

# The Outlaw Archers Rules Revision 2-14-24

## 1. GENERAL

1.1. Shooters must be registered in the host trail shoot.

1.2. Shooters must follow all host trail shoot rules.

1.3. The 2024 Tour will consist of 4 trail shoot tournaments. (One throw out, 3 trail shoots will count for the King of the Outlaws points.)

1.4. Each Tournament will consist of 60 targets unless adjusted by the host tournament.

1.5. Registration online is preferred. Entry fee will be \$80.00 per archer. Fees are required before the competition begins. Outlaw entry fees are in addition to the host tournament fees. Onsite Registration fees will be an additional \$10.00.

1.5.1. Entry fees includes the team event and the individual money event. If an archer is competing in the individual event only, then the fee is \$30.00. Onsite Registration fees will be an additional \$10.00.

1.6. The shooters from the first-place team of the previous years' Outlaw events may not team up again in the current Outlaw event.

1.7. All rules are subject to the interpretation of The Outlaw Archers directors.

1.8. Annual membership online is preferred. Shooters must pay a \$20.00 annual The Outlaw Archers membership fee to participate. Onsite membership fees will be an additional \$5.00.

1.9 Shooters must register/check in, in person at the event 1 hour prior the host shoot start time.

## 2. SHOOTING

2.1. Two arrows will be shot at each target unless the round is designated as a three-arrow event.

2.2. The archer must straddle an imaginary shooting line, which is marked by the distance stake and parallel to the target face, while shooting the required arrows, if possible. No archer may advance to the target until all arrows have been shot by the group, except for yardages that are 32 yards or less. Archers may elect to shoot at a clean target after all previous shooters in the group have shot and had their arrows scored. \*

2.3. One group shall not hold up the following groups. If one or more open targets in front and two or more groups back up, the delaying group shall allow backed up groups to shoot through. \*

2.4. No archer may practice on any shot of a course to be used for tournament shooting later the same day. This is to include the practice area once the tournament starts with the exception of rule 2.5. \*

2.5. In the case of an equipment failure the archer may have the needed time, as granted by a tournament official, for equipment repair or replacement and may shoot arrows required to assure that the proper sight settings are accurate, within the 45-minute maximum time limit. Then, in the presence of the tournament official, be allowed to shoot the targets missed. This occurrence of repair or replacement may not happen more than once in any tournament day. \*

2.6. In case of inclement weather, the tournament shall continue unless the range has become unsafe as determined by the Tournament Director or appointed Tournament Officials. \*

2.7. No alcoholic beverages may be carried or consumed on any range during tournament activities. Anyone caught breaking this rule will be immediately disqualified and not be allowed to complete the tournament or receive a refund of shooting fees already paid. \*

2.8. Tripods for spotting scopes and tripods for binoculars shall not be permitted. \*

2.9. At all The Outlaw Archers tournaments, a (3) let down rule will be applied per arrow. A fourth let down will be counted as a shot arrow.

2.10. Off-ground skids or glances into the target shall not be counted. Arrows striking objects over the shooting lane may be re-shot. \*

2.11. A dropped arrow is one which falls while being transferred from the quiver to be nocked on the string, or in preparation for a shot; or which falls from the string during a controlled letdown. (A dropped arrow may be re-shot). \*

2.12. A shot arrow is an arrow that has been propelled by the string. With the exception of shooting rules # 2.10., 2.14. and 2.15., a shot arrow may not be re-shot.

2.13. Arrows believed to have passed through the target may be re-shot with marked arrows, which will not be scored if the doubtful arrows are found in the butt. \*

2.14. Unsuspected pass-through: in any instance where an arrow is found to have obviously passed through in such a manner they cannot be properly scored and their location and the condition of the butt convince the group that the arrows did indeed pass through a scoring area, the archer shall return to the shooting position and reshoot that arrow. \*

2.15. Witnessed bounce outs, believed to have hit the target in the scoring area, will be re-shot. \*

2.16. The shoot-off(s) will be non-handicapped. The format will be: Each team member will shoot one (1) arrow closest to the center will determine the winner.

### 3. SCORING

3.1. The scoring will be 11 points for the spot, 10 points for the kill ring, and 8 points for the remainder of the target. In the event there is no kill ring, the remainder of the target is 10 points.

3.2. All arrows must be scored and recorded before the target or the arrows are touched.

3.3. If one animal target contains two spots, then one arrow may be shot at each spot unless otherwise specified by the host tournament.

3.4. Scoring is determined by the position of the arrow shaft; an arrow shaft need only touch the edge of the spot or scoring line to gain the higher value. In the event the edge of the spot or scoring line has become distorted or missing from arrow impacts, the scorer must visually reconstruct the natural arc of the spot or scoring ring to determine the value of the arrow in question.

3.5. Unless otherwise announced by the host tournament, cut lines, marker lines, pen or pencil lines, and indent lines marking the outside edge of the spot will be scored as the higher value.

3.6. If an archer doesn't agree with the scorer's arrow call, the archer may have everyone in the group inspect the arrow and call for a group vote, including the archer whose arrow is in question. The majority decision will be final.

3.7. Arrows passing through the face, but still in the butt, may be pushed back and scored as hits in the circles through which they went. This does not mean that they may be withdrawn and then stuck back through the target. \*

3.8. An arrow embedded in the nock of another arrow (generally known as a Robinhood) will be scored the same as the arrow it skewered. \*

3.9. An archer who shoots arrows at the target in excess of the prescribed number shall lose the arrow or arrows of higher value. A penalty of one point will be assessed for each arrow shot over the prescribed numbers. \*

3.10. Scorecards must be signed as correct by scorekeeper and archer. Once submitted a scorecard cannot be retrieved for purposes of changing totals. An archer who has signed and submitted a scorecard as correct which has incorrect total(s) may be disqualified. \*

### 4. HANDICAP

4.1. Because of the handicap arrow system, there is no separation of classes.

4.2. Handicap arrows are not to be shot. They simply replace any shot arrow with 11 points.

4.3. Each shooter shall only use their own handicap arrows.

4.4. Handicap arrows can only be used when scoring the target, before advancing to the next target.

4.5. Handicap arrows may not be used for individual trail shoot scores.

4.6. All shooter handicaps and membership status is subject to the discretion of The Outlaw directors.

4.7. An archer that has submitted a handicap that is determined to be false **will be disqualified, score will not be eligible and the team will forfeit of all entry fees.**

4.8. No two "0" handicap shooters may team up. Exclusion – If a handicapped shooter becomes a "0" shooter during the course of the tour, that shooter may remain teamed up with their partner even if that partner is a "0" shooter.

4.9. If a shooter has not shot or cannot remember their past qualifying scores, then their handicap is 1 arrow.

4.10. The handicap table listed below applies for one year prior to the current tournament. If a shooter has not shot one of the qualifying scores within the last year, then the highest qualifying scores of the nearest past year will be used.

4.10.1 Handicaps will be assigned based on the tournament formats listed in Rule 4.11.1. Handicaps will be based on the archer's highest score at a qualifying regional, state, national or The Outlaw Archers event. If an Archer does not have a qualifying score, an "outside" tournament can be submitted

for consideration, but documentation for the score must be provided (see rules 4.6, 4.9, and 4.10). Any qualifying scores shot using the host tournament's mulligans will not be adjusted when considering The Outlaw Archer's handicap.

4.10.2 To determine an archer's handicap, a point value will be awarded for each non-scoring arrow shot during any of the qualifying rounds. The point values are as follows: 10 points for a 3D round and 4 points for field/hunter rounds.

4.11. If your highest score on any of these rounds in competition were:

4.11.1. 42 target marked 3D or Safari round

918 or higher your handicap = 0 arrows

917 to 915 your handicap = 1 arrow

914 to 912 your handicap = 2 arrows

911 to 909 your handicap = 3 arrows

908 to 906 your handicap = 4 arrows

905 to 902 your handicap = 5 arrows

901 and lower your handicap = 6 arrows

4.11.2. 60-target marked 3D or Safari round

1,310 or higher your handicap = 0 arrows

1,309 to 1,307 your handicap = 1 arrow

1,306 to 1,303 your handicap = 2 arrows

1,302 to 1,299 your handicap = 3 arrows

1,298 to 1,294 your handicap = 4 arrows

1,293 to 1,289 your handicap = 5 arrows

1,288 and lower your handicap = 6 arrows

4.11.3. 70-target marked 3D or Safari round

1,525 or higher your handicap = 0 arrows

1,524 to 1,520 your handicap = 1 arrow

1,519 to 1,515 your handicap = 2 arrows

1,514 to 1,510 your handicap = 3 arrows

1,509 to 1,505 your handicap = 4 arrows

1,504 to 1,500 your handicap = 5 arrows

1,499 and lower your handicap = 6 arrows

4.11.4. 28-target field round, hunter round or a combination of field and hunter half rounds (shot on the same day) equaling 28 targets.

554 or higher your handicap = 0 arrows

553 to 551 your handicap = 1 arrow

550 to 547 your handicap = 2 arrows

546 to 543 your handicap = 3 arrows

542 to 538 your handicap = 4 arrows

537 to 533 your handicap = 5 arrows

532 and lower your handicap = 6 arrows

## **5. King of The Outlaws POINTS**

5.1. Three of the four tournaments will be used for King of the Outlaw Points.

5.2. 30 points maximum to 20 points minimum will be awarded for each tournament.

5.3. Points will be awarded based on score. Example: if 3 teams are tied for 1st place, all 3 teams will be awarded 30 points. Then if 2 teams are tied for the next score down, they will be awarded 29 points and so on down to 20 points. All teams will be awarded a minimum of 20 points. The 4<sup>th</sup> and final leg may require a shoot off to determine the winner, you must be present to defend your point position in the event of a tie.

5.4. **Substitutes will (not) be allowed.**

5.5. Teams that split may not use their previous team points for their new team.

## **6. PROTESTS AND PAYOUTS**

6.1 Protests submitted to Outlaw officials must be made in writing, within 7 days of the final day of the event. 14 days after said event all scores and payouts are considered final and are not eligible for reconsideration.

6.2 All protest resolutions will be determined by Outlaw directors; their decision is final!

6.3 Payout will be sent no sooner than 2 weeks after the event and the results are final.

6.4 All protests, rule violations, necessary rulings not specifically covered in the rules will be made by the Outlaw directors and will be final.

\* Reference Constitution and By-Laws of the National Field Archery Association Fortieth Edition.