



## Rules of HDH-IAA 3D

### INTERNATIONAL ARCHERY ASSOCIATION

#### TOURNAMENT RULES by 15 04 2017

## 1 GENERAL

### 1.1. INTRODUCTION

1.1.1. The Board of Directors of IAA has prepared and approved following tournament rules.

1.1.2. Members (competitors and organizers) of IAA 3-D must act according to following rules, when organizing/participating (at) national/international 3-D tournaments.

## 2 TOURNAMENTS

### 2.1. EVENTS

2.1.1. IAA 3-D classifies following events:

- World and Continental Championships
- GP
- 3-D Simple Round – single or several days duration event, any number of 3D targets as far as they are dividable by four
- Indoor Round – using 3-D targets, fixed or movable
- Other tournaments – using any number of 3-D targets.

Regardless the type of event (except the Indoor Round) all shooting grounds must be set in the natural environment, e.g. fields, hills, forest or water.

World and Continental Championships organized every second year. WCH and ECH are to be organized separate years. GP organized maximum 3 every year.



### **3 ORGANIZATIONS OF CONTINENTAL AND REGIONAL TOURNAMENTS, THE GP, INTERNATIONAL, NATIONAL AND OTHER COMPETITIONS**

#### **3.1. ORGANIZATION OF TOURNAMENTS**

3.1.1. The goal of IAA 3-D is to reach a standardized organization level in the different member countries. For this reason 3-D targets approved by BOD should be used at the following events:

World and Continental Championships, GP-s

3.1.2. The World Championships will be held every second (even) year. Continental 3-D Championship will be held

every 2nd (odd) year by a member country of IAA.

WCH & ECH is a 5 days tournament. 3 days of qualification (3x28 target), 1 day team qualification (14 targets) and finals (6 targets) and 1 day for individual finals (6 targets) with awarding ceremony.

The decision for hosting these events (3.1.1), will be taken by the Board of Directors.

3-D GP is a two days tournament, set of 20 various 3D targets. First day 2 times 20 targets qualification rounds. Second day 20 targets qualification round and 6 targets finals. The two times 20 targets are two courses in best case. If organizer uses only one course with 20 targets two times, changes must be made on the distances between rounds. Organizer of the tournament must provide a final round (6 3-D targets). For shoot off situations, an extra target must be arranged (distance 35 – 45 m).

A maximum of 3 GP-s are organized every year. Every GP is a separate competition with finals and award ceremony. The points shot on every GP are added to the previous one and the cumulative results are awarded on the final GP separately from the final.

3.1.3. National associations which try hard to maintain high level in organizing national / international events, according to the stated rules of IAA 3-D and are participating with large number of archers on international events, should have the privilege to organize at least one international tournament a year.

IAA member-countries are allowed to organize their own national tournaments.

3.1.4. A request for the privilege to organize any international tournament for the upcoming year has to be submitted to the General Secretary of IAA no later than 31<sup>st</sup> of September of the current year. The choice will be made by the Board of Directors and listed in the tournament schedule of IAA 3-D.



3.1.5. After getting the permission from IAA to organize an international tournament, as latest 6 months prior to the event organizer has to sign contract and pay a deposit fee according to the actual levy table decided by BOD to the bank account of the IAA. The deposit is deducted from the payable levy fee to IAA. If it is not done the right to host the event is automatically cancelled without any warnings or decisions to be taken.

3.1.6. IAA member countries may organize an unlimited number of national tournaments. National associations may transfer the rights to organize these tournaments to their own clubs. These national tournaments have to be organized according to the stated and accepted rules to maintain the unique tournament standard of IAA 3-D.

3.1.7. IAA member countries can submit their own calendar of national tournaments for the upcoming year to the Secretary of IAA till 30th of November. The schedules of individual member countries will be properly sorted and listed in the official IAA on web site.

## 4 RULING AND SUPERVISION

### 4.1. JUDGES, DELEGATES

4.1.1. The presence of judges and delegates at tournaments is mandatory. They are to monitor the observance of the stated rules. ~~Decisions of judges are final and all shooters are bound by them.~~

4.1.2. The IAA 3 Committee of Judges assigns judges for World-, Continental Championships and GP-s. There must be at least one international judge at each of the tournaments above.

4.1.3. The IAA BOD assigns the technical delegates for international tournaments. They are responsible for all questions regarding organization and supervision.

4.1.4. Judges and delegates are authorized to intervene and correct procedures of a tournament according to the stated rules of the IAA 3-D.

4.1.5 In order to investigate a protest a Jury must be set up before the beginning of a World or Continental championships and GP-s.

The members of Jury are one of BOD members , the technical director of the competition and three elected persons from the represented nations (if possible all member choosen from different nations/organizations). The members should be present all days of the competition. The members of Jury must be published before start of the first competiton's day.



4.1.6 The protest deadline is 30 minutes after all score cards has been arrived to the competitions office. The protest must be in written official form. The fee of protest 100€. The Jury investigates the protest by the rules in closed session and they decide in the question by voting. The verdicts of Jury are definitive. If the protest has been agreed, the fee is returned. If the protest has been rejected the fee will go to the organizer.

## **5 AWARDS**

### **5.1. TROPHIES AND MEDALS AT INTERNATIONAL EVENTS**

5.1.1. Organizers of WCH and ECH have to do an award ceremony for the top 3 archers each category (medals) and also for the top 3 teams (trophies).

5.1.2 Organizers of GP-s have to do an award ceremony for the top 3 archers each class.

Detailed awards according to appendix

### **5.2. TROPHIES, MEDALS AND RECOGNITION AT INTERNATIONAL AND NATIONAL TOURNAMENTS.**

5.2.1. Organizer of any tournament decides about the entry fee for the competitors and the type of award for the winners of the different classes. Invitations must contain information about entry fee and awards.

### **5.3. AWARDS GIVEN BY THE IAA**

5.3.1. Special awards may be given to competitors by IAA 3-D for certain scores, reached during International Competitions.

## **6 PARTICIPATION ON CHAMPIONSHIP AND TOURNAMENT**

### **6.1. PARTICIPATION**

6.1.1. All member archers of IAA holding a valid license are allowed to participate in any international IAA event.

6.1.2. International IAA tournaments are open events. Organizers may limit the number of participants.

### **6.2. GENERAL COMPETITION RULES**

6.2.1. All competitors must register for an international tournament at least 14 days prior to the date of competition (30 days before Championships) on the registration part of IAA webpage. The organizer is not



obliged to accept any applications after the deadline. The entry fee for applications made after the deadline will be increased by 50%.

6.2.2. Competitors have to be at the stake at least 30 minutes prior to the beginning of the tournament. Registered competitors being late may join the next group at target #1, if there are less than five people in this group. The shooter is not allowed to make up any missed targets, which will be scored as zero ("0"). In case of "flying start" competitors must be on start position at least 10 minutes prior their starting time.

6.2.3. As a courtesy to fellow competitors, there will be no talking to spectators, other groups or archers in the group while the group is shooting. Making any kind of disturbing noises are not allowed, except for finals.

6.2.4. Usage of electronic devices is not allowed by competitors and spectators on the courses. (including phones headsets, walkie-talkies, cameras etc.)

Special exception for camera usage may be made for press on duty wearing official press badges. Anyone who wants to take pictures or video of competitors, must get their permission first. Shooters participating in final rounds must agree to that photographs or video of them may be taken. Judges have the right to check the equipment and accessories before a tournament start. They may require alterations or changes in case equipment or accessories are not in accordance with the stated rules. Judges may check equipment or accessories at any time during the tournament to determine its suitability for competition. Any violation of the IAA 3-D rules will result in disqualification.

6.2.5. A shooter will receive a warning by judges in case of any rule violation. Warnings have to be recorded on the individual scorecards. Three warnings will result immediate disqualification. A report on disqualifications will be filed by the Competition Committee till of end of competition day.

6.2.6. Scorecards must have room for the recording of warnings.

6.2.7. Littering the ground will not be tolerated. Anyone had seen littering will be immediately disqualified from the tournament.

6.2.8. Alcohol is strictly forbidden for all archers before and during the competition. Smoking is forbidden except if the organizer prepares special smoking areas. It is not allowed to use technical advices of any kind at the round. Of security reasons the upper part of the clothing must be visible.(light colors like white, yellow etc.) If the shooter does not meet this requirement a visibility vest must be put on the clothes. Military type of camouflage is not allowed.



## 7 SHOOTING FIELD – RANGE

7.1. (Cancelled by GM)

7.2. All 3-D targets will be set at unknown distances of 45m or less (5m minimum). Maximum distance for BB, traditional shooters and cadets is 27 m ( 30 yards ). There will be no stakes for the Mini's class, the guidance of these groups will choose the appropriate distances no further than the stakes for the traditional shooters.

7.3. Each stake and its corresponding 3-D target must bear the same number.

red stakes – maximum distance 45m

blue stakes – maximum distance 27m

A stop position (waiting place for oncoming group) must be marked at all international events. Waiting groups must wait at marked place till previous group has finished and left the target.

7.4. All targets must be numbered in consequent order. The number plates measure at least 20×20 cm. The numbers are black and are painted on background which makes numbers clearly visible from the stake.

7.5. Trails between targets must ensure safe walking for all competitors on the shooting ranges. Clear direction signs are to be arranged along the competition trails.

7.6. Suitable barriers shall be placed around the course, wherever necessary, to keep spectators at a safe distance while still giving them the best possible view of the competition. Only those persons having the proper accreditation shall be allowed on the course inside of the barriers.

7.7. Shooting ranges for international events must be ready at least the day before the tournament, so that judges and delegates of IAA can inspect, and organizers still have time for potential corrections.

7.8. Practicing field with known distances has to be provided for the competitors the day before the tournament and during the tournament. Six targets at distances: 20m, 25m, 30m,35m, 40m, and 45m are considered as a minimum.

7.9. At least one arrow speed measuring device ( chronograph ) has to be provided, so that archers can check their arrow speed prior the competition.

7.10. Medical service must be provided at the shooting field during the whole duration of the competition.





7.11. On international events Organizers of a tournament should provide at least two rest areas (food/water) and rest room facilities (e.g. portable toilet) on each course.

7.12. Final rounds have to be held on special areas where spectators and press are enabled to be present and shall be able to follow the competition.

### 7.13. Rules for the Final Round

Distances will be selected according to the category.

7.13.1. The top 6 archers in each category after qualification are eligible for the final round.

7.13.2. There are six 3-D targets to shoot. One additional target has to be prepared for shoot offs.

7.13.3. Each competitor must have six arrows with his/her initials on it.

7.13.4. Shooters in the final round have 3 minutes to judge the distance of all six targets. Shooters are allowed to write down personal notes. Any conversation about distances with other competitors and/or spectators is prohibited.

7.13.5. After these 3 minutes, the competitors have to go to their assigned stake. They have one minute shooting time per target. Start and end of shooting time will be indicated by an acoustic signal.

7.13.6. Two judges (IAA events) and one person to pull out the arrows approach the targets. The judges will show the score by lifting a board (A4 format) indicating the actual score (0/5/ 8/10/12). Judges are obliged always to fill out scorecards which will be considered as official result.

This score will be showed on a big scoreboard. A narrator is informing the audience about the competition.

7.13.7. Each competitor shoots at a clear target. (Except team finals, where all 4 shooters of the team shoot at the same target) All arrows have to be removed by the arrow puller before the next shooting occurs.

7.13.8. The big scoreboard must indicate the name, the score value of the qualification round, the actual score and the current result for the competitors. The result of the competitor's final round is added to the result of competitor's qualification round.

7.13.9. Score zones in the final round are: 0 / 5 / 8 / 10 and 12 (centre ring of the 10)

7.13.10. Spectators as much as possible should be able to see each target.



7.13.11. All competitors of the final round have to stay in a certain area reserved at the final round field until all shooting is finished.

7.13.12. The final round is a part of the tournament. All archers qualified have to shoot it. If any archer is absent the finalists will be filled up according to the next archer on qualification list. In case of any reason there is no final round, the results of the qualification round are official and final.

#### 7.14. Rules for the Team-Event on the World and Continental Championships

Due to changed membership and individual shooting licenses the National team as concept is not always relevant and excludes small nations with few participants from the team event.

This rule do not exclude national teams, it just allows shooters from different countries to form a team with a name they choose.

7.14.1. Long distance team: 4 shooters from the long distance 2 different categories. -maximum 1 X-bow.

7.14.2. Short Distance Team: 4 shooters from the short distance 2 different categories. - No cadet compound.

7.14.3. The teams for the Continental Championship have to be named before start of ECH. Best 6 teams shoot the finals starting from 0 points and on 6 targets.

7.14.4. 14 targets will be shot by every team member as qualification round on the day of team finals.

Team Finals: the top 6 teams after qualification round are going to the final round.

(Ranking = all points of the 4 shooters count for the ranking)

Shooting time in the final round is 1 min. totally for all 4 shooters in the team and they all shoot on the same target

7.14.5/1 In case of more than 14 teams on one distance the organizer can set out two sticks at each shooting position and 2 or more small targets of same kind. The larger targets can but must not be doubled. In case of double sticks two archers must shoot at the same time, at every target.

7.04.5/2 In case of more than 14 teams on one distance the organizer can set up two courses for a distance wit 2times 14 targets, course A and B. In this case 2 archers from each team shot course A, the other 2 course B.

All teams must be split. Results for the groups are added as usual.





## 8 CLASS DEFINITIONS AND RULES

### 8.1. EQUIPMENT

#### 8.1.1. 5 grains per pound or 330 FPS (shooters choice)

Shooter's arrows must weigh at least 5 grains per pound of shooting weight. Shooting weight is defined as a peak draw weight that is obtained within the maximum draw cycle. Shooter will be allowed 5 grains for scale differences. Equipment will be checked by judges random during the competition and all finalists will be checked.

The 5 grains per pound limit will not apply if the shooters bow and arrow combination generates less than 330 FPS of arrow speed, measured by the official on-site chronographs, with a 3 percent margin for differences between chronographs. If the arrow speed is higher than 330 FPS, plus 3% (339.9 FPS), the shooters equipment will be subject to the 5 grains per pound limitation. Arrows must be same in size, weight, length. Nocks and feathers must have the same shape. The color can be different. All arrows must be marked by the shooter's initials or full name.

When a shooter is asked to have his/her equipment checked he/she shall choose the method by which would like to have his/her equipment checked. They may choose one method only.

8.1.2. Range finding is prohibited. All distances must be judged by the naked eye. Drawing the bow without any arrow and aiming at a target is prohibited.

No signs/marks (except of manufacturer's ones) on the inner side of the upper limb to judge distance or use as an aiming reference are allowed. The rule is obligatory for all classes and styles.

8.1.3. Binoculars and/or spotting scopes without any inappropriate marks are allowed but it has to be checked by the judges. Shooters may carry "target cards" reflecting a picture or rendering of specific targets being shot, but no marks or notations of any type may be made by the shooters on these cards. Making notes, written or any kinds, is permitted for the competitors on the course.

Notes concerning the archer's normal sight settings allowed.

### 8.2. IAA 3-D STYLES DEFINED

#### 8.2.1. **Compound Unlimited (CU)**

Must be shot from the red stake (max. 45m); Any compound bow with a moveable sight or scope. Any type of release aid, glove, finger tab or bare finger may be used. Any type of accessories: stabilizers, overdraw, peep sight, bubble level, kissers button etc. Light for illumination of the pin may be used.



#### 8.2.2. **Hunter 3D** (HU)

Must be shot from the red stake (max. 45m); Any type of bow with or without sight; may be shot with release aid, finger tab, glove or bare fingers. If a sight is used, it will have no more than five fixed pins or crosshair style pins. Stabilizers and v-bars must not extend more than 12 inches (30.5 cm) from the nearest point of the attachment of the bow. Overdraws (max. 2 inches), peep sight, bubble level are allowed. Light for illumination of the pin may be used.

#### 8.2.4. **Compound Bare bow** (CB)

Must be shot from the red stake (max. 45m). A compound bow with no sighting device. A rest and plunger are all that may reside within the window. There will be no marks on the bow or bowstring, which could be considered as sighting marks. There will not be any type of draw check on the bow or string. A 12 inches – stabilizer may be used but no peep sight and no overdraw. Any type of release aid, glove, finger tab or bare fingers may be used.

#### 8.2.5. **Olympic** (OL)

Must be shot from the red stake (max. 45m). Any type of recurve bow with a moveable sight, stabilizers, v-bar, kissers and pressure button and draw check device. Sights that utilize any lens without magnification are allowed in this class. It must be shot with gloves, finger tab or bare fingers.

#### 8.2.6. **Traditional Recurve** (TR-RB)

Must be shot from the blue stake (max. 30yards), Any type of traditional recurve bow. The riser is produced of a natural or resin based material (e.g.wood, bamboo, horn, cloth, fibreglass, and a portion of the riser may include carbon/graphite or metal). The riser must be of laminated construction or one piece of wood. The bow may be of a take-down type and may incorporate factory installed metal fittings in the riser for limb attachment, sight mount inserts, cushion plunger insert and stabilizer bushings only. No release aid, no sighting device, no stabilizers, no added weight. It must be shot with glove, finger tab or bare fingers. While shooting, the archer must touch the arrow with the index finger against the nock (no “string walking”). There will not be any type of draw check on the bow or string. No marks are allowed in the sight window, on string, on the bow that could be used to judge distance, or as an aiming reference. Arrow rest like T300, Neet, Hoyt Hunter, Bear ore similar can be used. Any kinds of arrows are allowed.



#### 8.2.7. **Traditional Longbow** (TR-LB)

Must be shot from the blue stake (max. 30yards). There can be used any type of longbow defined as: a bow when strung the string touches only the nocks of the bow, no release aid, no sighting device, no stabilizers, and no added weight. Must be shot with glove, finger tab or bare fingers. While shooting, the archer must touch the arrow with the index finger against the nock (no "string walking"). There will not be any type of draw check on the bow or string.

Marks in the sight window, on the string, or on the bow that can be used as range finding or as an aiming reference is not allowed. Only wooden arrows are allowed.

#### 8.2.9. **Bare bow** (BB)

Must be shot from the blue stake (max. 30yards). There can be used any type of recurve bow. No release aid, no sighting device, no stabilizers. Weight(s) may be added to the lower part of the riser. It must be shot with glove, finger tab or bare fingers. The bow shall be bare except for the arrow rest and free from protrusions, sights or sight marks, marks or blemishes or laminated pieces (within the bow window area) which could be of use in aiming. The unbraced bow complete with permitted accessories shall be capable of passing through a hole or ring with a 12.2cm inside diameter +/- 0.5mm. One or two nock locators may be positioned. No lip or nose mark is permitted.

The bowstring shall not in any way assist aiming through the use of a peephole, marking, or any other means. An arrow rest, which can be adjustable.

No draw check device may be used. Face and string walking are permitted.

Any kinds of arrows are allowed.

#### 8.2.10. **Crossbow** (CRB)

Must be shot from the red stake (max.45m); There can be uses any type of crossbow (recurve or compound) with pin / crosshair style sight or telescopic sight with or without magnification. No speed limit is set, but the bow and arrow must be used according the manufacturer's specifications because of safety reasons. No laser sights are allowed. Crossbows must be loaded by hand (bow stringer allowed) and must have a safety button. It's prohibited to use the carrying sling for additional fixation.

Arrows: the shaft lengths must reach the front of limbs by loaded crossbow. There is no modification allowed on the factory settings.



### 8.2.11. Primitivbow and Horsebow (PB-HB)

The Primitive bow- made from one piece of wood (packing of sinew is allowed) no arrow rest and any kind of window. Horse bow is a symmetric recurve composite bow. The handle also symmetrical and it is at least 15 mm width. It cannot have any kind of window. When the bow is strung the string also runs in the symmetric center of the bow and has a length not more than 1.6 m. The bows can be shot with glove, finger tab or bare fingers. While shooting, the archer must touch the arrow with one finger against the nock (no "string walking"). Any type of draw check on the bow or string is not allowed. Only wooden arrows are allowed.

### 8.3. IAA 3-D CLASSES DEFINED

8.3.1. The filled age *in* 1<sup>st</sup> of January decides the whole year.

Cadets and juniors can shoot in older class, veterans can choose to shoot as adults.

*An athlete may participate in a Mini Class in tournaments when the competition takes place up to and in the year of his/her 16th birthday.*

*An athlete may participate in a Cadet Class in tournaments when the competition takes place up to and in the year of his/her 18th birthday.*

*An athlete may participate in a Junior Class in tournaments when the competition takes place up to and in the year of his/her 22th birthday.*

*An athlete may participate in a Veteran Class in tournaments when the competition takes place in the year of his/her 52th birthday and thereafter.*

#### 8.3.2.

veteran: 51 years of age or older / men – women

senior: 21 – 50 years / men – women

junior: 18 – 20 years / men – women

cadet: 15 – 17 years / men – women

mini under 15 years / men – women

8.3.3. In case the registered number of shooters is less than five in any category Judges together with the organizer Committee can gather two similar classes/categories in one.

8.3.4. Competing on international IAA Tournament a minimum age of 15 years is set. It is up to a national organizer to allow younger shooters at national tournaments.



## 9 SHOOTING RULES

9.1. Only one arrow per shooter per target will be shot from a stake. Any arrow, which is dropped and can be recovered while touching the stake may be renocked and re-shot.

The shooter is responsible for maintaining control of the arrow. Any arrow released accidentally or deliberately and not found in the scoring area of the target, is scored as a zero ("0").

9.2. There is only one stake per target for one category. Only one archer can shoot from the stake at one time. A shooter must touch the stake with some part of his/her body while shooting.

Crossbow archers must be at the stake before they attempt to load the crossbow. Loading the crossbow and nocking the arrow, anywhere else than at the stake is prohibited and may bring immediate disqualification.

9.3. Groups must have at least three shooters and no more than five shooters. Each group will assign two scorekeepers. The first listed archer of each group is the leader of the group.

9.4. A group is not allowed to pass other groups except by an order from a judge. In this case, one group has to shoot, score and pull the arrows, while the other group is waiting.

9.5. As a courtesy to fellow competitors, archers have to wait for their turn in a certain distance (3m) from the shooter at the stake.

9.6. The shooters of each group will alternate being the first shooter at each subsequent stake, with their shooting order maintained throughout the round. Minis shoot last.

9.7. The first shooter will be allowed 90 seconds to shoot his/her arrow. The leader of the group decides when the first archer goes to the stake. Each remaining member of the group will be allocated 90 seconds to shoot. After shooting the archer must leave the stick immediately and next archer must step to the stick as soon as the location of stake allows. Failing this rule is sanctioned with a warning by the judge.

9.8. Archers have to remain behind the shooting stake until the whole group finished the shooting.

9.9. All arrows must remain in the target until all arrows are scored. The status of any doubtful arrow must be determined before drawing any arrow from the target and neither arrows nor the target may be touched until a judgment has been made.

9.10. 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, which is visible to the group.



9.11. If the equipment failure occurs during the act of shooting, the arrow will be scored as a shot. The shooter will have up to 15 minutes for repair. The group has to leave the stake and wait. If the repair can't be done at the range the shooter will have up to 30 minutes for repair. The shooter has to contact a judge. Time will start at the moment the judge takes over the score cards. The group must wait. A shooter may change his/her bow one time in a tournament. Only one bow per shooter may be brought to the range. After the repair is done, the shooter will have two arrows for practicing on the target, which is already shot.

9.12. In the final rounds, no extra time shall be allowed for equipment failure, but the competitor with equipment failure may leave the shooting place to repair or replace the same and return to shoot any remaining arrow(s) if the time limit permits. In the team event other member(s) of the team may shoot in the meantime.





## 10 SCORING RULES

10.1. For all sanctioned IAA 3-D Shooting events, the scoring must be as follows:

**11** – Small circle centered within the ten ring. Approximately 25% of the ten ring will be used. Arrow must at least touch the circle. This score would reflect 11 on the scorecard. If there is no ring on the target, it can't be count.

**10** - Circle inside vital area. Arrow must at least touch the circle.

**8** – Vital area other than the 10 point circle. Arrow must at least touch the vital area line.

**5** – Remainder of the animal touching body color.

**0** - A hit in the horn or hoof not touching body color, any other misses, or glance off.

Final round and shoot off only: **12** – Small circle centered within the ten rings. Arrow must at least touch the circle.

10.1.1. Tie score is counting as follow : First =0( Hit count first)= 12(11) =10=8=5 this is only for the ranking.

10.2. The arrow shaft must touch any portion of the line to be scored for the higher value.

An arrow that is embedded into the nock end of an arrow that is embedded in the target will be scored the same as the embedded arrow. All arrows must remain in the target until all arrows are scored. Time for scoring is 150 seconds.

10.3. Shooters will get the official scorecards (2) for that day at the meeting before the beginning of each round. Double scoring is required.

10.4. All information on the scorecards must be accurate with all information completely and properly filled out.

10.5. At each target scoring will be done after the group finished the shooting. Each scorekeeper will maintain 1 card for each shooter and be responsible for recording each arrow.

10.6. Each shooter of a group has to call his/her score loud and clear.

10.7. Both score keepers must compare their recorded scores before the arrows are pulled. In case of mistakes, corrections have to be made immediately. The leader of the group has to sign the corrections.



10.8. In case there are disagreements about the score on both scorecards of a shooter at the end of the round; the lowest score will be valid.

10.9. To score, arrows must be stuck in the target, or witnessed pass troughs and BOUNCE OUTS are to be scored as agreed on by the majority of the group, or re-shot before shooters advance to the target.

(EXPLANATION; All arrows must remain in the target until all arrows are scored. The status of any doubtful arrows must be determined before pulling any arrow from the target and such arrows may not be touched until the judgment has been made. Arrows pulled early are scored as a zero („0“).

10.10. The status of any doubtful arrow must be determined by the majority of votes of the group. Should the group be unable to reach an agreement (tie), a judge must be called.

10.11. At the completion of each course all scorecards must be legible, completed and signed. No changes may be made to a scorecard after the scorekeeper and shooter have signed the scorecard. The scorecards have to be turned in by the leader of the group immediately after the completion of the course.

10.12. Any person in violation of the above said rules can be disqualified from that event and may be suspended from membership. Any person suspended from membership will not be allowed to shoot any sanctioned IAA 3-D event that shooting year or as directed by the IAA 3-D board of directors. Anyone that is suspended from membership, and violates this rule, could be permanently suspended from IAA 3-D membership and all of its sanctioned events. Any shooter who disobeys shoot officials orders, will be disqualified from that event and may be suspended from membership. Littering or improper disposal of trash will be considered as un-sportsmanlike.