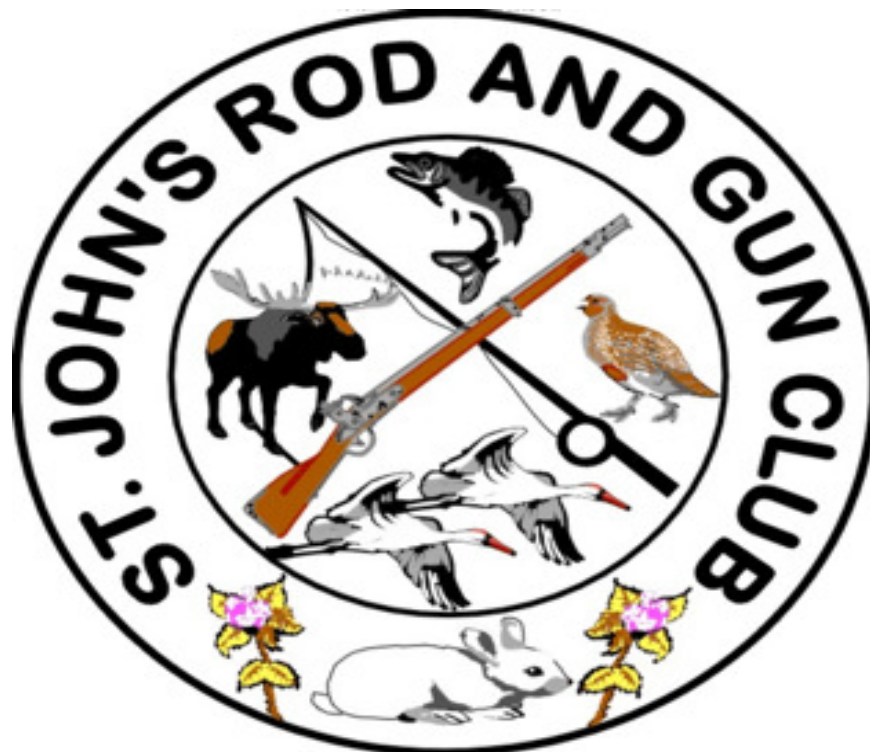


St. John's Rod and Gun Club

Target and 3D Archery Course Operating Procedures



1.0 Shooting & Scoring on the Target range

- 1.1 The target range is located between trap houses B & C on the Trap field and will offer shot distances out to 90 meters.
- 1.2 We will have two 52" target butts positioned on this range which can accommodate up to 8 archers. There will also be other targets supplied for practice on this range.
- 1.3 There will be a clearly marked shooting line at this location and the two target butts will be set at distances agreed to by the RSO for that group. The target distances can be changed throughout the shoot provided all safety measures are followed and the group agrees with the distances. Staggering the distances of the two butts will give more options to the archers.
- 1.4 To accommodate those archers that are scoring a target round, as well as those just shooting for practice, archers are asked to limit shooting to three arrows per round. The only exception will be when an archer is shooting a full FITA round; during this round 6 arrows will be shot per round at the two farthest distances. All archers can shoot 6 arrows during this time.
- 1.5 Depending on the number of archers on the range, it may be necessary to have more than one group of archers shooting in succession. All shooting must be completed before any archer heads down range to collect arrows. Obey the range commands of the RSO at all times.
- 1.6 Score sheets will be provided for those interested in scoring a round on the target range and the FITA shooting and scoring procedures will be posted in the clubhouse.

2.0 Shooting & Scoring on the 3D course

- 2.1 The 3D course begins on the boat launch trail and continues on the main trail behind the clubhouse and across the pole line. The bow hangers located at each station will clearly identify the station number, the target on that station and the direction to the next station.
- 2.2 There are thirteen shooting stations which will contain a total of 15 targets. Two stations will have 2 targets each; both targets are to be shot while at this station.
- 2.3 Each shooting station has three colored shooting markers – Blue, Yellow & White.
 - 2.3.1 Blue - Senior compound; maximum 50 yards
 - 2.3.2 Yellow - Junior compound (14-16yrs), Senior recurve; maximum 35 yards
 - 2.3.3 White – Youth (13 & under), Junior recurve; maximum 25 yards
- 2.4 For the purposes of our open shoots the above classifications should suffice, however for organized events there may be further classifications of archers based on age and equipment used.
- 2.5 Shooting is to start from the first peg (blue), then move to the next peg until all shooters have finished. Archers shooting from the same stake should rotate shooting order throughout the round.
- 2.6 Shooters must have some part of their body touching the marker while shooting.
- 2.7 In order to keep the pace of shooting moving efficiently, each shooter should be able to complete his or her shot within 2 minutes.

- 2.8 There should be no more than 4 members in a 3D squad at one time. At least two members of the squad should score the arrows.
- 2.9 There is no practice on the 3D range unless pre-approved by the archery committee, there is a designated warm-up area on the target range that can be used prior to your round.
- 2.10 Score sheets will be provided at the clubhouse prior to your round.
- 2.11 One arrow per person should be shot at each target – no mulligans!
- 2.12 It is recommended that archers bring at least 8 arrows with them on the course.
- 2.13 The targets on the 3D course have 3 scoring zones – 10, 8 & 5. 10 points will be scored for the inner (smallest) ring within the vital area. 8 points for the larger vital area ring and 5 points for a body shot. If an arrow hits antler, hoof, non-body color or misses altogether it is scored 0.
- 2.14 An arrow that touches the line of a higher scoring area is given the higher score. Arrows must stay in the target to receive a score.
- 2.15 If a pass-through occurs it may be scored if witnessed and its score agreed upon by the majority of the group. If the majority of the group does not witness it but another archer can confirm the pass-through, the archer can re-shoot the target before the group advances to the next target.
- 2.16 If a robinhood occurs, the second arrow is given the score of the first arrow, provided that the second arrow stays embedded in the first arrow.
- 2.17 If an arrow strikes another arrow and does not stick in the target, the arrow is scored the same as the arrow that was struck, provided the majority of the group agrees which arrow was struck and that it prevented the second arrow from staying in the target.
- 2.18 If an arrow bounces back from the target it may be re-shot provided the majority of the group witnesses and agrees.
- 2.19 During open shoots when target distances are posted, rangefinders may be used. However, during an open or organized shoot when distances are unknown, rangefinders may not be used. This will be identified by the committee prior to shooting.
- 2.20 Binoculars may be used on the course; however, they cannot be used at the shooting pegs. They can be used before and after a shot provided that it does not interfere with the pace of shooting.

3.0 Equipment

- 3.1 All styles of vertical bows are permitted on the target and 3D ranges; longbow, recurve and compound. However, crossbows are not permitted.
- 3.2 All shooters are responsible for their equipment and to ensure that it is in good working order. Never use damaged or defective equipment.
- 3.3 For the purposes of our open shoots there will be no divisions based on shooting classes, with the exception of distance markers as noted above. However, for organized or competitive shoots, there may be further classifications based on the specific equipment used and age of the shooter, IBO classification standards will be used in such cases.
- 3.4 The maximum draw weight of any bow used should not exceed 80 pounds.