score (score card), as well as a target captain 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. **ARCHERS SUBMITTING INCORRECT SCORE CARDS WILL BE DISQUALIFIED!**
3. The Head-to-Head Shoot Off Rounds will be called by the Head Line Judge. If the archer disagrees with an arrow call, they may appeal the called arrow and two (2) Alternate Line 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 by majority rule as determined by all three (3) line judges with their call being final. **ARCHERS MAY APPEAL THE ARROW CALL ON THEIR OWN ARROWS ONLY.**
4. All arrows must remain in the target, untouched, until scoring is completed & recorded.

5. 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 as the lower scoring value.
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, and scored a zero (0).
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.

### **Equipment Rules:**

1. All styles of equipment are allowed, except for the following:
  - a. All competing archers must shoot the same style equipment as they did in their qualifying rounds. If changes in their shooting style are made, the archer will be flighted at least one (1) flight higher than their qualifying score. 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 any other archery tournament or organization.

### ***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. \$45 per archer which include one ticket to enter the Sport Show.

### **Flight Awards:**

1. Flight AA will have a guaranteed payout of \$4000 comprised of prorated entry fees with an additional \$3000 of added sponsor money based on a full flight of thirty (30) competitors. Guaranteed added sponsor money will be awarded as follows:

\$1500 First Place

\$1000 Second Place

\$500 Third Place

2. Flight A will have a guaranteed payout of \$1225 comprised of prorated entry fees with an additional \$225 of added sponsor money based on a full flight of thirty (30) competitors. Guaranteed added sponsor money will be awarded as follows:

\$150 First Place

\$75 Second Place

3 Flight B will have a guaranteed payout of \$1150 comprised of prorated entry fees with an additional \$225 of added sponsor money based on a full flight of thirty (30) competitors. Guaranteed added sponsor money will be awarded as follows:

\$100 First Place

\$50 Second Place

4. Flight C will have a guaranteed payout of \$1075 comprised of prorated entry fees with an additional \$75 of added sponsor money based on a full flight of thirty (30) competitors. Guaranteed added sponsor money will be awarded as follows:

\$50 First Place

\$25 Second Place

5. In addition to any added money, the total purse will consist of 75% of all archer's regular entry fees.

***Protests:***

Any incident requiring an 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 a \$50 U.S. protest fee. The Tournament Rules Committee will convene approximately 1 hour after the last scoring end of the day to decide the outcome of any/all protests. All decisions of the Tournament Rules Committee will be final.