



**REGIONS ARCHERY PRO/AM
2017 Rules of Competition & Regulations**

IMPORTANT CHANGES FOR 2017.

SCORING –The new scoring rule for all Regions Pro/Am professional and amateur classes for 2017: Each target has one (1) Center 11-ring & two (2) 12 rings. At each target the lower 12-ring will be in play on each shot. At each individual target a shooter may elect to have the upper 12-ring scored by announcing their intention to shoot for it. The call must be prior to the shot. Upon announcing their election to shoot the 12-ring, the scorekeepers will acknowledge and note this election. The center eleven remains in play and the lower twelve (12) will no longer be in play for that shooter on that individual target only and will be scored a ten if the arrow hits and stays in the ten ring.

The Modern Bow hunter class will use the center eleven (11) and lower twelve (12) only with the fourteen ring (14) added in the shoot down only. The Modern Bow hunter class will consist of three rounds of fifteen targets each. The first round will be 15 standard 3D targets on a standard range, the second round of fifteen targets will be from simulated hunting positions such as tree stands and ground blinds, and the third round of fifteen will be on the simulated hunting scenes or a moving target course.

14-RINGS – The outer fourteen (14) ring is no longer in play for any class or competition including the Known Distance EXCEPT in the shoot down round only.

BOW SPEED – For 2017 the maximum bow speed for all classes will be raised to include the chronograph variance. In all classes the speed listed in the rules for the class will be MAX on the Chronograph. If the speed shot is over max. Three tries on the chronograph will be allowed and the lower speed will be what is used.

After score cards are turned in, scores will not be changed by score/data entry personnel.

REGIONS PRO/AM Eligibility REQUIREMENTS

Requirements

All shooters must be an up to date member of Regions Archery. Registration can be done On-line or at the tournament by the posted dates and times.

Dress code, shooters are required to wear collared shirts, or may compete in a Regions sponsor's factory issued competition clothing which may include Henley collars or mock turtle necks (no T-shirts.) Professionals and amateurs will be allowed to compete while wearing shorts (shorts must have a minimum inseam of six (6) inches.) All competitive shooting classes are prohibited from competing in T-shirts, tank tops, cut-off jeans or short-shorts.

Fees:

Regions Archery Pro/Am tournament requires each competitor to be a member of Regions Archery. Yearly memberships cost \$30 for an individual or \$40 for a family each year. Regions Archery also has a \$10 one time tournament option. These fees are in addition to the class registration fees.

RANGE RULES AND CODE OF CONDUCT

General Rules:

Each Regions Archery Pro/Am tournament will consist of two (2) rounds of twenty (20) 3-D targets (with exception of the Modern Bow hunter class) shot over a one or two-day period as determined by the Tournament Director. Each round will be a "Shotgun" start and have a specified start day and time. **To ensure a fair competition no one person or group will be allowed to shoot in a manner other than what every other participant is shooting in each class.**

Each registered shooter will receive a Range Card with the individual's Regions Membership Number, Start Days and Times, and Range & Target Assignments. Each shooter is responsible for having their Range Card with them on the range, and shooting at the time, target, and range designated unless instructed otherwise by the Tournament Director or range official. All times are on a first assigned basis by shooting class unless otherwise directed by a Regions Archery official. Failure to have your assignment card, failure to shoot your designated time, or shooting the incorrect range for your designated class will result in a score of zero for that day. The Tournament Director or Regions Range Official holds the right to move shooters on the range to a different starting target or group.

Shooter may change their class only one time during the tournament season. No points from a previous class will be carried forward toward the Regions Shooter of the Year in the new class if applicable. Anyone who earned money in a class may only move up in class during the year.

On the first competition day, all shooters are expected to attend a mandatory safety meeting. The meeting will cover information regarding the range location, updates to the competition rules, and other special information or safety concerns. This meeting will start thirty minutes before the start of each round, and will last approximately five to ten minutes. Anyone failing to act upon information provided at this meeting may be disqualified from the tournament.

Unless approved by the Tournament Director no archer may compete in more than one class at a tournament. Anyone found competing with another shooter's Range Assignment Card will be disqualified. With exception of the Modern Bow hunter class which may be shot with another 3d class.

No one may practice on any target to be used for tournament shooting. Anyone shooting in non-designated areas, including parking areas, will be disqualified.

Should a competitor be unable to participate after registering, their entry fees may be transferred to another Regions tournament at no charge to the shooter. Any request for a refund will incur a processing fee of \$10.00 that will be deducted from any refund. Entry fees will not be refunded or transferred to another tournament if at any point in the competitor participates in the event, leaves the competition early after their class shooting time was extended by the Tournament Director, or if the shooter was disqualified from the competition.

Shooters may not be on any range that they may be assigned to shoot before their competition start time. Any shooter who is found to be in violation will not be allowed to shoot the range or ranges that they were on and will receive a score of zero for each range they visited or may result in disqualification. This restriction does not apply to competitors or spectators that are on the ranges that are being used for team competition, or for parents of minor aged competitors (supervising parents are not allowed to leave the spectator viewing area if they will be competing on that range.)

SPECTATOR AND GUEST RULES:

1. Spectators are not allowed on the ranges until the range official or Regions employee begins the competition.
2. Spectators and guests are strictly prohibited from coaching or providing information to competitors.
3. Video cameras are not allowed on tournament ranges without prior approval from Regions. With exception of official Regions activities.
4. Still photography is allowed, but the use of flash equipment is prohibited. (Exceptions may be made for the working press with official credentials.)
5. Spectators and guests are to avoid creating excessive noise while others are shooting as a courtesy.
6. All cell phones and pagers are to be turned off or on silent to avoid disturbing the competitors.
7. Spectators may not have range finders in their possession unless their class has been designated for known distance competition. They will be required to surrender the range finder or leave the range.
8. Spectators may assist competitors by carrying items for the convenience of shooters, but must stay clear of the shooting stakes and lanes at all times.
9. Each competition site establishes and enforces its own policy related to pets. If allowed, pets must be kept on leashes and supervised at all times. Pet owners are responsible for their pet's behavior and for cleaning up after them. Pets are not allowed to walk on competition ranges or on access routes to ranges at any time. Any failure to follow these rules will prohibit that pet from future Regions attendance.

10. SHOOTING RULES:

Regions Archery sets a maximum speed in each competition class as measured by the on-site chronographs. Refer to the section "CLASSES" of these rules for the maximum speed allowable in your class. Each competitor agrees that they may need to shoot through the chronograph. Each shooter will get three shots through the chronographs and the lowest of the three speeds will be used. Any arrow shot through the chronograph during or after a tournament round that exceeds the maximum arrow speed for their class will result in the disqualification of that round's score.

All targets will be 3-D targets manufactured by McKenzie Targets that feature the Pro 12-Ring set at maximum distances as shown in the "CLASSES" section of these rules. Regions tries to stay within the maximum distance recommendation, but range conditions may create target positions that may go beyond this distance.

All targets will be placed vertical to the horizon and all competitors are to insure that the targets are returned to this position after pulling arrows. No target may be placed with the head of the target quartered toward or away from the shooter at an angle greater than that which would cause excessive damage to the target, or create glance-offs which is a safety hazard. The entire 8, 10, 11 and 12-ring scoring areas will be visible from the stake and Regions shooting line. Shooters may have a range official remove any debris that blocks their view of these scoring areas on the target or to have the target replaced to a vertical position.

Arrows of any type may be used if they subscribe to the accepted meaning of the word arrow as used in target archery, have not been altered from the manufacturer's original specifications except cut to size, and that these arrows do not cause excessive damage to the targets. An arrow consists of a shaft with a field or glue-in point, nock, fletching which may only consist of individual vanes used to stabilize the arrow and which may not be connected to each other by any means above the shaft and, if desired, cresting. The maximum diameter of arrow shafts will not go beyond .422"; the field or glue-in point for these arrows may have a maximum diameter of .425". Tip must be the same diameter as the shaft with no ledge.

Shooters are required to be on their assigned range and shooting lane fifteen (15) minutes before the start of competition to provide range officials sufficient time to insure that all participants are in groups of no less than three (3) shooters. Each group will determine who will shoot first, second, third, etc. The shooters will alternate being the first shooter at each subsequent stake, with their shooting order maintained throughout the round. Any shooter who does not shoot the first target with their assigned group (unless approved by Tournament Director) will not be allowed to shoot that round and will receive a score of zero. Targets shot by mixed class groups on multi staked ranges will be shot by longest distance first, then the other competitors will walk up to their stakes.

Prior to the start of the competition, each range will be instructed how arrow pulls will be conducted. The options are "Free Pull" or under the instruction of the Range Official. In either situation, each group will signal the completion of the target by standing five (5) steps inside the shooting stake toward the target. They will remain there until either the groups on each side are finished and have also moved forward under "Free Pull" or the range official announces "pull" and they may then proceed to the target to score and pull arrows. Any group proceeding to the target too soon will receive a warning for the first offense with the penalty for any subsequent offense being a score of zero for the entire group.

The following rules will be monitored, judged and adhered to by each group among themselves during each day's competitions.

Each shooter must straddle, or touch with either foot, the appropriate shooter stake or Regions four foot extended line, for their class unless due to an approved medical exemption. A shooter will receive a warning for failure to straddle or touch the line on the first offense. The penalty for the second offense is a deduction of five points from target score, and each subsequent offense will receive a score of zero. Anyone that deliberately does not attempt to shoot from the designated shooting stake/line, or that deliberately stands on or bends the shooting stake, will receive a score of zero for that target, and may be disqualified from competition.

In consideration of time, no shooter may glass the target from the shooting stake after taking their shot. Shooters may glass the target prior to shooting, but are reminded of the time restriction after assuming their position at the stake. A shooter will receive a warning from the group for the first offense. The penalty for the second offense is a deduction of five points from target score, and each subsequent offense will receive a score of zero.

Unless prior approval for a use delineated by the Tournament Director, or prior arrangements with the Range Official and their shooting group have been made due to a personal situation, the use of cell phones or other personal communication devices for any form of communication is prohibited during competition. Cell phones, PDA's and pagers are to be turned off, and a shooter will receive a five point deduction if they use, or otherwise disturb another competitor with such a device and the device will be surrendered to the Range Official. Failure to surrender the device after a violation will result in disqualification from the event.

After you set your sights and draw your bow, you cannot reset your sights after a letdown. The penalty for violating the shooter will receive a score of zero for that target.

Shooters are required to keep their yardage indicator on movable sights covered before and after setting. Violators will receive a warning from the group for the first offense. The penalty for the second offense is a deduction of five points, and each subsequent offense will receive a score of zero.

For safety considerations no archer will be allowed to go behind a target to look for a lost arrow or for any other reason except to retrieve an arrow that is visible to the group. A shooter will receive a warning from the group for the first offense. The penalty for the second offense is a deduction of five points, and each subsequent offense will receive a score of zero.

A group may not move to the next target until the group occupying that stake has finished and cleared of the target. Anyone moving to the next target and interfering with the movement of the other groups will receive a score of zero for that target.

Anyone found examining or touching the equipment of another shooter without permission shall be disqualified from competition.

Only one arrow, per shooter, per target will be shot from the stake. Anyone shooting the wrong target, or from the wrong stake, will receive a zero for the target which should have been shot regardless of the actual stake that the shot was made from.

An arrow that falls while being knocked onto the string before a shot may be picked up and shot with no penalty. If in the process of a letdown the arrow drops off the bow it may be picked up and shot with no penalty. However, the shooter is responsible for maintaining control of the arrow at all times and the arrow must not be intentionally released, or in any way propelled by the string, including when a string is accidentally released during a letdown, or it will be scored as a zero. In addition, releasing an arrow by pointing the bow at the ground in front of the shooter is dangerous and if an arrow is intentionally released at the ground, the shooter shall not only receive a score of zero for that Pro/Am competition, but also be disqualified from the competition.

Shooters are able to receive assistance from only a single shooter in their group for each incident. Assistance will be limited to holding a cap, or a single standard or golf-style umbrella.

Binoculars are allowed, but may be checked at random by a tournament official or if requested by another competitor. If the official deems any markings as inappropriate, the glasses will be confiscated and presented to the Competition Committee under the Shooting Rule on range finding. In addition, any binoculars that are pre-marked by the factory, but are being used by the shooter as a mechanical device for range finding will be confiscated and presented for review to the Competition Committee shooter can be disqualified by the Competition Committee.

The projection of a reference point, either directly or by reflection, onto a target is prohibited. This includes lighted nocks which may be used but which must go dark prior to the next shooter assuming the stake. Anyone in violation of this will receive a score of zero for that round.

Except due to an approved medical exemption, the use of any device (including stabilizer bar or prop stick) that allows the mass weight of the bow to be relieved from either arm while shooting is prohibited. Anyone in violation of this rule shall receive a score of zero for each target where the violation occurred.

Competitors in "Fixed Pin" classes, with exception of the Modern Bow hunter class, may make one "gang adjustment" of their sight during competition without calling a breakdown. The adjustment may be made following a shot and prior to proceeding to the next target, but the shooter MUST: inform the group, and make the adjustment to the whole pin set in front of the group. Individual pins may not be adjusted, and further adjustments must be made within Shooting Time Allowed rule guidelines.

Known Distance & Unknown Distance Competition: The Tournament Director shall have the option to designate individual classes or ranges for Known Distance or Unknown Distance competition for either or both days.

Mixed known and unknown classes will shoot unknown on first round and known on second round.

In all Unknown Distance competitions any form of range finding is prohibited:

All distances will be judged by eye. No equipment, including but not limited to sights, binoculars, or spotting scopes will be used to judge distance. Using any part of the shooter's body is prohibited, which includes "gapping techniques" that may also use equipment, or the "stepping off" of the distance to, or from, any target.

Shooters may carry "target cards" which has a picture or rendering of the targets being shot, but no marks or notations of any type may be made on these cards. In addition, the prohibition on marks or notations includes carrying, or making, any additional notes about yardages or features of any target on a competition range.

Exchanging information with other shooters or spectators while shooting is also strictly prohibited. Violations will be referred to the Competition Committee. The first offense will result in disqualification of the shooter from the event. A second offense will result in a suspension for the remainder of the tournament season with no refund of any entry fees paid.

In all Known Distance competitions:

For ranges designated for Known Distance competition, yardages may be provided upon request as measured within a one yard tolerance based on the equipment used. It is suggested that competitors bring their own range finders for all known yardage classes.

Shooters who elect to use range finders, may not delay the time allowed and are required to share their information if requested by another competitor in their group.

Using any part of the shooter's body is prohibited, which includes "gapping techniques" that may also use equipment, or the "stepping off" of the distance to, or from, any target.

SHOOTING TIME ALLOWED:

Each twenty (20) target Unknown Distance round will be shot in three hours and thirty-minutes, and each twenty (20) target Known Distance round will be shot in three hours and ten-minutes. However, it shall be the final determination of the Tournament Director to cancel, postpone, delay tournament activities, and / or determine the appropriate time frame for completion of the round in the case of inclement weather or other extenuating circumstances.

Each group will be responsible for monitoring and adhering to the following pace of shooting:

Upon commencement of the round by the range official the first shooter at each target will be allowed two minutes in Unknown Distance and one minute in Known Distance to shoot his arrow.

Each remaining member of the group will be allocated one minute to shoot.

Each group will be permitted four minutes to score the target, pull arrows and reach the next stake at which point the time allotment procedure repeats.

Shooters who fail to adhere to their time limit will receive a verbal warning from the group and/or range official for the first offense. The penalty for a subsequent offense is a deduction of five points from target score. Any further offenses will result in the disqualification of the shooter.

After the allotted time the range official will call time and shooters may complete the target being shot. Further shooting will cease and scores will be totaled on targets completed and a zero recorded for each incomplete target.

The following are the only conditions under which a shooter may leave the range and return to receive credit for the day's competition. These conditions are breakdowns and emergencies. The shooter will be allocated additional time to make up targets missed in the presence of two scorers designated by the range official, or by the range official, who will be responsible for scoring and completing the shooter's score card.

Equipment failures must be reported to a range official. If the equipment failure occurs during the act of shooting, the arrow will be scored as shot. The shooter will then have up to forty-five (45) minutes from the time the shooter is picked up for equipment replacement or repair. Each shooter is limited to one (1) repair or replacement of equipment per tournament. A shooter with a second breakdown will be allowed to repair or replace their equipment, but will not be allowed to make up missed targets unless approved by Tournament Director.

Any shooter leaving the range for a personal time-out must first check-in with the range official, and must check back with the official within five minutes to complete the round.

CODE OF CONDUCT:

No alcoholic beverages or controlled substances may be on the tournament grounds under penalty of disqualification. No shooter will compete while under the influence of alcohol or any other controlled substance(s) under penalty of disqualification.

Littering of the tournament grounds shall not be tolerated. Anyone littering may be disqualified from the tournament.

WEATHER:

In case of severe weather Regions holds the right to delay or cancel a tournament day. Should a round be suspended, all shooters are to leave the range immediately and in the interests of safety all shot arrows are to be left in the target and are not to be scored or pulled. All scorekeepers shall retain the score cards in their possession and no shooter is to have possession of their own card. The Tournament Director will have two hours to exercise one of the following options based upon the weather and the availability of ranges: (1) resume shooting that day within two hours of that day's suspension and subject to being able to complete the round that day, (2) complete the round the next day if there are five or fewer targets for every group on the range to be shot, or (3) cancel the round completely. Should a round be cancelled, all competitors that post a score for the other completed round will receive 200 points for the cancelled round; no refunds will be made; and all results and paybacks will be based on the round of twenty (20) targets completed by the class. No competitions may be decided solely on the results of a partially completed round, unless the Tournament Director is proceeding under Shooting Time Allowed.

SCORING RULES:

Scorecards will be handed out on each range by the range official. Shooters will pick up an official scorecard, along with one "unofficial" scorecard which is to be kept by the shooter for their record. The completed official scorecard must be turned in by the group within fifteen (15) minutes of completion of competition and prior to leaving the range to receive credit for that day's competition.

- The completed scorecard must be accurately, completely, and properly filled in.
- Only 12 Rings will be counted as bonus rings, not 11 rings.
- No changes may be made to the official score card after it has been signed by the scorekeeper and shooter. Any changes must be initialed by both signees. If a shooter changes his scorecard after it has been signed, the shooter will receive a score of zero for that tournament and will be brought before Regions officials for further action.

Each group will designate one member of their group to be designated as the Scorekeeper who will record all scores for the group, but they may not maintain their own individual official scorecard. The other individuals will be designated as "Scorers" but no one will be allowed to score their own arrow. In groups of four the third scorer will be designated as the scorekeeper for the main scorekeeper's arrow. In groups of three the scoring will be done by the entire group but an individual may not score their own arrow, or record the official scorecard for their arrow.

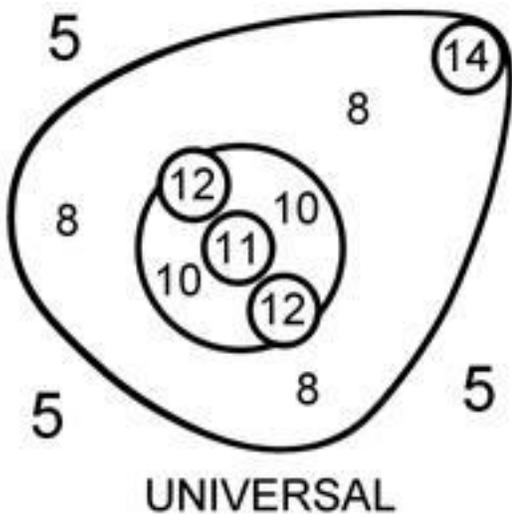
- All scorers must agree on a score for each arrow and call out the score to be recorded on the respective shooter's scorecards by the Scorekeeper.
- Scorekeepers will maintain the official scorecard for the entire group except for their own official scorecard and be responsible for recording each arrow. Scorekeepers will record the total score and total number of 12 Rings at the end of the round. Remember 11 rings do not count as bonus rings.
- The fully completed official scorecard must be reviewed and signed by the Scorekeeper and the shooter, as well as each the Scorekeeper and shooter must initial the back of the card. Any shooter turning in an "official" card on which they have signed and initialed both places will receive a score of zero for that day.
- The Scorekeeper for each group must turn in the official scorecards to the range official together except when a shooter is permitted to make-up targets due to an approved leave. Shooters are fully responsible for the accuracy of their scorecards. Any group that does not turn in their scorecards together before leaving the range will be subject to receiving a score of zero for that round.
- After score cards are turned in, scores will not be changed by score/data entry personnel

Arrows must remain in the target until all arrows are scored. The arrow shaft must be touching a part of the next highest scoring line to be scored the higher score. All scoring shall be without the aid of any magnification except for prescription glasses or contacts.

The score of any doubtful arrows must be determined before drawing any arrow from the target. Each score is based on the placement of the arrow while all other arrows remain in the target. No arrow may be removed until a judgment has been made and no changes to the score may be made after any arrow has been removed. No target may be moved for scoring purposes, and targets must be returned to their proper upright position after removal of the arrows. If the Scorers are in agreement, the score will remain. Should the group's Scorers be unable to reach an agreement on a score, the Scorekeeper (except on a call of their own arrow) will have the responsibility of making the final determination before any arrows are removed from the target. Groups will be responsible for scoring their own arrows. Regions Range Officials will not make scoring calls on tournament ranges except when a group has only two shooters. Regions officials will only score arrows during special competitions and shoot-offs.

In the event of Target "Pass Through" or "Rebound" without striking another arrow.

1. Arrows passing through the front of but still in the target will be pushed back and scored.
2. If the scorers agree that an arrow passed through the targets insert seam the shooter will be given a score based on the point the arrow passed through not to exceed eight (8) points.
3. If the scorers agree that the arrow actually passed all the way through the target, the range official must be notified and the shooter will take the score where the "pass-through" occurred determined by the scorers up to a maximum score of **twelve (12) points**.
4. If the scorers agrees that the arrow "rebounded" out of a target without striking another arrow, the shooter will take the score where the rebound occurred up to a maximum of **twelve (12) points**.
5. Any arrow embedded in the nock of another arrow (Robin Hood) will be scored the same as the arrow it is embedded in.
6. Any arrow rebounded off another arrow will be scored the same as the arrow it struck, provided the damaged arrow can be identified.
7. Arrows deflected by contact with another arrow in the target and still proceeding toward the target will be scored as: (1) where the arrow lies in the target; or (2) a maximum of five (5) points if it is not in the target.
8. **Arrows deflected by contact with another arrow in the target and causes damage to the knock and or bushing or shaft of the struck arrow which makes it unable to be safely shot, will be scored the same as the struck arrow.**
9. Arrows in the corresponding area of the target will be scored with point values of 5, 8, 10, 11, or 12 In the instance of shoot-offs 14 as shown in the diagram below.



- Each target has two (2) 12-rings. At each target the lower 12-ring will be scored for all shooters. At each target a shooter may select to have the upper 12-ring scored by announcing their intention at that point the lower 12-ring will no longer be scored for that target. Upon announcing the upper 12-ring the scorekeepers will acknowledge and note this selection.
- In classes where a shoot off is not conducted, any ties (including first place) will be broken by the number of bonus rings. Only 12's count as bonus rings 11s do not.
- If a 1st place tie cannot be broken by bonus rings, and if time and weather permit, a tie break will be conducted. Each shooter will shoot one arrow at a target and the arrow that is closest to the center of the lower twelve ring (regardless of actual score) will receive an additional bonus ring added to their final score. If for any reason a shoot-off cannot be held, and for all other places that are tied by bonus rings, the sum of the prize money for the tied places will be divided equally between the shooters.

COMPETITION COMMITTEE:

The Committee will consist of Regions officials and Directors. In addition to reviewing infractions and ruling on grievances submitted by shooters, the committee will establish penalties that are not defined in the Regions Archery Rules, as well as sanctions for conduct violations and repeat rules violators. They will also review general rules interpretations submissions.

- Committee will hear and review all grievances and protests, as well as interpret rules. All protests filed that could affect the results of the competition must be resolved prior to the next round of competition, or prior to the announcement of final results. All shooters agree to be bound by the decisions of the Competition Committee as final.
- Any grievance or protest must be filed in writing with the Committee within one (1) hour of completion of a round, along with a \$50.00 fee. If the Committee rules in favor of the protest, or the protest/grievance is withdrawn, the fee will be returned. All decisions of the Committee will be final.
- A general inquiry for an interpretation of a rule may be submitted in writing to the Committee. The Committee will review the submission at their earliest convenience, and a written response will be provided. No fee is required for this review.
- Unsportsmanlike conduct on the ranges or tournament grounds will not be tolerated.
- Any un sportsman like conduct will be reported to a tournament official who will file a report with the Committee immediately. The first offense will result in disqualification of the shooter from the event. A second offense will result in a suspension for the remainder of the season with no refund of any entry fees paid.
- Verbal abuse directed at tournament officials, other shooters, or spectators will result in immediate disqualification of the shooter from the tournament, along with a referral to the Committee for further action.
- The use of profanity is prohibited and violators are subject to disqualification,

ACKNOWLEDGMENTS, RELEASES, AND WAIVERS:

- A Release and waiver form MUST be signed at each Regions Archery event by every shooter.

CLASS DEFINITIONS:

- **Open Classes:** May use any compound or recurve bow, sight, release, stabilizer or equipment unless specifically prohibited in the shooters specific class, or by a ruling of the Competition Committee. Overdraws do not designate shoot class or shooting style. Sight type and/or release type is the determining factors for all non-Open classes.
- **Fixed Pin Classes:** No pin limit. Stabilizer Rule: A front stabilizer (or system including quick releases and/or enhancers) may be used, but must be contained within twelve inch (12") sphere from the tip of the stabilizer (or system) to the point of attachment on the front of the riser provided by the manufacturer. A rear stabilizer or counter balance weight system may be used with a maximum of two extensions, but may not extend further than a six inch (6") sphere as measured from either: (1) the point of attachment on the rear of the riser provided by the manufacturer, or (2) if there is no rear point of attachment the system may not extend further than a six inch (6") sphere from the rear point of connection or from the bottom of the back of the grip even if connected to an extension off the front of the bow..
- The Modern Bowhunter class: 330 speed limit, 45 yd max.
Any commercially available fixed pin or adjustable sight may be used (you must use the same sight for ALL three dimensions of competition as well as the shoot off). Magnification is allowed. Stabilizer Rule: A front stabilizer (or system including quick releases and/or enhancers) may be used, but must be contained within a eighteen inch (18") sphere from the tip of the stabilizer (or system) to the point of attachment on the front of the riser provided by the manufacturer. A rear stabilizer or counter balance weight system may be used with a maximum of two extensions, but must be contained within a fifteen inch (15") sphere as measured from either: (1) the point of attachment on the rear of the riser provided by the manufacturer, or (2) if there is no rear point of attachment the system may not extend further than a fifteen inch (15") sphere beyond the back of the bottom of the grip including quick connectors and weights..
- A shooter may shoot in the Modern Bowhunter class AND one other competition class at each Regions Archery event. The other competition class must be shot with the equipment rules of that class.
- Regions reserves the right to review any and all equipment or accessories and determine its legality for competition. The following equipment and accessories are prohibited for all competition classes: (1) broadheads or any tip not intended for target use; (2) mechanisms which allow the bow to be mechanically held in the drawn position (except crossbows); (3) laser sights or pointers; (4) devices (including stabilizer bar or prop stick) that allows the weight of the bow to be relieved from either arm while shooting. (Regions Archery reserves the right to waive certain restrictions or shooting rules under specific circumstances for physically challenged competitors.)
- Bow Hunter class may use fixed pin sights, slider or open class equipment.

*Age Requirement:

- Seniors - Senior classes will be based on the age of the shooter as of December 31st of the current competition year.
- Youth - In all Young Adult, Youth and Eagle classes the age is based on the competitor's age as of March 1st of the competition year. Anyone in Young Adult must be in high school at the start of the season, but may graduate during the current season.

CLASSES:

All earnings requirements for classes are based on a shooter's Regions Archery Pro/Am earnings and year-end bonuses from their individual class competition. Paybacks and bonuses exclude the Pro/Am Team competition.

All classes below reflect maximum arrow speed and recommended maximum yardage.

Regions reserves the right at any time to assign a registered shooter to a higher competition class based on knowledge of the competitor's prior archery experience, performance in other archery competitions, or the individual's established competition level in another organization. If, for example, someone shooting Regions for the first time feels that they are entitled to compete in the Open class, but their previous archery experience or competition status in another organization confirms that they are not an open class shooter, then Regions reserves the right to require that individual to compete in a higher Open class. Anyone who competes using a compound bow as a professional or semi-professional in other nationally sanctioned 3-D, indoor or field events must compete in the appropriate Regions Professional, Semi-Pro or Known 50 class. In addition, anyone who receives sponsor support that exceeds \$2,000.00 per year in products, equipment, services, or cash is required to shoot in semi-pro or pro. Anyone who has earned more than \$5,000.00 in career Pro/Am earnings must compete in Semi-Pro or Pro. Anyone who has won their way out of a Regions class may not return to that class unless approved by the Competition Committee. Any requests for consideration for reassignment to a lower class must be submitted in writing no less than thirty days prior to competition for review by the Competition Committee.++

PROFESSIONAL - Pros may roll back to Known 50 or highest amateur class if they earned less than \$500.00 in the previous two years. Competitors in all other Pro Classes that have not won any prize money in their most recent year of competition may request to be considered for the highest amateur class available for their equipment setup subject to the submission and approval of a written request to the Competition Committee.

Open Pro - No restrictions on age or sex. 50 yard max, 315 FPS. All unknown. **Gold stake**

Pro Known 50 – No restrictions on age or sex. 50 Yds max, 315 FPS. All Known. **Gold stake** .

Pro Exhibition – Pros can shoot at lower cost to practice. 50 yard max, 315 FPS. All unknown. No pay back. **Gold stake**.

Senior Pro – 50 years old. No restriction on sex. 50 yds max, 315 FPS, all unknown. **Gold stake**

Women's Pro - 50 yard max, 300 FPS all unknown. **Gold stake**.

AMATEUR – Open to Regions members in good standing.

Semi Pro - No restriction age or sex. Unknown distance only, 50 yds max, 315 FPS, gold stake

Advanced Open - No restrictions on age or sex. 50 yard max, 315 FPS. All unknown. **Gold stake**

Anyone in Advanced Open that had at least two top-ten finishes, and earned over \$600.00 in their last year of Pro/Am competition must compete in Semi-Pro or higher. Any Open B Class shooter who won more than \$400 in prize money and had at least two top-Ten finishes in their most recent year of Pro/Am competition must shoot Advanced Open . Anyone who won \$200 or more in Advanced Open during their most recent year of competition may not move down in class

Any amateur eligible to compete in Advanced Open or lower may compete in the Known 45 class. Anyone in Known 45 who had at least two top-ten finishes, and earned over \$600.00 in their last year of Pro/Am competition must compete in Advanced Open , Known 50 or higher

Known 50 Open – No restriction on age or sex. Known distance only. 50 yard max, 315 FPS. All known. **Gold stake**.

Anyone required to compete in semi-pro or above may compete in this class. Regions membership is

Known 45 Open – No restrictions on age or sex. Known distance only. 45 yard max, 315 FPS. All known. White stake

Known 40 Open (old open C) - No restriction on age or sex. All Known distance. 40 yds max, 315 FPS Red stake

Open B - 45 yard max, 315 FPS. All unknown. White stake

Senior Open - Age 50* and over. 45 yard max, 315 FPS. All unknown. White stake.

Senior Known - Age 50* and over. 45 yard max, 315 FPS. All known yardage. White stake.

Super Senior - Age 60* and over, 40 yard max, 315 FPS, All unknown. **Red stake.**

Hunter Elite – Any Bow no restrictions, fixed pins no limit on number, with Mag, 45 yds, max, 315 FPS All unknown

Men's Hunter - Release, fixed pins with magnification allowed. Fixed pin stabilizer rule applies. 40 yard max, 315 FPS. All unknown. **Red stake.**

This class is open to anyone who did not compete in Open A (or higher), win more than \$200 in prize money in Known 45 or Open B, or win more than \$400.00 and had two top ten finishes in Hunter during their most recent year of Regions Pro/Am competition. their most recent year competition in any class that competes at 40 yards or less. At any point during the season that a competitor in Known 40 earns more than \$300.00 they are required to compete in their choice of Hunter, Limited or other higher class. **Red stake.**

Bow Hunter (old bow hunter novice) – Release, fixed pins or open sights w/no magnification. Any stabilizer. 30 yard max, 300 FPS. All known. **Blue stake.**

This class is reserved for participants who shoot in the novice pins class at the state level, or that won less than \$300.00 in prize money in this class in their most recent year of Pro/Am competition. At any point during the season that a competitor in this class earns more than \$300.00 they are required to compete in their choice of Hunter, or other higher class for the remainder of the season.

Senior Hunter - Age 50 and over. Release, fixed pins with magnification allowed. Fixed pin stabilizer rule applies. 40 yard max, 315 FPS. All unknown. **Red stake.**

This class is open to anyone who did not compete in Advanced open (or higher), win more than \$200 in prize money in, Known 45 or Open B, or win more than \$400.00 and had two top ten finishes in Hunter during their most recent year of Regions Pro/Am competition.

Master Hunter Class 60+ - Fixed pins, Release, with mag, stabilizer rule applies, 35 yds, 315 fps,

Modern Bow Hunter– No restrictions age or sex. 45 yard max. 330 FPS. White stake.

This class is intended to allow the use of the newest technology and most popular bows being sold in the current market. The rules are set to allow for the average shooter to compete in a fair professional format and environment allowing the shooter who proves to be the most competent to win – 330 fps, 45 yd max, fixed or slider w/side or rear adjust, single or multiple pins, lighted or plain, no projected light, magnification allowed, 18" forward and 15" rear max stabilizers, nibs or screw in points, no broadheads. The same sight must be used in all 3 dimensions and shoot down. Regions scoring format applies, Three (3) fifteen target rounds consist of 1 round of stationary 3d targets, one round of stationary 3d targets from simulated hunting positions such as tree stands or ground blinds and one round of 3d targets simulated hunting scenery. Highest six (6) scores qualify for shoot down round to be shot in a elimination format. All other rules apply.

Crossbow – Male and Female, any age, any bow, with mag, 45 yds, 330 FPS – white stake.

Women's Open – Open to female competitors only. 45 yard max, 280 FPS. .Half known and half unknown. White Stake.

Women's Known - Known distance, female competitors only. 40 yard max, 280 FPS. All known. Red Stake

Senior Women's Open - Age 50* and over, female competitors only. 40 yard max, 280 FPS. Half known and half unknown. Red stake

Women's Hunter - Release, fixed pins, no magnification, Fixed pin stabilizer rule applies. Female competitors only. 30 yard max, 280 FPS. all known. **Blue stake.**

This class is reserved for Pro/Am participants who have won less than \$300.00 in prize money and had less than two top ten finishes in any class, or any year, of Pro/Am competition.

High School – 9th-12th age 15-18

HS Open male – 40 yard max. 300 FPS. Known and half unknown. **Red stake.**

HS Open Female - 40 yard max. 300 FPS. Known and half unknown. **Red stake**

HS Pins Male - 30 yard max. 300 FPS. All known. **Blue stake.**

HS Pins Female - 30 yard max. 300 FPS. All known. **Blue stake**

Middle School – 6th-8th age 12-14

MS Open Male – 30 yard max. 280 FPS. Half known and half unknown. **Blue stake.**

MS Open Female - 30 yard max. 280 FPS. Half known and half unknown. **Blue stake**

MS Pins Male - 30 yard max. 280 FPS. All known. **Blue stake.**

MS Pins Female - 30 yard max. 280 FPS. All known. **Blue stake**

Elementary School: 3rd-5th age 9-11

ES Open Male - **Parental supervision.** 25 yard max, 280 FPS. All known. . **Yellow stake**

ES Open Female – **Parental supervision.** 25 yard max, 280 FPS. All known . **Yellow stake**

ES Pins Male - **Parental supervision.** 20 yard max, 280 FPS. All known. Green stake

ES Pins Female - **Parental supervision.** 20 yard max, 280 FPS. All known. Green stake

Youth Traditional - up to age 16. 20 yard max.280 FPS. All known. Green stake.

Junior eagle - Ages 6-9*, Parental supervision. 15 yard max, 230 FPS. All known. Orange stake.

In the interests of safety and the well being of our youth class competitors, all Young Adult and Cub shooters must be able to draw their bow under control and without undue difficulty. If in the opinion of the Range Official the competitor is having difficulty drawing and controlling the bow, the competitor shall be required to decrease the poundage to allow them to properly draw and shoot the bow regardless of arrow speed.

Recurve - No sight or release. Any arrow type. 25 yard max, 280 FPS All unknown. **Yellow stake**

Long Bow - No sight or release. Any arrow type. 25 yard max, 280 FPS All unknown **Yellow stake**

NATIONAL 3D CHAMPIONSHIP QUALIFYING:

- Participate in two Pro/Am events, or win one Pro/Am event. .
- Participate in one state qualifier event.
- Regions reserves the right to recommend invitations in all classes.

SHOOTER OF THE YEAR:

- Pro Classes Shooter of the Year will be based on a shooter's three (3) highest Pro/Am scores in the same class from the Pro/Am season. A tie for first in any Pro Class not broken by bonus-rings will be broken by a Final Shoot Down.
- Known 50 and Amateur Classes will be based on a shooter's three (3) highest Pro/Am scores in the same class for the season. Ties for any place in any Amateur Class not broken by bonus rings will be considered co-winners and duplicate trophies will be issued, along with the sharing of any prize money.
- All Eagle Classes will be based on their best three Pro/Am scores.
- No "Shooter of the Year" will be awarded in Bow Hunter and Known 40 Classes
- Shooter of the Year in classes that average less than ten (10) competitors per event for the season will be reduced or eliminated based on actual participation.
- **Shooter of the year in the Modern Bowhunter class will be based on 45 target scores at each event totaled.**

PRO SHOOTDOWN:

- Should time and weather permit upon completion of the Pro/Am competition the Tournament Director may designate classes for a Shoot Down to determine the final order of finish.
- Designated classes may have up to four - six participants as determined by the Tournament Director. In case of a tie in score and in bonus rings for the fifth spot the Tournament Director may use the tie-break procedure to determine the fourth position.
- Each competitor in the final shoot down will shoot the course individually.
- The initial round of a final Shoot Down will consist of one shot at each of five individual targets for each of the shooters one shooter at a time.
- While the first shooter is shooting their round, the second shooter will have the opportunity to warm up on a practice bag in the arena.
- Prior to the start of their Shoot Down, all competitors will be provided a ten-minute period to judge yardage for the initial targets. Anyone not present for any, or all, of the judging period forfeits this opportunity and will be required to adhere to the Shoot Down pace with no additional time for judging.
- Each shooter will have 90 seconds to shoot their round of five targets. Anyone not shooting within the allotted time will be given a zero for one target.
- Shooters will remain at their stake until their arrows are scored and posted then will proceed to the next numbered target.
- Shooters are responsible for having enough arrows to complete the Shoot Down. Minimum of five (5) arrows.
- After the initial round all shooters within ten points of the leader will proceed to a Final Arrow with the lowest score shooting first.
- Bonus rings may not break a tie for first place in the pro classes except as provided for due to weather or time. Should a tie in total score exist for first place following the Final Arrow, the Shooters tied for first will continue to shoot until the tie is broken by score. The individual with the most bonus rings will select the order of shooting. If tied, a coin toss will determine the order of shooting. . A separate target will be reset for the final arrows shot. After two tied scores a third round will use the "Closest-to-the-12" tie-break procedure to determine the winner.

MODERN BOW HUNTER SHOOT OFF (2017)

- Pro shoot down rules will apply except the round will be shot on targets in simulated hunting scenarios and/or moving targets from elevated stands and ground blinds.
- Should time and weather permit upon completion of the Pro/Am competition the Tournament Director may designate classes for a Shoot Down to determine the final order of finish. . It is intended to shoot the Modern Bowhunter Class first before the Pro shoot off. Order of shoot off competition will be determined by the Tournament director.
- The Modern Bow hunter shoot off will consist of up to 6 participants as determined by the Tournament Director. In case of a tie in score and in bonus rings for the sixth spot the Tournament Director may use the "Closest-to-the-center 11" tie-break procedure to determine the sixth position.
- With two shooters shooting in rotation, at the same time, from each of the three dimensions, each shooter will shoot five targets.
- After the two shooters have shot the dimension, targets will be scored and posted and then rotate to the next dimension until all six shooters have shoot all three dimensions and all five targets.
- The thee highest scores will proceed to a shoot down consisting of shooting two targets, selected by the Tournament director, in each dimension, at the same time, and rotate through each dimension until all six targets have been shot by each shooter.
- The highest score will be the winner of the shoot down
- Tie scores will repeat the round until a winner is determined.
- After three tied shoot off rounds closet to the center of the eleven ring will be determined the winner.
- Shooters will remain at their stake until their arrows are scored and posted then will proceed to the next numbered target.
- Shooters are responsible for having enough arrows to complete the Shoot Down. Minimum of five (5) arrows
- Two shooters on each of the tree stand, ground blind, and simulated positions will shoot one arrow at each of two targets at each position then rotate to the next position until they have each shot six targets. Targets will be scored and posted after each position has been shot by both shooters.
- The Modern Bow Hunter Shoot off will be carried out on a shoot up elimination system.
- One practice round will be shot prior to the shoot down round.
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