

2018 GOLDEN ARROW BOWHUNTERS INDOOR 3D CHAMPIONSHIP SERIES RULES

1. The Championship Series will consist of three qualifiers and a championship, you must shoot at least two of the qualifiers to be eligible for the championships, you may only shoot one qualifying score per qualifier weekend, if you shoot more than once per qualifier weekend only your first score will be official
2. Only your top two scores will be added together and compared to other scores to determine your seed, top scorer will get the number one seed, second top scorer the second seed and so on
TIEBREAKING PROCEDURES TO DETERMINE SEED
 - 1a. Total score for all three qualifiers
 - 2a. Highest score for any one qualifier
 - 3a. Total of one random lane (three targets) from your most recent qualifier, until the tie is broken
 - 4a. If a tie is still unbroken then a coin flip by the tournament director will be used
3. Qualifiers will consist of 30 3D targets, three per station, 10 stations, utilizing the center ring as the 12, then followed by scoring of a 10, 8, 5 and a zero for a miss or shooting an incorrect target, these targets will be denoted by having a color coded number on it in relation to the station you are shooting, please remember you are only allowed to shoot three arrows per station, if you shoot a target not designated for your station it is to be recorded as a zero
4. During qualifiers you will be sent out with a partner, shooting at the same targets and station, and both will be responsible for scoring each other, the first person called will shoot first on the odd numbered stations and the second person called will shoot first on the even numbered lanes, in case of a scoring dispute you may call for a tournament director and his/her decision will be final
5. Given the limited space, only two warmup lanes will be provided. You and your shooting partner will share warmup lane 1, then move to warmup lane 2 and then start your round on station 1. During your warmup lanes you may shoot as many arrows you deem reasonable
6. Any arrow that travels more than five feet(five tiles) will count as a valid shot
7. Rangefinders are now allowed so in an effort to speed the shooting line up please do not walk off the yardage of targets. Penalties may be issued to consistent offenders. Yardages will also be posted at the corresponding shooting lane.
8. There are no equipment restrictions, and the use of a rangefinder is now allowed, there are no classifications, everyone will be classed together regardless of equipment, age, gender, etc, but we will however record your class only so you can see how you ranked against your peers, along with the official championship standings
9. All scores and rankings will be posted promptly on our website: www.goldenarrowbowhunters.com. **Since the recording of correct scores is very important, we ask that you contact the scorekeeper as soon as you notice that your score is not correct. This includes incorrect spelling of names. The scorekeeper's contact info is: Goldenarrow@wi.rr.com Cell: 262-366-6779**
10. The top 64 qualifiers will be eligible for the \$3300 championship, however based on participation we will have a trophy championship for the next 32 (number 65 to 96). You must shoot two qualifiers to be eligible, except if the top 64 positions cannot be filled with shooters who have shot at least two qualifiers, in that case we will fill the remaining positions with shooters who have only shot one qualifier... *Note: this is only if we do not get 64 shooters that shoot at least two qualifiers*

- 11. The championship will be a 64 shooter head to head bracket format, with first round winners going into the top flight and first round losers going into the second flight*
- 12. If you qualify for the championship, you will be given a start time, and you are expected to be registered and ready to shoot by that time or you risk disqualification*
- 13. If a trophy championship is held the top two finishers in the “A” flight and the top finisher in the “B” flight will be invited to the money championship to fill in for no shows, starting with the 9am line the top “A” finisher may pick their fill in spot, then the second place “A” finisher, then the “B” flight champion. Be aware that we cannot guarantee all spots will get to fill in*
- 14. Please be aware that normal scoring rules apply, glance offs will count as the arrow lies in the target, if a glance off that misses a target, an arrow rebounds(falls out) off a target or pass through happen call for the tournament director to rule*
- 15. The tournament director reserves the right to make any other official rulings not covered here, and under these circumstances, his decision will be final*

CHAMPIONSHIP WEEKEND RULES

1. The Championships for both the trophy and money rounds will consist of a bracket format with first round winners entering the “A” flight and first round losers entering the “B” flight. If you draw a bye in the first round you may select which flight you want to be in
2. Head to head rounds will consist of 8 3D targets, two per station, 4 stations, utilizing the center ring as the 12, then followed by scoring of a 10, 8, 5 and a zero for a miss or shooting an incorrect target, these targets will be denoted by having a color coded number on it in relation to the station you are shooting, please remember you are only allowed to shoot two arrows per station, if you shoot a target not designated for your station it is to be recorded as a zero. All head to head matches have designated starting lanes; these will be located on the bracket board. When shooting both feet should be on the mat where your station is.
3. All ties will be broken with a 2 station, 4 target shoot-off, and if still tied then a one shot closest to the center twelve, regardless of score, will be done on a designated target. The shoot-off will take place on the 2 stations immediately next to the last station used by the shooters. Each shooter will shoot at the same time, with one shooter on the first station and the other on the second. After the shots are scored, the shooters will change positions and finish the shoot-off.
4. During these rounds you will be sent out with the person you are shooting against, shooting at the same targets and station, and both will be responsible for scoring each other, the better seeded shooter will choose if he would like to shoot first or second on the first lane, then you will alternate who shoots first on each station, in case of a scoring dispute you may call for the scoring judges and their decision will be final... Please note that in the first round and the fourth round your first lane will be a warmup lane, then you will count score on the following 4 lanes, so remember this when choosing your shooting position
5. Any arrow that travels more than five feet(five tiles) will count as a valid shot, arrow deflections that stay in the target will be scored as the arrow is, arrow deflections that do not stay in the target will be scored as the arrow that it struck if that arrow shows visible damage, if not then it will be scored a 5, in the case of a “robin hood” both arrows will be scored the same, if an arrow hits a target and rebounds or falls out (this happens rarely, mostly on the McKenzie cores that are getting shot out) the arrow will be scored as if it hit the shot up area but no higher than a 10
6. There are no equipment restrictions
7. All cards must be signed by both shooters, it is the responsibility of both shooters to verify that the scores were accurately written down and tabulated
8. If you enter the fourth round, the final eight of each flight, you have “made the money”, and you will continue to shoot so 1st through 8th place can be determined. The final two shooters in each flight vying for 1st place will wait for 3rd through 8th place to be determined before shooting. When this has been completed the final two competing in each flight will face off shooting on their own station, and not sharing their station, but will shoot the same four stations as their competitor. The better seeded shooter will pick which lane they want to start on and then the other shooter will then shoot at the station one station over, so there is a one lane gap between the shooters. It is expected that the shooters shoot at the same time and not deliberately stall to see what their opponent has scored
9. The scoring judges will be a three person team, where they will write their ruling down so no one can see what they scored the arrow, then the scores will be determined by the majority of the ruled scores

10. The tournament director reserves the right to make any other official rulings not covered here, and under these circumstances, his decision will be final

MONEY PAYOUTS

MONEY "A" FLIGHT

1. \$1000
2. \$500
3. \$250
4. \$150
5. \$100
6. \$75
7. \$70
8. \$55

MONEY "B" FLIGHT

1. \$500
2. \$250
3. \$125
4. \$75
5. \$50
6. \$38
7. \$35
8. \$28

TROPHY AWARDS

"A" FLIGHT

1. \$40
2. \$35
3. \$25
4. \$20

"B" FLIGHT

1. \$30
2. \$25
3. \$20
4. \$15