2022 WINTER ARCHERY LEAGUE BYLAWS

- 1. **LEAGUE RULES:** Current NFAA/Vegas 3 spot scoring rules apply. This will be a team event. Each team will consist of 2 people. The club Vice President, Michael McMillen must receive both member's score cards no later than 1900hrs (7p.m. local) Saturday, Saturday being the last day of the week. Sunday being the first day of the week. All target faces (with the exception of 3D targets) will be refreshed according to use. Members can sign up individually on the Academy Archery Club website under tournaments and events. Price per member will be \$20 for all five weeks. At the end of the 8 weeks the purse will be divided up depending the total number of teams (6 teams=2 winners, 9 teams=3 winners, 12 teams=4 winners, etc.).
- 2. Season Dates/Times: The season will run 8 weeks from 30 Oct 22-7 Jan 23, to which we will have the following rounds:

Week 1-	30 Oct-5 Nov	Field Targets (Range 1)
Week 2-	6-12 Nov	Hunter Targets (Range 2)
Week 3-	13-19 Nov	3D Animal Targets (East Range)
Week 4-	27 Nov-3 Dec	Vegas style 3 Spot targets 20 yards/Static Range.
Week 5	4-10 Dec	Field Targets (Range 1)
Week 6	11-17 Dec	Hunter Targets (Range 2)
Week 7	18-24 Dec	3D Animal Targets (East Range)
Week 8	1-7 Jan	Vegas style 3 Spot targets 20 yards/Static Range.

It will rotate weekly so that everyone has the experience of the different targets.

- 3. GAME TIME: Each member can shoot at any point throughout the week. Note: All scorecards must be turned into Michael McMillen via email or text to the following: Michael.mcmillen.13@gmail.com or 307-287-2214
- 4. **GAME FORMAT:** These are not Qualifier Rounds. Each archer will shoot 14 targets (with the exception of Vegas Style and 3D targets, 1 target at a time, 1 arrow at each target. Points for each Squadron will be tallied at the end of the competition day. Ranking will be recorded from highest to lowest score. Score sheets/rankings will be posted on the bulletin board near the static practice range. Scores and rankings will refresh at the end of each week earning points towards the overall team wins.



SHOOTING RULES Each archer shall shoot (4) arrows at each of the 14 target layouts in a unit.

DISTANCE MARKERS • ADULT (Over 18) White Markers indicate the yardage, and shooting position.

• YOUNG AUDLT (15 through 17) Shoot from the adult White Markers.

 YOUTH (12 through 14) Shoot the adult stakes up to 50 yards. Any adult yardage over 50 yards will have a *Blue Marker* which indicates the youth shooting position.

• CUB (Under 12) Shoot (1-3) arrows from the Black Markers.

HUNTER ROUND



An arrow shaft need only touch the line to be counted in the area of the next higher value. SHOOTING RULES Each archer shall shoot (4) arrows at each

Each archer shall shoot (4) arrows at eac of the 14 target layouts in a unit.

DISTANCE MARKERS • ADULT (Over 18) Red Markers indicate the yardage, and shooting position.

• YOUNG AUDLT (15 through 17) Shoot from the adult *Red Markers*.

 YOUTH (12 through 14) Shoot the adult stakes up to 50 yards. Any adult yardage over 50 yards will have a *Blue Marker* which indicates the youth shooting position.

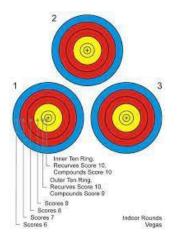
 CUB (Under 12) Shoot (1-3) arrows from the Black Markers.

ANIIMAL ROUND STANDARD UNIT 14 targets from a Unit. Twice around a Unit makes a Round. (Qualifier) TARGET FACE SCORING 20 points wind 20 points wond 21 fpoints wond 21 points wond 23 points wind 21 goints wind 21 goints wind

An arrow shaft need only touch the line to be counted in the area of the next higher value. SHOOTING RULES

A maximum of (3) marked arrows may be shot, in successive order, and the highest scoring arrow will count. In the case of walkup targets the first arrow must be shot from the farthest stake, the second arrow from the middle stake, and the third arrow from the nearest stake, in order to be scored. DISTANCE MARKERS

nearest stake, in order to be scored. DISTANCE MARKERS • ADULT (Over 18) Yellow Markers indicate the yardage, and shooting position. • YOUNG AUDLT (15 through 17) Shoot from the adult Yellow Markers. • YOUTH (12 through 14) Shoot the adult stakes up to 50 yards. Any adult yardage over 50 yards will have a Blue Marker which indicates the youth shooting position. • CUB (Under 12) Shoot (1-3) arrows from the Black Markers.



- 5. EQUIPMENT: We will NOT have sight, stabilizer, or arrow rest restrictions. Bring what you shoot. Archers are encouraged to bring their own equipment. In the event a participant does not have their own equipment but wants to participate, a limited amount of entry level bows and arrows will be available for use at the range. Allowable bows will include compounds, recurves and long bows. All borrowed equipment will need to be whipped down after use with disinfectant wipes.
- 6. **MAXIMUM PLAYERS:** There is not a maximum number of shooters. Vegas 3 Spot shoot will be no less than 2 on the line at a time, and no more than 4.
- 7. **MINIMUM PLAYERS:** A minimum of 10 total members will need to sign up for the season to begin. (No less than 5 teams)
- 8. <u>**Profanity will not be tolerated**</u>. Players may be given a warning, or an immediate ejection depending on the nature of the language.

9. COIVD Rule apply for Archery

- Participants, spectators, and employees must adhere to six-foot physical distancing while at the facility/course.
- No water coolers or shared drinking stations. Participants must bring their own hydrating systems.
- Athletes must wear face coverings at all times when not on the line shooting, unless outdoors
- Belongings should be used only by the individual owner or operator including, but not limited to water bottles, etc.
- All participants should refrain from high fives, handshakes, and other physical contact with volunteers and other participants. Congratulatory verbal acknowledgment is more than acceptable.
- Athletes are strongly recommended to travel to the venue alone or with a member of their immediate household.
- Face coverings for any spectators/volunteers/staff that cannot maintain 6ft Social Distancing is mandatory.
- Bows and arrows belonging to the range will be wiped down after use with sanitizing wipes