

ARCHERY SHOOTERS ASSOCIATION

2019 Rules of Competition

GENERAL RULES:

- A. Each ASA Pro/Am tournament will consist of two (2) rounds of twenty (20) individual 3-D targets contested over a one or two-day period as determined by the Tournament Director. Each round will be a "Shotgun" start.
- B. Severe Weather - ASA retains the right to delay or cancel a tournament day in case of severe weather. If a round is suspended, all shooters must leave the range immediately. In the interest of safety all 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 still 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 in that class 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.
- C. Each registered shooter will receive a Range Assignment Card with ASA Member Number, Start Days & Times, and Range & Target Assignment. Each shooter is responsible for having their Range Assignment Card with them, and shooting at the time, target, and range designated unless instructed otherwise by a tournament or range official. All times are on a first registered / first assigned basis by shooting class.
- D. Unless required by a rule in the "Classes" section herein or approved by the Competition Committee, a shooter may change their shooting class only one time during the tournament season. No points from a previous class will be carried forward toward the ASA Shooter of the Year in the new class.
- E. No alcoholic beverages or controlled substances may be carried or consumed 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.
- F. Smoking, vaping or electronic cigarettes are not permitted on any competition or practice range at any time. Anyone wishing to smoke during competition may leave the range under Shooting Time Allowed "F" to use an area a minimum of ten (10) yards from the entrance to the range.
- G. Littering the grounds will not be tolerated. Anyone littering will be subject to disqualification from the tournament.
- H. Shooters may only compete in one class at a tournament.
- I. No one may practice on any target to be used for tournament shooting. Anyone shooting in non-designated practice areas including parking areas and the special Known Distance Competition Range will be subject to disqualification.
- J. Anyone using the Practice Range will be required to shoot from the designated stake provided. Anyone shooting from behind the stake may be subject to losing their privileges and disqualification from the event.
- K. Should a competitor be unable to participate their entry fees may be transferred to another event at no charge. A request for a refund will require a processing fee of \$10.00 that will be deducted from any fees refunded. Entry fees will not be refunded or credited if a competitor competes at any point in the event, leaves the competition early after their class shooting time was extended by the Tournament Director, or due to disqualification.
- L. Shooters may not be on any range that they have been assigned to shoot in unknown distance competition before they compete. Anyone who is found to be in violation of this restriction will not be allowed to shoot any competition range that they were on and will receive a score of zero for each range they visited. 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 youth class competitors (supervising parents are not allowed to leave the spectator viewing area if they will be competing on that range.)
- M. Dress Code: Out of respect for other competitors all shooters are required to maintain a presentable appearance.
 - 1. Shorts and skirts must be longer than finger-tip length while standing normally.
 - 2. Men and women are required to wear upper garments fully covering the front and back of the body, including the midriff, when at full draw.
 - 3. Shirts with collars are required, but an ASA sponsor's staff shooters may wear factory issued competition clothing which may include Henley style collars, mock turtle necks or team issued jerseys. Club or team jerseys may only be worn when attending and competing as part a team.
 - 4. Men's shirts must have short or long sleeves. Tee shirts and tank tops are not allowed.
 - 5. Due to safety considerations it is recommended that all shooters wear shoes that fully cover the entire foot. Bare feet, open-toed sandals or flip-flops are not allowed while competing on the ranges.
 - 6. At no time will shooters, guests or spectators wear any article bearing an image or language to be considered vulgar or offensive. If they do not have a shirt to change into they will be required to turn the offensive shirt inside out if they wish to remain on the premises, or they will be required to leave.
- N. Spectators & Guests:
 - 1. Spectators are not allowed on the tournament ranges until the range official begins the competition.

2. Providing information or coaching to a shooter is strictly prohibited.
3. Spectators and guests are to avoid conversation while others are shooting as a courtesy. All cell phones and electronic devices are to be turned off to avoid disturbing the competitors.
4. Each Pro/Am competition site establishes and enforces its own policy regarding pets. Should a site allow pets, they shall be kept on leashes at all times. Pet owners shall be 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 breach shall prohibit that pet from future ASA attendance.
5. Video and digital image cameras are not allowed on tournament ranges without prior approval from ASA. Still photography is allowed, but the use of flash equipment during competitions is prohibited. Special exceptions will be made for the working press and film production crews.
6. Smoking, vaping or electronic cigarettes are not permitted on any competition or practice range at any time. Anyone wishing to smoke during competition may leave the range and use an area a minimum of ten (10) yards from the entrance to the range.
7. On any range conducting unknown competition spectators may not have range finders. They will be required to surrender them or leave.
8. Spectators may assist by carrying items such as stools, umbrellas, ice chests, food, drinks, or other items for the convenience of shooters, but must stay clear of the shooting stakes and lanes at all times.
9. Due to safety considerations it is recommended that all spectators wear footwear to fully cover the foot.

ACKNOWLEDGMENTS, RELEASES, AND WAIVERS:

As a participant in ASA Pro/Am events, all shooters and spectators (hereinafter referred to as Releasor) acknowledge they are VOLUNTARILY participating or attending. Releasor should be aware that an archery tournament creates the risk of serious personal injury or death. By participating, they realize they may experience loss or damage to personal property. Releasors assume all risk of injury, death, and loss of personal property that may result from their participation in these archery tournaments. By registering to participate and thereby agreeing to abide by the rules herein, Releasor releases and discharges the Archery Shooters Association, LLC, tournament sponsors, host organizations, property owners, and the tournament staff and volunteers (herein collectively referred to as "Releasees") from liabilities or injuries, damages, or other loss sustained by the shooter as a result of negligence or strict liability of the released parties.

- A. **Liability Release:** Releasor, being of lawful age, (or, in the case of a minor, through his/her parent or guardian) in consideration of being permitted to participate in various shooting disciplines and activities, either as a member or guest, do for themselves, their spouse, legal representatives, heirs, assigns and subrogors, hereby release, waive and forever discharge Releasees from any and all liability for any and all losses and damages of any type or kind, and from any and all claims, suits, demands, actions or rights of actions, of whatever kind, either in law or equity, arising from or by reason of death, personal injury known or unknown, or property damage resulting from any incident which may occur during Releasor's presence at the Facility, and/or participation in any activity, whether caused in whole or in part by the Releasees or any other person or thing at the host while Releasor is present. Releasor, and his/her parent or guardian in the event Releasor is a minor, agree to fully indemnify, defend and hold Releasees harmless for all Releasor's actions or omissions while at the host. There is no limit to this indemnity. Releasor assumes full responsibility for the risk of bodily injury, death or property damage due to the negligence of the Releasees or any other third party or thing while at the Releasees Facility, and while competing, officiating, working, spectating, or for any purpose at the Releasees Facility. Releasor fully and completely releases the Releasees and any of its related parties or and from all liability to Releasor and to anyone or any entity claiming by, through or under Releasor, by subrogation or otherwise, it being Releasor's intent to fully waive and release all subrogation rights. Releasor agrees that this Release Agreement is intended to be as broad and inclusive as permitted by law and that if any portion hereof is held invalid, the balance hereof will continue in full force and effect. Releasor agrees that this release constitutes the entire agreement between Releasor and Releasees and the terms of this release are contractual and not a mere recital, and the same shall continue in full force and be applicable to any and all activities Releasor attends while at the Releasees facility. Releasor has carefully read this release and understands all of its terms. Releasor accepts the same voluntarily and with full knowledge of its content and significance as a condition of competing.
- B. **Participant Agreement:** ASA Pro/Am events are sanctioned sporting events governed by rules. The ASA Tournament Director and Competition Committee shall settle all disputes, and all decisions will be final and without legal appeal. ASA reserves the right to restrict or deny entry into any event by any individual, and / or to designate their competitive class.
- C. **Photo Release:** By registering to participate in an ASA Tournament, shooters acknowledge and agree that photographs or videotape of them may be taken while participating in ASA Tournaments and/or tournament related activities. Shooters further agree that photographs and videotape may be used by the Tournament Director, Sponsors, or the Press without royalties or prior consent to help promote ASA and the sport of archery. This is not a release for specific product endorsements without the shooter's prior consent.

COMPETITION COMMITTEE, RULE PROTESTS AND UNSPORTSMANLIKE CONDUCT:

The Competition Committee will consist of five (5) shooters. Members must commit to be in attendance at every tournament with a maximum of three (3) members from the pro classes and a minimum of two (2) amateurs or semi-pros. In addition to reviewing infractions and ruling on grievances submitted by shooters the committee will establish penalties or sanctions for

conduct violations that are not delineated in the ASA Rules. They will also review general rule interpretation submissions and serve on the annual Rules Advisory Board.

- A. The Competition Committee will review all protests and requests for rule interpretations. Protests 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.
- B. Any grievance or protest must be filed in writing with the Competition Committee within one (1) hour of completion of a round, along with a \$50.00 protest 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.
- C. A general inquiry for an interpretation of a rule may be submitted in writing to the Competition 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.
- D. Unsportsmanlike conduct on the ranges or tournament grounds will not be tolerated.
 1. Any incident of unsportsmanlike conduct will be reported to a tournament official who will file a report with the Competition Committee immediately following the completion of the day's competition. The first offense upheld by the Committee 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 entry fees paid and will be required to request reinstatement in writing to the Competition Committee prior to returning to competition.
 2. 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 Competition Committee for further action.
 3. The use of profanity is prohibited and violators are subject to disqualification.
 4. Any competitor rightfully suspended from ASA competition at any level will be suspended from ASA competition at all levels. The suspension and background reasons will be communicated to the ASA Federation and the National Office. A competitor may request reinstatement through the Competition Committee which will conduct a review and make a recommendation.

SHOOTING RULES:

- A. ASA adheres to a maximum arrow speed in each competition class as measured by the official on-site chronographs with a three percent (3%) margin of error rounded to the nearest whole number. Refer to the section "CLASSES" for the maximum speed allowable in each class. Each competitor understands and agrees that they may be required to shoot through the designated on-site chronograph and an 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.
- B. All targets will be 3-D targets manufactured by McKenzie Targets that feature the ASA **Pro 12-Ring™** set at maximum distances as shown in the "CLASSES" section of these rules. ASA strives to adhere to the maximum recommendation, but range conditions may create target positions that may exceed the maximum. All targets will be placed vertical to the horizon and all groups are to insure that the targets are returned to this position after removing their arrows. No target will be placed with the head of the target quartered toward the shooter ("front-angled"), and the head of the target may not be quartered away ("rear-angled") from the shooter at an angle greater than that which would promote damage to the target or create glance-offs. The entire 8, 10, & 12-ring scoring areas will be visible from the stake and shooters may have a range official remove any limbs or debris that blocks their view of these scoring areas to the target.
- C. Arrows of any type may be used provided they subscribe to the accepted principle and meaning of the word arrow as used in target archery, have not been altered (except cut to size) from the manufacturer's original specifications, and do not cause undue 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 cresting. The maximum diameter of arrow shafts will not exceed .422"; the field or glue-in point for these arrows may have a maximum diameter of .425".
- D. Shooters are required to be on their assigned target fifteen (15) minutes before the shotgun start to provide range officials sufficient time to insure that all participants are in groups of no less than three (3) shooters. Each group will "draw lots" to 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, except as may be permitted in Shooting Time Allowed "D", will not be allowed to shoot that round and will receive a score of zero.
- E. It is recommended and desirable that groups have no more than five shooters, however, individual tournament circumstances may require a maximum of six shooters on a stake. Groups must have a minimum of three shooters and if a group of three experiences a breakdown that leaves only two shooters in the group, the range official will be the second scorer and accompany the group as a scorer until the third shooter returns.
- F. Prior to shooting, each range will be instructed to proceed under "Free Pull" or under the instruction of the Range Official. In both procedures, each group will signal their completion of the target by standing five (5) steps inside the shooting stake toward the target. They will remain there until: (1) the groups on each side are finished and have also moved forward under "Free Pull"; or (2) the range official announces "pull" and they may then proceed to the target. 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.

- G. Except as may be required due to an approved medical exemption, each shooter must straddle, or touch with either foot, the appropriate "shooting stake" for their class. A shooter will receive a warning from the group for failure to straddle or touch the stake on the first offense. The penalty for the second offense is a deduction of five points from their target score with any subsequent offense receiving a score of zero. Anyone that deliberately does not attempt to shoot from the designated shooting stake, or that deliberately stands on or bends the shooting stake, shall not only receive a score of zero for that target but will be in violation of Competition Committee Rules paragraph D-1 "Unsportsmanlike Conduct" and will be referred to the Competition Committee for action including suspension.
- H. 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.
- I. As a courtesy to fellow competitors there will be no talking to spectators or other groups while other competitors in the group are shooting.
- J. Cell phones or other electronic devices are to be turned off and their use is prohibited unless approved for use by the Tournament Director, or by prior arrangement with the Range Official and their shooting group due to a personal situation.
- K. After a shooter sets their sight and draws the bow the sight may not be reset after a letdown. A shooter may only let-down two (2) times on a target. Upon a third letdown, or upon resetting their sight, the shooter will receive a score of zero for that target.
- L. On any range shooting unknown distances all shooters (regardless of class) with movable sites are required to keep their yardage indicator covered before and after setting. 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 subsequent offenses will receive a zero.
- M. For safety considerations, and to insure a timely competition, no archer will 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. Shooters are expected to carry enough arrows to complete the round. A shooter will receive a warning from the group for the first offense. The penalty for each subsequent offense will be to receive a score of zero for that target.
- N. A group or individual may not approach the next shooting stake until the group occupying that stake has fully cleared the area. Anyone advancing to the competitor's area of any other stake and/or interfering with another group will receive a score of zero for that target. Anyone found examining or touching the equipment of another shooter without permission shall be in violation of Competition Committee Rules paragraph D-1 "Unsportsmanlike Conduct."
- O. Only one arrow, per shooter, per target will be shot from their designated stake. Anyone shooting the wrong target, or from the wrong stake, will receive a "0" for the target which should have been shot. Groups, or individual shooters, may be allowed to shoot a target out of sequence by the range official to help expedite the round.
- P. An arrow that drops while being nocked onto the string in preparation for a shot may be picked up and shot with no penalty. If in the process of letting down an arrow drops off the bow, or is jarred off by hand contact with bow, it may be picked up and shot with no penalty. The shooter is responsible for maintaining control of the arrow at all times and an arrow must not be released or otherwise propelled by the string or it will be scored a zero.
- Q. 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, they will be in violation of Competition Committee Rules paragraph D-1 "Unsportsmanlike Conduct" and will be referred to the Competition Committee for possible further disciplinary action.
- R. A shooter whose arrow makes contact with an "outside agency" during its flight will be allowed to reshoot that arrow. Outside agencies are defined as animals, tree limbs or other debris that may fall or travel into the path of the arrow. Fixed or stationary impediments such as trees and bush, and any limbs or foliage that were still in contact with stationary impediments are not considered an outside agency.
- S. Shooters are permitted to receive assistance from only one shooter in their group. Assistance will be limited to holding nothing larger than a golf-style umbrella.
- T. Binoculars are allowed and there are no magnification limits. They may be checked at random by a tournament official if requested by another competitor. In Unknown Classes, if the official determines that any markings are inappropriate, or they are pre-marked by the factory, and they are being used by the shooter as a mechanical device for range finding, the glasses will be confiscated and presented to the Competition Committee under the Shooting Rule on range finding.
- U. The projection of a light or reference point while shooting, either directly or by reflection, onto a target is prohibited. This prohibition 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 prohibition will receive a score of zero for that round.
- V. Except as may be required due to an approved medical exemption the use of any device or outside agency (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.

Known Distance & Unknown Distance Competition: In the "Classes" section all classes have been designated as Known or Unknown.

- **For all Unknown Distance competition classes range finding is prohibited:** All distances will be judged by the naked eye. No equipment, including but not limited to sights, binoculars, spotting scopes or personal communication device apps will be used in a manner inconsistent with this prohibition. 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" reflecting a picture or rendering of the specific 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 target information with spectators or other shooting groups at any time during the tournament is strictly prohibited. Target information may only be discussed among members of a shooting group after all members of that group have shot the target. Violations will be referred to the Competition Committee and 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.
- **For all Known Distance competition classes:** Shooters may use range finders and are required to share their information if requested by another competitor in their group. Using a personal communication device application, any part of the shooter's body which includes "gapping techniques" or the "stepping off" of the distance to or from any target is prohibited. Shooters may carry "target cards" that show a picture or rendering of the specific 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 making any notes about yardages or features of any target on a competition range.

SHOOTING TIME ALLOWED:

- Each twenty (20) target Unknown Distance round will be shot in three hours and thirty-minutes. Each twenty (20) target Known Distance round will be shot in less than three hours and fifteen minutes. 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 such as the number of shooters assigned to the range.
- Each group will be responsible for monitoring and adhering to the following pace of shooting:
 - Upon commencement of the round by a verbal announcement 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 their 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.
 - Any group or individual that fails to adhere to their specified time limit will receive a warning from the range official for the first offense. The penalty for a subsequent offense is a deduction of five points from target score for the group or individual. Any further offenses will result in disqualification.
- After the allotted time the range official may 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. The shooter will be allocated additional time to make up targets missed in the presence of two scorers, designated by the range official, who will be responsible for scoring and completing the shooter's score card.
- Equipment failure need not be visible, but must be reported to a tournament official. If the equipment failure occurs during the act of shooting and the arrow is propelled by the string, the arrow will be scored as shot. The shooter will 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, and 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.
- Competitors in Fixed Pin classes 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, under the following procedure: (1) inform the group, and (2) 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 under Shooting Time Allowed, Rule "D".
- Any shooter leaving the range for a personal time-out must first check-in with the range official, and must then check back with the official within five minutes and complete the round. Shooters are allowed a maximum of two per round.

SCORING RULES:

- Scorecards will be available at the entrance to each range. Shooters will pick up the official colored scorecard for that day, along with one white scorecard which is to be retained by the shooter at the beginning of each round. The properly completed official colored scorecards must be turned in by the group within fifteen minutes of completion of shooting, and prior to leaving the range, to receive credit for that day's competition.
 - All information on the scorecard must be accurate with all information completely and properly filled in. Information blocks that are incorrect or incomplete will result in a deduction of ten points from their score.
 - If the number of 12 Rings™ is left blank it will be scored as zero.
 - Any score changes must be initialed by the scorer and the shooter and no changes may be made to the official score card after the scorekeeper and shooter have signed the scorecard. If a shooter changes his scorecard after

it has been signed by the scorekeeper, the shooter will receive a score of zero for that tournament (and toward Shooter of the Year rankings) and will be brought before the ASA Competition Committee for further action.

- B. Each group will designate two members of their group as “Scorekeepers” who will record all scores for the group and maintain each other’s “official” scorecard. Everyone in the group shall act as Scorers but no one is allowed to score their own arrow.
 - 1. Scorers will agree on a score for each arrow and call out the results to be recorded on the respective shooter’s scorecard by the Scorekeeper. (See Scoring Rule “C”).
 - 2. Scorekeepers will maintain the official colored scorecard for each shooter and be responsible for recording each arrow. A scorekeeper may not keep his or her own “official” card. Scorekeepers will record the total score and total number of 12 Rings™ at the end of the round.
 - 3. The completed official colored scorecard must be reviewed and signed as correct by the Scorekeeper and the shooter and initialed on the back. Any shooter turning in an “official” card on which they are both the shooter and scorekeeper will receive a score of zero for that day.
 - 4. The Scorekeepers for each shooting group will turn in the official scorecards for the group together except when a shooter is permitted to make-up targets due to an equipment failure or other approved leave. A group that does not turn in their scorecards before leaving the range will be subject to receiving a score of zero for that round.
- C. All arrows must remain in the target until all arrows are scored. The arrow shaft must be touching a portion of the next highest scoring line to be scored for the higher value. Scorers are allowed to use their binoculars and may also reflect or shine a light on the target at the time of scoring to aid in the process. The status of any doubtful arrows must be determined before drawing any arrow from the target. The score is based on the status of the arrow while all other arrows remain in the target. Arrows may not be removed until a scoring judgment has been made and no changes may be made to the score after removal of an arrow. Targets may not be moved or dislodged for scoring purposes, and shall be returned to their proper upright position upon removal of the arrows. ASA Range Officials will not make arrow calls except when a group has only two shooters or during special competitions and shoot-offs.
- D. 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 group agrees that an arrow passed through the targets insert seam the shooter will be given a score based on the point of pass through not to exceed eight (8) points; (3) If the group agrees and confirms that the arrow actually passed through the target due to the high number of arrows that had been shot at the target, the range official is to be notified and the shooter will be allowed to take the score where the “pass-through” occurred as determined by the group up to a maximum score of 10 points, or (4) If the group agrees that the arrow rebounded out of the target, or deflected off of a plastic leg, without striking another arrow the shooter will be allowed to take the score where the rebound occurred up to a maximum of ten (10) points. Special Note: A score of 12 will not be permitted under sections 2, 3 or 4 of this rule.
- E. Any arrow **embedding** (“Robin Hood”) in the nock of another arrow will be scored the same as the arrow it is embedded in.
- F. Any arrow **rebouncing** backward off another Arrow (a “Robin Hood” that strikes and damages another arrow and does not proceed toward the target, but bounces back) will be scored the same as the arrow it struck, provided the damaged arrow can be identified.
- G. Any arrow **deflecting** by contact with another arrow already in the target and still proceeding toward the target will be scored based on where it lies in the target, or a maximum of five (5) points if it is not in the target.
- H. Arrows in the corresponding area of the target will be scored with point values of 5, 8, 10, or 12 as shown in the diagram below. **(Insert target diagram here)**
- I. Each target has two (2) 12-rings. At each target the lower 12-ring will be in play initially for all shooters. At each individual target a shooter may elect to have the upper 12-ring scored by announcing their intention to shoot for it. Upon announcing their election to shoot the upper 12-ring the scorekeepers will acknowledge and note this election, and the lower 12-ring will no longer be in play to be scored for that shooter on that individual target only.
- J. In classes where a final Shoot Down is not conducted, scoring ties (including first place) will be broken by the number of bonus rings. If a 1st place tie cannot be broken by bonus rings, and if time and weather permit at that tournament, the following “Closest-to-the-12” tie-break procedure will be used. Each shooter will shoot one arrow and the arrow that is closest to dead-center of the lower twelve ring regardless of score will receive an additional bonus ring added to their 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. Special rules will apply to all ties in pro classes.

CLASS DEFINITIONS AND RULES:

- A. **Open Classes:** May use any compound or recurve bow, sight, release, stabilizer or equipment unless specifically prohibited in any other part of these rules or by a ruling of the Competition Committee.
- B. **Fixed Pin Classes: Sights** - fixed pins, no pin limit. Movable sights may be used, but must be locked down into a fixed position that will be verified by the group prior to competing. Magnification is not permitted in any 30 yard fixed pin class, but is permitted in all 40 yard pins classes. Clarifiers or verifiers in the peep are not considered magnification and are permitted. **Stabilizer Rule** - A front stabilizer or a system including quick releases, enhancers and/or weights may be used, but may not exceed twelve inches (12”) in total length 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. Due to the use of V-bars and varying points of attachment the length of the rear stabilizer is not to extend further than six inches (6") past a point measured from the back of the riser below the grip toward the strings.

- C. ASA reserves the right to review any equipment / accessories and determine its suitability for competition. The following equipment / accessories are prohibited in all classes: (1) broadheads or any other point or tip not intended for target use; (2) retaining mechanisms which allow the bow to be mechanically held in the drawn position (except crossbows); (3) laser sights or devices; (4) devices or any outside agency (including stabilizer bar or prop stick) that allows the mass weight of the bow to be relieved from either arm while shooting. ASA retains the right to waive certain equipment restrictions or shooting rules under specific circumstances for physically challenged competitors.
- D. Any class with an age restriction or requirement will be determined by the participant's age reached on or before December 31st of the calendar year of competition.

CLASSES:

The following classes are offered at the Pro/Am level. Individual ASA State Federations and ASA Clubs have the option to combine and/or decline to offer certain classes. All earnings requirements for classes are based on a shooter's ASA Pro/Am earnings and Shooter of the Year bonuses from their individual class competition. Paybacks exclude the Team and the Known Distance bonus competitions, as well as ASA Federation paybacks. The Classes listed reflect maximum arrow speed, maximum yardage, and a designation as either Known or Unknown.

ASA 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 ASA for the first time feels that they are entitled to compete in the Known 40 class, but their previous archery experience, or competition status in another organization confirms that they are not a novice, then ASA reserves the right to require that individual to compete in a higher Open class.

Amateur Class Move-Up Rule: Any competitor in an amateur class designated below by a (+) will be required to move up at the completion of the season to a higher class for their equipment type when meeting both of the following criteria:

- 1. Earning an amount equal to 12 times their class entry fee in class winnings, plus any Shooter of the Year bonus.
- 2. Having either two top ten finishes, or one top five finish.

Anyone winning an amount less than four times the class entry fee during their last year of ASA competition may request to move down no less than two weeks prior to a competition, but anyone who has won their way out of an ASA class may not return to that class unless approved by the Competition Committee. Anyone shooting in a class higher than Bow Novice, Known 40 or Women's Hunter may not return to those classes except for a special waiver request approved by the Competition Committee.

PROFESSIONAL - Anyone who competes using a compound bow as a certified professional in other nationally sanctioned 3-D, indoor or field events must compete in the appropriate ASA Professional Class. Requests for competing in Semi-Pro, K-50 or Women's Known 45 class will be considered on a case-by-case basis. Anyone who receives sponsor support that exceeds \$4,000.00 per year in products, equipment, services, or direct cash support is required to shoot in Semi-Pro or higher. Anyone who has earned more than \$10,000.00 in career ASA Pro/Am earnings must compete in Semi-Pro or higher unless a waiver has been granted by the Competition Committee. A competitor in a Pro Class that won less than \$300.00 in their previous year of competition, or who is certified as a Pro in another organization, may participate in a semi-pro class. A move to an amateur class requires submitting a written request to the Competition Committee for approval.

Pro Classes: Open to ASA members in good standing and the payment of an annual ASA Pro Certification.

Open Pro	50 yards, 290 FPS, Unknown
Known Open Pro	50 yards, 290 FPS, Known
Senior Open Pro - Age 50 and over.	50 yards, 290 FPS, Unknown
Women's Open Pro – Female competitors only.	50 yards, 280 FPS, Unknown

Semi-Pro Classes: Open to ASA members in good standing and for all classes ASA Membership is required.

Semi-Pro Open	50 yards, 290 FPS, Unknown
Known 50	50 yards, 290 FPS, Known
Senior Known 50	50 yards, 290 FPS, Known
Women's Known 45	45 yards, 280 FPS, Known
Crossbow 45 – See Crossbow Rules under Crossbow 40 below	45 yards, 330 FPS, Known

AMATEUR – Open to ASA members in good standing and for all 45 yard classes ASA Membership is required.

Men's Open Classes:

Open A (+)	45 yards, 280 FPS, Unknown
Open B (+)	45 yards, 280 FPS, Unknown

Open C (+)		40 yards, 280 FPS, Unknown
Known 45 (+)		45 yards, 280 FPS, Known
Known 40		40 yards, 280 FPS, Known

Known 40 is reserved for participants who shoot at an entry level with open equipment. At any point during the season that a competitor in Known 40 earns more than ten times the class entry fee in prize money in this class they are required to compete in a higher Open class or Hunter.

Men's Fixed Pin Classes

Hunter Elite - No stabilizer restriction.	See "Fixed Pin Class" rules.	40 yards, 280 FPS, Unknown
Hunter (+)	See "Fixed Pin Class" rules.	40 yards, 280 FPS, Known
Bow Novice	See "Fixed Pin Class" rules.	30 yards, 280 FPS, Known

Bow Novice is reserved for participants who are new to ASA competition, or that won less than ten times the class entry fee in prize money in this class in their most recent year of ASA Pro/Am competition. At any point during the season that a competitor earns more than ten times the class entry fee in prize money in this class they are required to compete in a higher class.

Men's Senior Classes:

Senior Open - Age 50 and over		45 yards, 280 FPS, Unknown
Senior Known- Age 50 and over		45 yards, 280 FPS, Known
Super Senior Open - Age 60 and over		40 yards, 280 FPS, Unknown
Super Senior Known - Age 60 and over		40 yards, 280 FPS, Known
Senior Masters Open – Age 69 and over		40 yards, 280 FPS, Unknown
Senior Hunter - Age 50 and over	See "Fixed Pin Class" rules	40 yards, 280 FPS, Known
Crossbow 40		40 yards, 330 FPS, Known

Crossbows must be in sound working condition with a functioning safety, and maintained in compliance with the manufacturer's specifications. No replacement or alteration of manufacturer's trigger assembly or safety mechanism shall be allowed. Scopes up to 6x power may be used and may be equipped with lines or mill dots, but no light or image may be projected and there may be no range finding capability. Except as may be required due to an approved medical exemption, crossbows may only be shot in a standing position and the use of any device or outside agency including wrapping the sling around the arm, hooked butt-plates, palm rests, stabilizer bars, weights/bars/rails/supports, prop stick or any device that allows the mass weight of the bow to be relieved from either arm or to steady the bow is prohibited. Use of the forward elbow against the ribcage or side is permitted. Bolts/arrows must be identical in size and weight with a minimum of three (3) vanes. Crossbows may only be cocked and loaded while the shooter is at the stake, and while loaded it must remain pointed down range at all times. Use of a manufacturer's cocking/cranking device, one level, one stirrup and/or one set of vibration dampening devices shall be permitted.

Women's Classes - Female competitors only:

Women's Open A (+)		45 yards, 280 FPS, Unknown
Women's Open B (+)		40 yards, 280 FPS, Unknown
Women's Known 40 (+)		40 yards, 280 FPS, Known
Women's Hunter Elite	See "Fixed Pin Class" rules.	40 yards, 280 FPS, Known
Women's Hunter (+)	See "Fixed Pin Class" rules.	30 yards, 260 FPS, Known
Senior Women's Known - Age 50* and over.		40 yards, 280 FPS, Known

Traditional & Women's Traditional

Bow must be either recurve or longbow without wheels or cams. No release aid, no sights, a single stabilizer up to 12" in length measured from the point of attachment, no overdraws, no draw checks, must have one finger touching the arrow nock, and must use one consistent anchor point. No marks on the sight window, string, or bow to use as an aiming or judging reference. All arrows must be identical in size, weight and construction.

Olympic Recurve

Olympic Recurve Bow: Any bow conforming to the World Archery definition of a Recurve Bow as found in the World Archery Rules, Book 4 (Field and 3D Archery), Chapter 22, Sections 22.1 thru 22.1.10.1

<https://worldarchery.org/rulebook/article/3137>

Men's Olympic Recurve	30 yards, 280 FPS, Known
Women's Olympic Recurve	30 yards, 280 FPS, Known

Barebow Recurve

Barebow Recurve: Any bow conforming to the World Archery definition of a Barebow as found in World Archery Rules, Book 4 (Field and 3D Archery), Chapter 22, Sections 22.3 thru 22.3.10.1 <https://worldarchery.org/rulebook/article/3137>

Men's Barebow Recurve	30 yards, 280 FPS, Known
Women's Barebow Recurve	30 yards, 280 FPS, Known

Young Adult and Youth:

Class Definitions: All young adult and youth classes are based on their school grade level at the start of the competition season. Elementary – 3rd thru 5th, Middle School - 6th thru 8th grade, High School - 9th thru 12th grade.

Fixed Pin Class Rules: Sight Rule - Fixed pins with no pin limit. Movable sights may be used, but must be locked down into a fixed position that will be verified by the group prior to competing. Magnification is not permitted, but clarifiers or

verifiers in the peep are not considered magnification and are permitted. **Stabilizer Rule** - A front stabilizer or a system including quick releases, enhancers and/or weights may be used, but may not exceed twelve inches (12") in total length 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. Due to the use of V-bars and varying points of attachment the length of the rear stabilizer is not to extend further than six inches (6") past a point measured from the back of the riser below the grip toward the strings.

Young Adult & Youth class Arrow Rules: The maximum diameter of arrow shafts will not exceed 9.3mm or .366"; and the field or glue-in point for these arrows will have a maximum diameter of 9.4 mm or .370". No changes or alterations to the manufacturer's exterior finish and markings are permitted, except for the addition of fletching wraps or that occur during use.

Young Adult and Youth Classes:

High School Open Male		40 yards, 280 FPS,	Known
High School Open Female		40 yards, 260 FPS,	Known
High School Pins Male	See "Fixed Pin Class Rules" above	30 yards, 260 FPS,	Known
High School Pins Female	See "Fixed Pin Class Rules" above	30 yards, 260 FPS,	Known
High School Olympic Recurve		30 yards, 260 FPS,	Known
Middle School Open Male		30 yards, 240 FPS**,	Known
Middle School Open Female		30 yards, 240 FPS**,	Known
Middle School Pins Male	See "Fixed Pin Class Rules" above	30 yards, 240 FPS**,	Known
Middle School Pins Female	See "Fixed Pin Class Rules" above	30 yards, 240 FPS**,	Known

The following classes will shoot one round of twenty targets on Saturday morning:

Elementary School Open Male*		25 yards, 230 FPS**,	Known
Elementary School Open Female*		25 yards, 230 FPS**,	Known
Elementary School Pins Male*	See "Fixed Pin Class Rules" above	20 yards, 220 FPS**,	Known
Elementary School Pins Female*	See "Fixed Pin Class Rules" above	20 yards, 220 FPS**,	Known
Elementary/Middle School Youth Traditional		20 yards, 220 FPS**,	Known

Any recurve or longbow, or a universal one-size fits all compound bow (ie: Genesis with a maximum draw weight of 20# along with Easton XX75 Genesis series aluminum arrows) may be used. Clickers and/or draw checks are not allowed. Competitors may elect to aim by using a consistent anchor point on their face or neck and "walking" the string, or they may elect to touch the nock of the arrow with their index finger and "walk" their face to aim, but they may not do both simultaneously

Junior Eagle Open – Grades K – 2 nd *	15 yards, 220 FPS**,	Known
--------------------------------------------------	----------------------	-------

* All Elementary and Jr Eagle class competitors require adult supervision.

** In the interests of safety and the well-being of all youth class shooters they 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.

ASA CLASSIC CHAMPIONSHIP QUALIFYING:

- A. Professionals: Participate in three Pro/Am events.
- B. Semi-Pros and Amateurs: Participate in two Pro/Am events or by qualifying and competing in their respective ASA Federation State Championship.
- C. All High School, Middle School, Elementary School and Junior Eagle competitors are eligible to participate in the Classic without qualifying.
- D. ASA reserves the right to extend "at-large" invitations in all classes to shooters who are deemed worthy of competing, but who may have been prevented from regular qualifying due to their individual circumstances.

SHOOTER OF THE YEAR:

- A. In classes that average more than ten (10) shooters during the year Shooter of the Year awards and bonuses will be presented to the top three competitors using the qualifying class criteria with ten percent of entry fees collected prior to the Classic distributed with 50% for 1st, 30% for 2nd and 20% for 3rd.
- B. All Pro & Semi-Pro classes will be based on four (4) Pro/Am scores plus the Classic.
- C. All amateur Adult and High School classes will be based on four (4) Pro/Am scores plus the Classic.
- D. Middle and Elementary School, and Junior Eagle classes will be based on three (3) Pro/Am scores plus the Classic.
- E. No "Shooter of the Year" will be awarded in Men's Known 40 or Bow Novice.
- F. In classes that average less than ten (10) competitors per event for the season only one place will be recognized for Shooter of the Year. These classes will also be evaluated for continuance as a competition class.

Pro Pressure Point ShootDown Procedures:

- A. Should time and weather permit, the Tournament Director may designate classes for a ShootDown to determine the final order of finish.

- B. Designated classes may have up to five participants, however, should there be a tie for score and bonus rings for first, second or third which would require more than five participants the ASA Tournament Director may allow up to six participants should safety conditions permit. Should there be a tie for the fourth or fifth position that would exceed five, the "Closest-to-the-12" tie-break procedure (see Scoring Rules "J") will be used to determine the fifth position.
- C. Prior to the start of the ShootDown all Unknown Class competitors will be provided a ten-minute period to judge the targets. Anyone not present for any of the judging period forfeits this opportunity and will be required to adhere to the ShootDown pace without additional time for judging.
- D. The group will have one minute to shoot their respective target. Anyone not shooting within the allotted one minute will be given a zero for that target.
- E. Shooters will remain at their stake until their arrow is scored before going to the next target.
- F. Shooters are responsible for having enough arrows to complete the initial round.
- G. After the initial round all shooters within ten points of the leader will proceed to a Final Arrow with the lowest score shooting first and proceeding to the leader.
- H. Bonus rings will not break a tie for first place in the pro classes (except due to weather or time under Scoring Rules.) 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 total score. The individual with the most bonus rings will select the order of shooting for the first target or if tied for score and bonus rings a coin toss will determine the initial order. Their shooting order will alternate for any additional targets that are required to break the tie.
- I. Due to manufacturer contingency programs there will be a clear second and third place order of finish. Should a tie exist for second and/or third place that is not broken by total bonus-rings, the Tournament Director will use the "Closest-to-the-12" tie-break procedure (see Scoring Rules "J") with the winner receiving an additional bonus ring to break the tie. The winner of a coin toss will select their preference for the order of shooting.