

Danvers Fish & Game Club
20 Birch Road
Middleton, MA

Archery 3D Shoot

30 3D Targets- \$10.00 Fee

Register between 7 a.m.- 11 a.m.

Rules

1. No Crossbows
2. Field points only
3. No alcohol or drugs prior or during shoot
4. No littering on club property
5. No pets allowed
6. Stay on designated trails and No backtracking
7. Do not alter course
8. Maximum of 4 shooters per group
9. Any part of shooter's body must touch stake
10. Each shooter has one minute at stake. Please allow faster groups to shoot through
11. Three minutes to look for lost arrows
12. Binoculars may be used before your turn at the stake
13. Club is not responsible for lost or damaged equipment
14. If you are not a member of D.F.G. then you must fill out a waiver form when you check in
15. Keep yardage to yourself. Some people are not using range finders

Rules and Regulations for Bowhunters

SCORING To score, an arrow must be stuck in the target. Witnessed pass-throughs are to be scored as agreed on by the majority of the group, or re-shot before shooters advance to target. If a pass through is revealed upon approach to the target by the shooting party, it will be scored zero points. (One arrow per shooter.)

Scoring shall be as follows:

- 11 pts - Circle inside vital area of the 10-point circle; if more than one, use the center circle only. Arrow must at least touch the circle.
- 10 pts - Circle inside vital area. Arrow must at least touch the circle.
- 8 pts - Vital area other than the 10-point circle. Arrow must at least touch the vital area line.
- 5 pts - Remainder of the animal touching body color, turkey tail counts as 5 points.
- 0 pts - A hit in the ears, horn, or hoof not touching body color, any other miss, or glance off.

Score all legal 11-ring hits in the 10-point scoring area of scorecard if a target happens to have one. All ties that cannot be settled in this manner will then be subject to a "shoot-off" method. Any arrow shot accidentally or deliberately, if not in the scoring area of target, will be scored as 0 pts. Any arrow which is dropped and can be recovered while touching the stake may be re-knocked and re-shot.

ROBIN HOODS Any arrow which "Robin Hoods" another arrow will receive the points of the original arrow as long as that arrow is stuck in and remains in the original arrow.

WHAT CONSTITUTES A SHOT If the arrow leaves the bow, for any reason, it shall constitute the shot, unless it can be retrieved by the shooter with a portion of his/her body on the shooting stake, at which time the arrow may be re-knocked and shot again.

SHOOT STAKES A portion of the shooter's body shall be touching the shooting stake. The shooter's body may be behind, to either side, or in front of the shooting stake.

ORANGE STAKE: 50 yards max. MBO, MBR, RFR, SNR

GREEN STAKE: 45 yards max. FBRO, MSNR

YELLOW STAKE: 35 yards max. RHC, MHC, FHC

WHITE STAKE: 25 yards max. Traditional

3-D Classes Defined

MALE BOWHUNTER OPEN (MBO) Compound bow, recurve or long bow with moveable sight, scope or laser sight. Any type of release aid, glove, finger tab or bare fingers may be used. Course must be shot from the ORANGE stake.

*MBO/R Same as above except with range finder

FEMALE BOWHUNTER OPEN (FBRO) Compound bow, recurve or long bow with moveable sight, scope or laser sight. Any type of release aid, glove, finger tab or bare fingers may be used. Course must be shot from the GREEN stake.

*FBRO/R Same as above except with range finder

MALE BOWHUNTER RELEASE (MBR) Compound bow, recurve or long bow with or without a sight. If a sight is used, it will have fixed pins. Shooter must be shot with some type of mechanical releasing aid. Cross hair style pins are allowable as fixed pin sights. Circle style pins are allowable (if circles are of one size). Sights that utilize any lens or magnification are not allowed in any class other than open. Sights may not be adjusted while on the range during a tournament. Course must be shot from the ORANGE stake.

*MBR/R Same as above except with range finder

RENEGADE HUNTER (RHC) Any type of equipment or style described above, less lenses or scope in sights. Course must be shot from the Yellow stake. *RHC/R with range finder

SENIORS (SNR) AGES 50 AND OVER This class is for any shooter 50 years of age or older. Any type of equipment or style described above. Course must be shot from the ORANGE stake.

*SNR/R Same as above except with range finder

MASTER SENIOR (MSNR) AGES 60 AND OVER This class is for any shooter 60 years of age or older. Any type of equipment or style described above. Course must be shot from the Green stake.

*MSNR/R Same as above except with range finder

MALE HUNTER (MHC) A compound bow using release or fingers, fixed pins minimum 5 grains of arrow weight per lb. of bow weight, string silencers or string leaches, (speed demons are not considered string silencers) Arrows are not to be drawn past the face of bow. Course must be shot from the YELLOW stake.

*MHC/R Same as above except with range finder

FEMALE HUNTER (FHC) A compound bow using release or fingers, fixed pins, string silencers or string leaches, (speed demons are not considered string silencers) Arrows are not to be drawn past the face of bow. Course must be shot from the YELLOW stake.

*FHC/R Same as above except with range finder

TRADITIONAL - Traditional longbow or recurve. Arrow shaft material made of shooter's choice, shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers. Archers may use up to two (2) nock locating devices, but they must use the same necking point and anchor point for each shot and the index finger must contact the string in the same place for each shot. The index finger must touch the nock of the arrow. Face and/or string walking are not permitted. No sighting device of any kind may be used. There shall be no markings on the bow or bowstring (intentional or accidental) that could be construed as sighting marks. No type of draw check will be allowed. Shot off knuckles, shelf or stick on rest with no berger button. No sights, stabilizer, mechanical devices, wrist or finger sling, etc. Course must be shot from the WHITE stake.