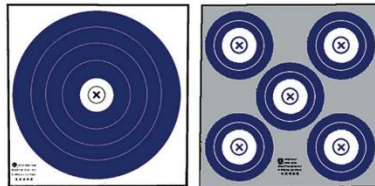


Hoosier 690 Tournament Rules

Format:

1. This tournament will be conducted over two shooting days: Saturday and Sunday. All archers must shoot with their peer group on Sunday to be eligible for trophies or prize money.



2. The Day 1 (Saturday) round will be 60 arrows on the NFAA blue and white 5-spot face (archers may opt to use the single spot). Scoring will be 6 points for touching the inner X ring, 5 points for touching any of the remaining white circle, and 4 points for any arrow **outside** of the white that touches or is fully inside of the blue rings. (If using the single spot, arrows will score the same for 6, 5, and will be 4 points for the inner most blue ring, then 3, 2, 1, for each of the remaining blue rings.) An arrow needs only to touch the line of the higher value scoring area to receive those points. The maximum possible points for this round are 360.



3. The Day 2 (Sunday) round will be 30 arrows on the NFAA 3-spot (Vegas) target (archers may opt to use the single spot). Scoring will be 11 points for touching the inner most X ring, 10 points for touching the inner ring, 9

points for touching the outer yellow ring, 8 points for the inner most red ring, 7 points for the outer red ring, and 6 points for the blue ring. (If using the single spot, arrows will score the same out to the inner blue ring scoring 6 points, and then continuing with 5 points for the outer blue, 4 points for the inner black, 3 points for the outer black, 2 points for the inner white, and 1 point for the outer-most white ring.) An arrow needs only to touch the line of the higher value scoring area to receive those points. The maximum possible points for this round are 330.

4. Sunday's targets will be assigned after all archers have concluded shooting on Saturday. The bales will be peer grouped according to scores achieved on Saturday, with the number of 6's being the tie breaker where necessary. The Pro and Money classes will shoot at 11:00 am Sunday, with any shoot-offs to begin at approximately 1:00pm.

General Shooting Rules:

1. Electronic scoring will be in use for this event, but the paper scorecards will serve as the official score. Each scoring group will consist of one tablet scorekeeper, one official scorekeeper, and one duplicate copy scorekeeper.
2. In groups of 4 archers, the fourth member can serve as the "caller" of the group, keeping in mind that an arrow needs only touch the line of the higher scoring area to receive those points.
3. If the archer does not agree with the call of his or her own arrows, or a consensus cannot be reached among the group, a line judge may be called. The judge's call will be final.
4. For the Saturday round, archers will have 4 minutes to shoot 5 arrows per end. After end number 6, archers will flip their targets from top to bottom and bottom to top.
5. For the Sunday round, archers will have 2 minutes to shoot 3 arrows per end. After end number 5, archers will flip their targets from top to bottom and bottom to top.
6. The spots may be shot in any order on either of the target faces. Multiple arrows may be shot into the same scoring spot.

7. No sky drawing! A warning will be issued during the safety meeting before the tournament begins. An archer determined by the officials to be sky drawing will be disqualified. Any damage to the facility caused by an arrow that resulted from sky drawing will be the responsibility of the archer who shot the arrow.
8. No arrows should be touched until all scores have been recorded by that group. An arrow that is touched or pulled before the score is recorded will receive a score of 0 for that arrow.
9. If an archer shoots more than the allotted number of arrows in an end, the highest scoring arrow will be pulled, and a 1-point deduction will be issued for that end's score.
10. **All** scorecards must be signed by both scorekeepers and the archer and turned in with tablets to the tournament officials within 30 minutes of the conclusion of the round. Scorecards that are not turned in will not be counted and the archer will receive a total score of 0 for that day's round.
11. Any corrections that need to be made to the paper scorecards must be done before turning the cards in and should be initialed by both scorekeepers and the archer. All scores will be considered as final by the tournament officials once the cards have been signed and turned in, and corrections may not be made after that time.

Tie-Break Procedures:

Upon completion of each Sunday round, ties will be resolved as follows:

1. Trophy Classes: Ties will first be broken for any archer by total number of X's (6's and 11's) shot over the two days. If a tie remains, the winner of the tie shall be the archer who went the longest on day 1 before "dropping" an X. In other words, the scorecard will be reviewed, and the archer who shot the first non-X will lose the tie. **For the trophy class only**, ties will stand for all archers placing 4th or below. Tie-break procedures will only be followed if necessary to determine who will place 1st, 2nd, or 3rd.
2. Money and Pro Classes: Ties will stand for any archers finishing outside of the payback group. For example, in a class of 9 archers, only 3 will receive paybacks, so ties will stand in 4th place and below. However, a tie between

1. \$50.00 of the entry fee in the money classes and \$150.00 of the entry fee in the pro classes will go the purse of their respective classes.
2. The following Pro Classes are open to participation this tournament:
 - a. Adult Male Freestyle: the winner will receive a \$2500 prize bonus in addition to the entry fee purse payout.
 - b. Adult Female Freestyle: the winner will receive a \$1500 prize bonus in addition to the entry fee purse payout.
 - c. Senior Male Freestyle: the winner will receive a \$1500 prize bonus in addition to the entry fee purse payout.
3. The following Money Classes are open to participation:
 - a. Adult Male Freestyle
 - b. Adult Female Freestyle
 - c. Senior Male Freestyle
 - d. Senior Female Freestyle
 - e. Bowhunter Freestyle (mixed age and gender)
 - f. Barebow Recurve (mixed age and gender)
4. The following Money Class winners will receive a \$250 prize bonus in addition to the entry fee purse payout:
 - a. Adult Male Freestyle
 - b. Adult Female Freestyle
 - c. Senior Male Freestyle
 - d. Bowhunter Freestyle (mixed age and gender)
5. Checks will be mailed by the IFAA treasurer within 7 days to winners who do not pick up their checks in person at the tournament's conclusion. For any check written over \$600, the IRS W-9 form must be submitted.

Equipment Rules and Shooting Classes:

1. Our tournament will follow all NFAA rules and definitions for equipment style and shooting classes. The NFAA general shooting styles and equipment rules may be found [here](#).
2. All NFAA age and class divisions will be recognized for the Trophy classes. The age & class chart may be found [here](#).
3. The Bowhunter Freestyle Money class is a combined age and gender class.

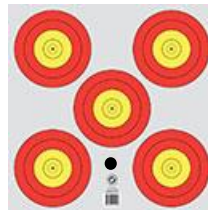
4. The Barebow Recurve Money class is a combined age and gender class.

Protests:

1. Protests need to be made in writing and submitted with \$50 to the tournament protest committee within 1 hour of the conclusion of the round.
2. The Protest committee will be made up of the Tournament Director, plus 4 tournament officials, who have no family affiliation with the parties involved.
3. The committee will rule on the protest the same day.

Team Shoot:

1. The team shoot will take place Saturday evening approximately 30 minutes after the conclusion of the last shooting line.
2. The entry fee for this event is \$25 per archer.
3. The target used will be a modified 5-Spot "Rushmore Rumble" target. An additional ½ inch black dot will be affixed to the target in the white area.



4. Scoring on this target will be X = 11 then 10 in the center yellow ring, 9 for the remaining yellow, 8 points for the innermost red ring, 7 for the outer red ring. The black dot will be worth 13 points.
5. The black dot may be shot once per end per archer. The archer must declare the intent of shooting the dot to a teammate or another archer on the same bale.
6. Teams will be formed by random draw. Participants in the tournament's Pro division will be randomly drawn and assigned one per bale. Amateur participants will then be drawn and randomly assigned to the remaining 3

spots per bale. Each pro will be a team with each other amateur on their bale.

7. Teams will shoot 2 practice ends followed by 5 ends of scoring.
8. Total score will determine the winning team. Ties will be broken in the following manner:
 - a. The first tie breaker is number of black dots shot per team.
 - b. The second tie breaker is number of 11s shot per team.
 - c. The third tie breaker will be won by the team who went the longest without dropping an X.
9. The prize purse will be made up of 80% of total Team Shoot entry fees collected and paid out to teams according to the NFAA Purse Schedule (published above).
10. Team shoot winners will be posted within 30 minutes of the conclusion of the team shoot on Saturday evening. Checks will be available Sunday morning to pick up at the registration table.