

**West Town Archery Tournament Series**  
**at the Milwaukee Journal-Sentinel Sport Show**  
**2026 Badgerland Amateur Shootout**  
**Wisconsin's Largest Money Tournament**  
**Run by the West Town Archers Club**

**Badgerland Amateur Shootout Rules**

**General Rules:**

All amateur archers will be seeded in separate flights regardless of sex, shooting style and archery equipment. The competition will be held Saturday March 7<sup>th</sup>.

All Adult Flights will consist of a maximum of twenty (20) archers unless special consideration is required to make the flights as competitive as possible. All Youth and Cub archers will be placed in one flight per age group. Flights will be determined after an archer's qualifying score is shot at either the 10:00 am or 2:30 pm line time.

Pro-Archers must be removed from their pro status for one (1) calendar year prior to the tournament shoot date.

**Pre-Registration:**

All archers must be pre-registered before Monday March 1, 2025. A \$20 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 West Town Archery Web Site.

Competitors are to enter the Wisconsin State Fair Park 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. A twenty dollar (\$20) late fee will be assessed, and no Sport Show Entrance Tickets will be provided to the competitors or accompanying spectators.

## **Tournament Time Schedule:**

The line times are set to start at the specific times listed below. Competitors 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.

### **Saturday March 7<sup>th</sup>**

- 9:30 am – Sport Show Doors Open / Registration Check-In
- 10:00 am – Assembly for the 1<sup>st</sup> Qualifying Line
- 10:15 am – 1<sup>st</sup> Qualifying Line Starts - Kids & Adults
- 11:45 am – 1<sup>st</sup> Qualifying Line Completed
- 12:15 pm – Kids Flighting Announced
- 12:30 pm – Range Open for Shoot Off Practice - Cub & Youth Archers
- 12:45 pm – Cub & Youth Flights Head-to-Head Shoot Offs Start
- 1:45 pm – Head-to-Head Shoot Offs Completed
- 2:00 pm – Cub & Youth Flights Awards Presentation
- 2:30 pm – Assembly for the 2<sup>nd</sup> Qualifying Line – Adults
- 2:45 pm – 2<sup>nd</sup> Qualifying Line Starts
- 4:15 pm – 2<sup>nd</sup> Qualifying Line Completed
- 4:45 pm – Adults Flighting Announced
- 5:00 pm – Range Open for the Adult Archers Head-to-Head Practice
- 5:15 pm – Adult Flights Head-to-Head Shoot Offs Start
- 6:15 pm – Head-to-Head Shoot Offs Completed
- 6:30 pm – Adult Flights Award Presentation
- 7:00 pm – Sport Show Doors Close

Competitors 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 qualifying round and followed by Head-to-head Shoot Offs that will be determined by seeding in each flight.

2. The Vegas 3-spot or single spot target face will be shot. The 3-spot target will be scored as 11-10-9-8-7, with the "X" scoring as the highest point value. The single spot target will be scored as 11-10-9-8-7-6-5-4-3-2-1, with the "X" scoring as the highest point value.

3. The qualifying round will consist of two (2) practice ends and ten (10) scoring ends of three (3) arrows per end. The arrow must touch the scoring ring for the higher value. A running two (2) minute countdown clock, with a 10 second countdown to start shooting, per end will be used to shoot three (3) arrows.

The archers will be flighted based on their score relative to the scores of the other competitors. There will be a minimum of twelve (12) and a maximum of twenty (20) 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 top five archers in all flights will compete in the Head-to-Head Shoot Offs. They will be seeded 1<sup>st</sup> thru 5<sup>th</sup> and placed in brackets with head-to-head matchups as follows:

- Round 1: #5 Seed vs #4 Seed
- Round 2: Winner of Round 1 vs #3 Seed
- Round 3: Winner of Round 2 vs #2 Seed
- Round 4: Winner of Round 3 vs #1 Seed

The Head-to-Head Shoot Offs will consist of three (3) ends of three (3) arrows per end with the base score starting at zero (0). The arrow must touch the scoring ring for the higher value.

- a. If a tie occurs after the third scoring end the archers will shoot one (1) arrow scored closest to the center determines the winner.

A running two (2) minute countdown clock, with a 10 second countdown to start shooting, per end will be used to shoot three (3) arrows.

5. Archer's may request to have a new target face at any time during the qualifying round. The archer must stay with the type of target face throughout the tournament.

## **Distance:**

All Adult and Youth archers will shoot at 20 yards. All Cub archers will shoot at 10 yards.

## **Shooting Rules:**

1. 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.
2. In the Qualifying Round an archer shooting before or after the buzzer signaling a 2-minute end will lose their highest scoring arrow or arrows equaling the number of illegally shot arrows shot.
3. When using the Vegas 3-spot target face, an archer may shoot the spots in any order. There can be more than one arrow in each of the spots, with no penalty.
4. If an archer shoots less than three (3) 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.
5. If an archer shoots more than three (3) arrows during an end, only the three (3) 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.
6. If an archer shoots more than three (3) arrows in any warmup (practice) end, for the Qualifying Round prior to the start of the competition, they will be **IMMEDIATELY DISQUALIFIED**.
7. 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.
8. Any archer conducting himself in an unsportsmanlike manner will be **IMMEDIATELY DISQUALIFIED**.

## **Scoring Rules:**

1. A referee will make all decisions on scoring questionable arrows; their decisions are final.
2. Double scoring will be used for the Qualifying Round with a 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 three (3) Line Judges independent of each other and the archers' score will be determined by the majority rule as determined by all three (3) line judges with their call being final.

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 equipment/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.

b. No lighted nocks will be allowed.

### **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 (2) minute practice ends will be allowed to re-sight in the bow. The archer may shoot as many arrows as necessary within the two (2) 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.

**Divisions:**

Adult – 18 and Older

Youth – 13 to 17 years

Cubs – 12 years old and younger

**Fees:**

Adults \$50

Youth \$20

Cub \$20

Competing archers will receive free entrance into the Sport Show Venue.

**Adult Flight Awards:**

Championship Flight guaranteed sponsor payouts:

First Place - \$750

Second Place - \$450

Third Place - \$300

1<sup>st</sup> Flight guaranteed sponsor payouts:

First Place - \$500

Second Place - \$300

Third Place - \$200

2<sup>nd</sup> Flight guaranteed sponsor payouts:

First Place - \$300

Second Place - \$200

Third Place - \$100

3rd Flight guaranteed sponsor payouts:

First Place - \$200

Second Place - \$100

Third Place - \$50

Adult awards will consist of cash prizes based on a 3-6-9 basis. 75% of regular entry fees will go towards prizes/purses in each flight with the above guaranteed sponsor amounts on a 3-6-9 basis.

### **Kids Division Awards:**

Youth Division guaranteed sponsor payouts:

First Place - \$200

Second Place - \$100

Third Place - \$50

Cub Division guaranteed sponsor payouts:

First Place - \$200

Second Place - \$100

Third Place - \$50

All awards will consist of cash, gift certificates and/or prizes based on a 3-6-9 basis. 75% of regular entry fees will go towards prizes/purses in each kids' division with the above guaranteed sponsor amounts on a 3-6-9 basis.

All remaining nonpaid out adult archers will have a chance to win the \$100 Lucky Dog Prize for each flight and all remaining nonpaid out cub and youth archers will have a chance to win \$50 Lucky Dog Prize for each flight.

The drawing and presentation of the Lucky Dog awards will be held at the time of the posting for the Head-to-Head Shoot Offs.

***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.