

2017
Archery vs. Pistol Competition
OFFICIAL RULES

All shooters must sign in and show current membership card. Signing in acknowledges that said shooter understands and will abide by all posted rules. A shooter who violates posted rules will be disqualified and removed from event.

Amendments: 8/10/2017

Archery and Pistol captains have agreed to the following amendments to the rules:

Amendment #1: for Pistol shooters - Iron Sights Only – No magnification but red dots will be permitted.

Amendment #2: Archers and pistol shooters will shoot concurrently.

Amendment #3: 3rd party score keepers and team captains will determine scores for their teams.

New for 2017

Archers will shoot at the archery range and pistol shooters will shoot at the pistol range. Register/Check-in at the pavilion beginning at 3:00 p.m. Registration/Check-In closes at 3:45 p.m. The match will start at 4:00 p.m.

Respect other shooters, remain quiet when others are shooting. All shooters to stand behind concrete when not shooting. Pistol shooters shoot down range at 25 yards on pistol range. Archery shooters shoot 20 yards down range at archery range. Shooters are to remain behind line until scoring is complete for each round. Final scores and trophies to be awarded at dinner.

Archery Equipment

Longbow, Recurve or Compound, no cross bows

Fingers or Release

Wood, aluminum or carbon composite arrows

Field points

Fixed non-lighted pins. Can be fiber optic colored pins. No magnification.

Target

Archery

Standard target, blue and white "NFI-4T DUAL", set at 20 yds

Single spot on one side, 5 spot on other side

3 1/8" white center with 1 1/2" X center= 10 pts

6 1/4" blue ring on single spot side (first rings) = 9 pts

9 3/8" blue ring on single spot side (second ring) = 8 pts

Out of 8 ring = 0 pts (2 outside blue rings)

9 3/8" blue rings (first and second rings) on 5 spot side = 9 pts, out of blue ring= 0 points.

May use either side, personal choice, for entire shoot. If 5 spot is used-must shoot 1 arrow in each spot each round, not 5 in one per round.

Pistol

Any caliber, shooter supplies own ammunition, targets supplied by RF&G. One or two hand grip, standing, no contact with bench while shooting, Iron Sights Only – No magnification but red dots will be permitted.

25 yd slow fire target at 25 yds – B-6 target and/or B-6c (center replacements)

Scoring

Black 10 ring= 3 3/8" = 10 points

Black 9 ring=5 1/2" = 9 points

Black 8 ring= 8" = 8 points

Out of black = 0 points

Archery: 6 rounds of 5 shots, 5 minutes per round, scores after 5 shots, pull arrows, shoot again, score, pull arrows. Do not touch arrows until score is tallied.

Pistol: 6 rounds of 5 shots, 2 1/2 minutes per round, scores after 5 shots, tape holes, shoot next round of 5, score and then changes target.

Shots touching the scoring ring receives higher score.

Shots outside of rings receive no score.

Arrows that "robin hood" (one inside the other) count as same point value as the arrow that was hit.

Arrows must stick in target-if not-shoot again. Pass thru arrows - shoot again.

Count shots that touch "X" ring, "X" tally will be used as tie breaker. In the event a tie still exists, a "sudden death" match between the 2 shooters will be held. Both shooters must shoot. The "X" ring is the target. One shot from each shooter. If both shooters miss the "X", continue shooting until one of the shooters hits the "X" and the other does not. If both shooters hit the "X", continue shooting until one of the shooters hits the "X" and the other does not.

Disputed scoring will be subject to a decision of 3rd party score keeper.

Team captains and official score keepers count and record arrows and holes and "X"s for points.

The top 5 scores from each team will be totaled for score and "X"s to determine a winning team. In the event of a tie, the top 6 scores will be tallied (and so on). Perfect individual score = 300 points with 30 X, perfect team score=1500 points with 150 X.