



National Archery in the Schools Program

# 2014 NASP® IBO 3-D Challenge

At the NASP® National Tournament

Kentucky Exposition Center – Louisville Kentucky – May 8–10, 2014

## 1. Participation – 2014 NASP® IBO 3-D Challenge @ NASP® National Tournament

1.1. All archers must be registered for the 2014 NASP® National Tournament in order to participate in the NASP® IBO 3-D Challenge.

1.1.1. The NASP® IBO 3-D Challenge is an additional event rather than an alternative to the bullseye tournament.

1.1.2. NASP® IBO 3-D Challenge event registration is \$20.00 per archer.

1.1.3. Registration can be completed @ [www.nasptournaments.org](http://www.nasptournaments.org) in the same manner as registration for the NASP® National Tournament.

1.1.3.1. **Preregistration is REQUIRED for 3D between March 17–April 18**

1.1.3.2. Registration for 3D will be the week AFTER the NASP® National Bullseye tournament.

1.1.3.3. Registration schedule will be the same as for the NASP® National Bullseye event according to the following “tiers”.

### **REGISTRATION SCHEDULE FOR 3D CHALLENGE:**

- April 21: Tier 1: 1st place teams from each state by Division & ALL individuals w/o teams
- April 22: Tier 2: Team scores greater than 2,999 (ES), 3,199 (MS) & 3,299 (High School)
- April 23: Tier 3: Team scores greater than 2,849 (ES), 3,099 (MS), & 3,199 (HS)
- April 23: Tier 3: Team scores greater than 2,699 (ES), 2,999 (MS), & 3,099 (HS)
- April 24: Tier 4: Team scores greater than 2,599 (ES), 2,899 (MS), & 2,999 (HS)

**Note #1:** Individuals who are registered for the NASP® National (bullseye tournament) with their school’s team but the school doesn’t want to field a 3D team, may be registered individually rather than part of a 5–12 person team. Such individuals may begin registering on Tier 1 day, April 21st.

**Note #2:** Capacity at the 3D event is capped at 4,600 archers. When flights are full registration will be closed. **No archer is guaranteed access to the 3D Challenge.**

1.2. Coaches must register for flight times allowing at least one hour between flights to allow time to move from one event to the other. Archers may participate in the events (3D and Bullseye) in either order;

1.2.1. 3D first then the NASP® National Tournament. The NASP® IBO 3-D Challenge is a competition and a team event but participation, in this case, could also be seen as a warm up, fun or relaxation activity.

1.2.2. NASP® National Tournament first and then the NASP® IBO 3-D Challenge.

1.3. NASP® IBO 3-D Challenge flight schedule will be the same in number of flights and times as the NASP® National Tournament, bulls-eye competition.

1.4. All NASP® National Tournament rules contained in section 1, 2 and 3 apply with the exception of rule 1.8. – team sizes.

1.4.1. Team size for the NASP® IBO 3-D Challenge is **5-12 archers** with at least one being opposite gender. Only the top 5 archers, including at least one of the opposite gender will count in the team's final score.

1.4.2. A school may register more than one team from among their registered NASP® National bullseye shooters -- i.e. if a school is sending 24 archers to NASP® Nationals they may register multiple 5-12 person 3D teams.

1.4.3. **Note:** When the “challenge” is offered in other tournament venues, such as at state tournaments, the minimum team size will remain at 5 archers but the maximum range may be reduced if space is limited.

2. **Equipment** – All NASP® National Tournament rules pertaining to bows, arrows and accessories contained in section 4 of the 2014 NASP® National and World Tournament rules apply.

### 3. **Competitive Format**

#### 3.1. **Range Set-up**

3.1.1. Each range will have 5 shooting lanes and 5 targets, 1 target per lane.

3.1.2. Each Shooting lane will be 5 feet wide and be assigned two archers.

3.1.3. There will be a single shooting line.

3.1.4. Targets will be placed along a diagonal line ranging in distance from 10 meters (32' 10") to 15 meters (49'2"). Target 1 will be approximately 10 meters from the shooting line and target 5 will be approximately 15 meters from the shooting line. Targets 2, 3 and 4 will be between targets 1 and 5.

- 3.1.5. The 10 meter target will be a turkey. The 15 meter target will be a mountain sheep. Between 10–15 meters, at increasing distances, will be a Bear, Pronghorn Antelope, & Deer. All targets are manufactured by Rinehart and available for discounted purchase from the NASP® website. <http://naspschools.org/ordering/attachments/1392606914.pdf>
  - 3.1.6. Each team member will start in a lane number assigned by the registration program. Some will start @ turkey, others bear, pronghorn, deer, or sheep.
  - 3.1.7. The shooting line will support 5 foot wide shooting lanes each accommodating 2 archers.
    - 3.1.7.1. Archers occupying a lane will be from different schools where possible.
    - 3.1.7.2. Solo archers will be combined where possible to promote integrity.
  - 3.1.8. The waiting line will be 4–5 yards or meters beyond the shooting line.
  - 3.1.9. A 'Coach's Alley' will be delineated between the waiting line and spectators.
  - 3.1.10. Spectator seating will be placed as close as possible behind the coach's line.
4. **Whistle Signals:** NASP® whistle commands will be used to operate the range.
- 4.1. 5+ whistles for an emergency
  - 4.2. 2 whistles to 'get bow'
  - 4.3. 1 whistle to 'shoot'
  - 4.4. 3 whistles to 'go get arrows'
5. **Arrow Handling and movement about the range:** All NASP® National Tournament rules contained in section 5 of the NASP® National and World Tournament Rules apply. NASP® Safety Rules must be followed.
6. **Order of Shooting.**
- 6.1. The archer must pre-draw, draw and aim in a manner keeping the arrow pointed safely below the top of the backstop curtain at all times.
  - 6.2. The archer must pre-draw, draw, and aim in a manner to keep the arrow pointed toward the target and away from the floor.
  - 6.3. There will be just one practice end of 6 arrows, which will be shot from whatever lane each archer begins in.
  - 6.4. After the practice end archers will shoot and score 5 ends of 6 arrows, one end at each of the 5, 3D targets.

- 6.5. After arrows are scored and retrieved, all archers will change lanes; lane 1 will move to lane 2; lane 2 will move to lane 3; lane 3 will move to lane 4; lane 4 will move to lane 5 and lane 5 will move to lane 1. This rotation will be repeated after each 6 arrow scoring end until each archer has shot and scored 6 arrows on all 5 lanes.
- 6.6. Once all arrows are scored and pulled from a given target, the archers will remain at that target until a range official gets to them. The range official will take their score cards and move them to the next target. The archers will then return to the shooting line and move their arrows to the next lane.
- 6.7. Archers will have 2 minutes and 30 seconds to shoot each 6-arrow end – 6 seconds longer than the 24 seconds per arrow allowed in the bulls-eye tournament.
- 6.8. An arrow that glances off without staying in the target is scored a miss (0 points).
- 6.9. An arrow that bounces off of a target may be shot again as instructed by the range officials.
- 6.10. A dropped arrow will be left on the floor and replaced by a range official.
- 6.11. An arrow that is miss-fired without reaching the target line is treated as a dropped arrow. If an archer is incapable of shooting arrows that reach the target, the shot arrows, even if they fail to reach the target line, will be scored 0 points. If more than one arrow in an end fails to reach the target line the archer will be deemed incapable and the arrows will score 0 points.
- 6.12. An arrow that reaches the target line without hitting the target is considered a shot arrow, rather than a dropped or bounced-out arrow, and will be scored zero points.
- 6.13. After shooting the last arrow the archer must immediately leave the shooting line, rack the bow and return behind the waiting line.
- 6.14. **Note:** As in the bullseye tournament, arrows will be provided by tournament administration--6 arrows per quiver. Or the archer may bring their own, qualified arrows with replacement arrows readily available.
7. **Dress Code;** NASP® Tournaments are an extension of the educational experience. All Rules contained in section 6 of the 2014 National and World Tournament rules apply.
8. **Scoring**
- 8.1. All arrows should be scored before any arrow or the target is touched.
- 8.2. Beginning in the center of the circle, scoring is: a 10 for the smallest circle; 9 for the next larger circle; outside the 9-ring is an irregularly shaped 8-ring. An arrow anywhere else on the target will be scored a 7, EXCEPT: turkey target--arrows in the base and not in or touching a part of the turkey will be scored a 0: an arrow in the horns of the antelope or sheep or antlers of the deer will score zero points.



8.2.1. An arrow touching a scoring ring is awarded the higher point value. `

8.3. An arrow that misses the target is a miss and scored zero points.

8.4. An arrow that 'Robin-hoods' another arrow receives the value of the arrow in the target.

8.5. An arrow that skips off of the floor and imbeds in the target is scored where it sticks.

8.6. An arrow that skips off of the floor and bounces out of the target is shot over.

8.7. Scannable (bubble- type) scorecards will be used. Archers should practice with this type of scorecard before coming to the tournament. Practice scorecards are available at [www.nasptournaments.org](http://www.nasptournaments.org)

8.8. Both archers' scorecards will be placed on the same scoreboard.

8.9. One archer will call his/her own arrows while the other archer bubbles in the score of those arrows on the scorecard.

8.10. Archers will then reverse roles, the other calling his/her own arrows while the other bubbles in the scores on that archer's scorecard.

8.11. If archers cannot agree on an arrow score, a range official must be asked for the final decision.

- 8.12. Only range officials may have erasers at the targets. If an archer needs a score corrected, the range official will perform that task. The range official will document such official action on the back of the scorecard.
- 8.13. After the last end of the flight is scored, the scorecard must be signed by the archer and the lane-mate. Each scorecard must have two signatures.
- 8.14. Range officials will gather the signed scorecards, at the conclusion of the flight, at the targets. Archers must remain at their final target until a range official come by to receive your scorecard.
- 8.15. Disqualification may occur if an archer takes a scorecard up-range of the shooting line, to a coach, or to other unofficial person(s).
- 8.16. Only archers and tournament officials will be allowed down range of the waiting line.
- 8.17. If an archer witnesses a lane-mate recording a false score, the range official **must** be alerted.
- 8.18. Summation of the teams' top 5 individual scores, including at least one of each gender, will comprise the team score.
9. **Sportsmanship:** All Rules contained in the 2014 National and World Tournament rules apply.

## 10. Awards

- 10.1. One Championship and Runner-up trophy and medals will be awarded to the 1<sup>st</sup> and 2<sup>nd</sup> place teams in each division.
- 10.2. Medals will be awarded to 1<sup>st</sup> – 5<sup>th</sup> place individual boys and girls in the elementary, middle and high school divisions.
- 10.3. Students in 3<sup>rd</sup> grade who participate according to the rules outlined in the 2014 National and World Tournament rules, will be included in the elementary division for individual awards.
- 10.4. Tournament Overall Champion boys and girls will be awarded.
- 10.5. Additional prizes may be awarded for teams and individuals as they are available.

## 11. Tie Breakers

### 11.1. Individual Ties

- 11.1.1. First by the computer comparing total score and the number of 10's, 9's, 8's and 7's for each archer.

11.1.2.If necessary a shoot-off will take place prior to the awards ceremony. KEEP YOUR BOW NEAR BY! Archers absent for tie-breakers will be awarded the lower placement.

11.1.3.Tied individuals will shoot one arrow at a 15 meter target for practice. Then each archer will shoot one arrow at 15 meters for score. The closest to the center of the 10 ring will break the tie.

Target for tie breakers to be determined on site.

## **11.2.Team Ties**

11.2.1.Tied teams will select two archers from their teams.

11.2.2.The two archers from each team will shoot one arrow at a 15 meter target for practice. Then the two archers from each team will shoot one arrow at 15 meters for score.

11.2.3.Combined scores of both team members will be compared to break the tie.

11.2.4.If a tie remains, one team member from each team will be selected to shoot a single arrow at the same target. The arrow closest to the center of the 10 ring will win the tie.

## **12.Protest Procedure**

12.1.A committee will be designated to receive and resolve official protests.

12.2.Coaches may visit the coach's review room following the conclusion of each flight.

12.3.Only the officially registered coach of the team or individual may register a protest.

12.4.A protest must be received by the committee within 30 minutes following the conclusion of the flight.

12.5.Protests may concern an archer, team score or equipment compliance.

12.6.Video or other photographic evidence regarding the protest will NOT be considered.

12.7.Rule clarification or suggestions may be provided by clicking on the 'contact' tab at [www.naspschools.org](http://www.naspschools.org)

## **The National Archery in the Schools Program**

[www.naspschools.org](http://www.naspschools.org)

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