

OFFICIAL UBA 3-SPOT ROUND

Target: All Championship (including Championship Young Adult) Divisions and Flight Divisions will shoot on either the 40 cm, “Vegas” three-spot target face with gold – red– blue (10-9-8-7-6) scoring areas, the 40 cm single spot face with 10 through 1 scoring rings. The x-ring of the 40 cm Indoor Vegas Face will be 10 points and the remainder of the gold will be 9 points. Other rings will score the standard 8-7-6 etc, Or the club may also choose to use the standard FITA targets for compound and recurve shooters.

Distance: 20 Yards for all archers but the C(Cub) division, They may shoot 10 yards.

Rounds: Each round will consist of two ten end half's; 3 arrows per end. This will give a possible score or 600 points. After 10 ends there will be a 10 minute minimum break provided to archers. Archers can replace target faces at the half time break or if an official deems is to difficult to score on.

OFFICIAL UBA 3-SPOT ROUND RULES

Archers may register in multiple divisions and styles.

Ties: All ties will be decided by the highest score in the following sequence 1) total x's 2) 1st half score 3) 2nd half score 4) 1st end through 20th end.

Equipment Failure: In the event of equipment failure, step back from the shooting line and raise your bow above your head. A referee will come to your assistance. The archer will have 15 minutes repair time without holding up the tournament. One practice end will be allowed. The archer shall be allowed to shoot any arrows missed during the 15 minutes. All make-up arrows will be shot at the end of the round.

Shooting Rules:

1. Each end (time period to shoot three arrows) shall be 2 minutes.
2. Archers on the lower target positions shoot first.
3. Two whistle blasts = archers to the line. One whistle blast starts shooting and the clock. Three blasts = retrieve arrows & score. Four or more blasts Emergency stop shooting. STOP IMMEDIATELY.
4. All archers will straddle the shooting line. When finished shooting, please step behind the line.
5. An archer shooting before or after the whistle signaling a 2 minute end will lose their highest scoring arrow or arrows equaling the number of errant arrows shot.
6. One arrow is allowed per spot on a three-spot target face. If there is more than one arrow in a single spot, you will lose your highest scoring arrow or arrows in that spot.
7. If more than 3 arrows are shot during an end, only the lowest 3 arrows will be scored. A penalty of one point will be assessed for each additional arrow shot. Misses or zeros will be counted as lowest arrows.
8. If an archer shoots less than three arrows in one end, he/she may shoot the remaining arrows if the omission is discovered before the end is officially completed; otherwise they shall be scored as misses.
9. An archer who purposely disfigures a target face to improve aiming or for any other reason, may be disqualified. Arrow holes may be repaired, provided there is no delay to the round.
10. Any archer conducting himself in an unsportsmanlike manner will be IMMEDIATELY disqualified.

11. Maximum arrow shaft diameter allowed will be 0.422 inches, with a point diameter not to exceed 0.425 inches. The shaft diameter will include any wrap placed on the arrow and will include the size of the nock and the nock insert.

Scoring Rules:

1. A referee will make all decisions on scoring questionable arrows; their decisions are final.
2. All arrows must remain in the target, untouched, until scoring is completed.
3. Any archer deliberately touching any questionable arrow or any part of the target assembly (including other arrows, faces, pins, mat or stand) will result in the questionable arrow being scored in the lower scoring area.
4. The three-spot target face is scored differently for compounds and recurves. For compounds the X = 10 remaining gold = 9, first red ring = 8, second red ring = 7 and blue ring = 6. For recurves the X and first gold ring = 10 second gold ring = 9, first red ring = 8, second red ring = 7 and blue ring = 6. The target face must be placed on the mat in an upright position.
5. Arrows must touch the line to be in the next highest scoring area.
6. Any arrow that passes beyond the shooting line a distance greater than 10 feet as measured to the closest part of the arrow, will be considered a shot arrow. See mark on the floor.
7. If an arrow is embedded in the target beyond the nock and a referee cannot determine the value of that arrow, it will be considered a pass through, and will be re-shot. **NO ARROWS WILL BE PUSHED BACK.**
8. If a target face becomes hard to score due to excessive damage the archer or the line judge may request a new face.
9. Each competitor must complete and sign his own scorecard. Both scorers must also sign it. When there is a difference on the two cards, the lowest score must be taken. **ANY ARCHER TURNING IN AN INCORRECT SCORE CARD WILL BE SUBJECT TO DISQUALIFICATION.**