



General Rules

- 40 targets (ALL MARKED) 20 targets each day
- Rangefinders are permitted
- Shoot groups will be picked randomly and assigned a shoot time
- Both days Lower or Upper 12 rings in play (For the Upper 12 to count it must be called prior to shooting the shot)
- Bonus Rings will break tied scores, if still tied a "Closest-to-the-Lower 12" tie-break shoot will be used to break the tie.
- Influence of alcohol or drugs is prohibited
- Obey all range official directions
- Un-sportsman like conduct will not be tolerated
- Enclosed footwear must be worn at all times when on the ranges
- The maximum draw weight for each class shall be as follows
 - Cub Class = 40 pounds.
 - Youth Class = 60 pounds
 - All Money Classes = 80 pounds

Classes

Open Money Class (Orange peg)

Max Distance of 50 yards

Open to male and female

Any Bow with no restrictions to type of Sight or stabiliser configuration.

Entry Fee of \$150 Guaranteed top Prize of **\$2500** pay down to 10th (\$150)

Unrestricted Money Class (Green Peg)

Max Distance of 40 yards

Open to male and female

Any Bow with no restrictions to type of Sight or stabiliser configuration

Entry fee of \$100 Guaranteed top prize of **\$1000** pay down to 8th (\$100)

Any Recurve Bow with No restrictions to type of sight or stabiliser configuration but will shoot from the **Yellow peg 30yds**

Restricted Money Class (Green Peg)

Max Distance of 40 yards

Open to male and female

Any Compound Bow with a restriction of 3-7 Pin Sight and a maximum of 12 inch sphere Stabiliser configuration

Entry fee of \$100 Guaranteed top prize of **\$1000** pay down to 8th (\$100)

Bare bow Money Class (Yellow peg)

Max Distance of 30 yards

Open to male and female

Any bow with no sight and No restriction of stabiliser

Entry fee of \$100 Guaranteed top prize of **\$1000** pay down to 8th (\$100)

Non Competitive Class

Can shoot from any peg

Open to every bow type and equipment except crossbows

Open to everyone not wishing to compete in the money classes

Entry Fee of \$45 no prizes or awards for this class.

Youth Class (Green Peg) (13 to 17 years old)

Max Distance of 40 yards

Open to male and female

Any Bow with no restrictions to type of Sight or stabiliser configuration.

Entry Fee of \$40 Vouchers will be provided down to 5th

****If a Youth has parent's consent, They may shoot in a money class but will shoot of the correct Peg for the chosen class.****

Cub Class (Yellow peg) (9 to 12 years old)

Max Distance of 30 yards

Open to male and female

Cubs Shooters shoot for Free. Vouchers will be provided down to 5th

Peewee (Blue Peg) (8 years and under)

Max Distance of 15 yards

Open to male and female

Cubs Shooters shoot for Free. Every participant will receive a prize

Shootdown

- At the end of the both days of shooting, the top 5 Shooters from each Money Class will shoot off to determine the overall winner in each class,
- Score will carry over
- Upper and Lower 12 and 14s in play.
- Designated classes may have up to five participants or in case of a tie in score and in bonus rings for the final spot(s) a "Closest-to-the-Lower 12" tie-break shoot will determine the fifth position.
- 14 Ring will be in play during the shootdown
- The first place shooter will start on target one, second place on target two, and so forth. Shooters will rotate for each shot
- The group will have one minute to shoot their respective target. Anyone not shooting within the allotted one minute will be given a zero for that target.
- Shooters will remain at their stake until their arrow is scored before going to the next target.
- Bonus rings will not break a tie for first place. Should a tie in total score exist for first place following the Final Arrow, the Shooters tied for first will continue to shoot until the tie is broken by total score, The individual with the most bonus rings will select the order of shooting for the first target or if tied for score and bonus rings a coin toss will determine the initial order. Their shooting order will alternate for any additional targets that are required to break the tie.
- Should a tie exist for second and/or third place that is not broken by total bonus-rings, the Tournament Director will use the "Closest-to-the-12" tie-break procedure with the winner receiving an additional bonus ring to break the tie. The winner of a coin toss will select their preference for the order of shooting.