

UBA GOLF CHAMPIONSHIP RULES

1. **RABBIT** (or puck) – The rabbit shall consist of a section of hose-like material no greater than six (6) inches in length and no greater than four (4) inches in diameter. The rabbit shall be placed twelve (12) inches on the approach side of the flag pole. A small stake shall be placed in the ground with the top at ground level, marking the replacement of the rabbit each time. The rabbit may be turned so that the archer may have the broad side toward his/her angle of shooting, but must remain over the rabbit marker stake. The rabbit must be placed in such a manner that it may fall free of any object at any angle. An area one foot (1ft) in each and every direction from the small stake or rabbit will be clear, level, free from holes and free from all objects except the flag pole, stake and rabbit. The rabbit shall not be placed below the existing ground level.
2. **FLAG AND FLAG POLE** – The flag pole may be of wood or pipe design with a square flag or marker placed on top. If a pipe, designed to be moved on close shots, it may be moved. No flag pole driven into the ground as a stationary flag pole may be moved at any time except that the shoot captain may move the flag when movement becomes necessary to alter the course.
3. **EQUIPMENT** – Arrows may be field of flight design. The head or point of the arrow may be any type design except broadheads or any point with a diameter larger than five-eighths (5/8) inches. The bow may be the choosing of the shooter, however, the archer must use the same bow on all shots regardless of the distance. If the bow becomes damaged during the course, the archer may use another bow to continue the course without being penalized. Bow sights will be permitted; however, no range finders or binoculars will be permitted on the course. At no time will an archer proceed past point (tip) of the arrow until his/her subsequent shot has been taken. The bowstring may be drawn to any anchor point or distance from the brace height. Archers competing in Bowhunter divisions must use equipment per NFAA rules except arrows where flight or aped reducing arrow (flu-flu) may be used.
4. **HOLE-IN-ONE**- a hole-in-one shall be counted any time the rabbit is knocked over on the first shot. This shall hold true regardless of how many objects the arrow may strike between the archer and the rabbit. It shall be the duty of one member of the previous team to make sure the rabbit is up in place, on all close flags where a hole-in-one is possible before the next team starts to shoot.
5. **AUTOMATIC PLUS ONE** – An automatic plus one (1) will be counted any time the shooter can touch the rabbit with the tip of his/her arrow, with the arrow nocked from his/her previously shot arrow. In the event the archer is short stature, a member of average height may make the measurement. In a second and subsequent shots, the rabbit must be knocked over or moved a minimum of six (6) inches to be counted.
6. **Gimmie 2**- When the archer gets an automatic plus one on the first arrow shot from the tee the archer will signify it on the score card by writing 2 and circling it on the score card. Gimmie 2's will be used as a second tie breaker behind hole in one's.
6. **BROKEN ARROW** – In the event of a broken arrow, the archer must place his/her foot against the largest piece of shaft, regardless of the distance from the rabbit, to make the next shot.
7. **LOST ARROW** – If an arrow is lost at a distance greater than forty (40) paces from the flag pole, the archer will make his/her next shot from the assumed point that the arrow landed. If an arrow is lost within forty (40) paces back from the flag pole on the approach side, and make his/her next shot. A one shot penalty shall be imposed for any lost arrow. If an arrow is in a limb of a tree, one would stand under the tip of the arrow and shoot the next shot, then pull the arrow. No penalties shall be given for this action.

8. **TEE OFFS AND OTHER SHOTS** – On all shots, regardless of distance or obstruction, the archer must have one (1) foot at the stake of tip of the previously shot arrow. An archer may make a shot from any position he/she may choose as long as one (1) foot is touching the stake or tip of the previously shot arrow. No flags shall be placed in such a manner that they may not be seen clearly from the shooting stake. No more than five (5) shots shall be taken on any one (1) hole. Archers must score each hole upon completion of that hole and prior to proceeding to the next tee. Failure to do this will result in disqualification!
9. **SAFETY** – When a member of a group loses an arrow, or the group is delayed in the search of arrows, or a slowly moving group is ahead, one group member shall remain at the flag or in place between his group and the last tee. Any group not placing a person in position as a safety monitor when the group is looking for arrows, may be disqualified. No shots will be made from any stakes until all clear is given by the group leaving the flag. No all clear will be sounded until the group feels they are a safe area as not to risk being struck by the following group. Any archer willfully discharging an arrow in such a manner or in a direction as to endanger another archer or bystander shall be disqualified from the shoot and not be allowed to complete the course.
10. **SHOOTING GROUP** – A group will consist of not less than three (3) nor more than six (6) archers. **There will also be no discussion of yardage estimation of the upcoming or previous shots while out on the course.**
11. **TIES**- All ties will be decided by the highest score in the following sequence 1) Total hole in ones 2) Most gimmie 2's 3) Coin toss.