



## 2015 NASP®IBO 3D Challenge NATIONALS

Kentucky Exposition Center - May 7-9, 2015

### LOCATION

1. Kentucky Fair & Exposition Center (North Hall) @ [www.kyfairexpo.org](http://www.kyfairexpo.org)
2. Parking: \$8 per Entry for All Vehicles
3. Admission for 10 year old and up is \$8/day/person (registered archers & coaches are free)
4. Food & Beverage sold on site -- KEC does not allow carry in or coolers inside building.
5. Registration fee: \$25/archer (3 coaches free) - paid on-line when registering
6. **Tournament Hotels:** To be announced at [www.nasptournaments.org](http://www.nasptournaments.org)

### REGISTRATION

Go to: [www.nasptournaments.org](http://www.nasptournaments.org) All Times Eastern Standard (EST)

**Pre-Registration - Required:** March 17 @ 8AM EST - April 18 @ 5PM EST

**Registration:** Access opens according to the following schedule. Registration opens at 11am EST on April 17th and closes at Midnight EST on April 23rd. **Scores & rank are from state NASP® events.**

April 20 (11AM EST) Tier 1: 1st place state teams & 1-10 place state individuals both by Division & Gender

April 20 (11AM EST) Tier 1: Past male and female individual National NASP® & 3D Challenge Champions.

April 21 (11AM EST) Tier 2: Team scores greater than 2,999 (Elementary), 3,199 (Middle), and 3,299 (High)

April 22 (11AM EST) Tier 3: Team scores greater than 2,849 (Elementary), 3,099 (Middle), and 3,199 (High)

April 23 (11AM EST) Tier 4: Team scores greater than 2,649 (Elementary), 2,999 (Middle), and 3,099 (High)

April 23 (11AM EST) Tier 3: Until FULL: Any other teams and archers registered for the NASP® Nationals

April 24<sup>th</sup> Midnight EST – Registration for all Tiers Closes

**\*\* Must have valid BAI number, username & password for on-line registration access.**

**\*\* You are responsible to pay for all archers you have registered by the time registration closes on April 23<sup>rd</sup>**

**\*\*\* Changes after registration closes must be addressed on site one hour or more before your flight time.**



*National Archery in the Schools Program*

# 2015 NASP® IBO 3-D Challenge

## NASP® National and World Tournaments:

Kentucky Exposition Center

Louisville Kentucky – May 7-9, 2015

Music City Center

Nashville, Tennessee – July 23-25, 2015

### 1. Participation – 2015 NASP® IBO 3-D Challenge

- 1.1. All archers must first be registered for the NASP® National or World Tournaments in accordance with all associated rules and participation requirements in order to participate in the NASP® IBO 3-D Challenge.
  - 1.1.1. The NASP® IBO 3-D Challenge is an additional event rather than an alternative to the bulls-eye tournament.
  - 1.1.2. NASP® IBO 3-D Challenge event registration is \$25.00 per archer.
  - 1.1.3. Registration can be completed on the [www.nasptournaments.org](http://www.nasptournaments.org) web site in the same manner as registration for the NASP® National or World Tournaments.
    - 1.1.3.1. Preregistration is REQUIRED for 3-D events.
      - 1.1.3.2. This allows event organizers to determine the number of 3D ranges that will be needed.
      - 1.1.3.3. Registration for 3-D events will be the week AFTER the NASP® National and World tournament registration periods.
      - 1.1.3.4. Registration Schedules will follow the same tier system as the NASP® National and World tournament registrations. As noted in 1.1.3.2, registration will be the week after the National and World tournament registrations.

**Note #1:** Individuals who are registered for the NASP® National or World tournaments (bulls-eye tournament) with their school's team but the school doesn't want to field a 3-D team, may be registered individually rather than part of a 5-12 person 3D team.

**Note #2:** Capacity for 3-D events is limited. When all flights are full registration will be closed.  
**No archer is guaranteed participation in the 3-D Challenge events.**

- 1.2. Coaches must register for flight times allowing **at least one hour** between flights to allow time to move from one event to the other. Archers may participate in the events (3-D and Bulls-eye) in either order.
- 1.3. NASP® IBO 3-D Challenge flight schedule will be the same as the NASP® National or World Tournament bulls-eye competition. **Except:** Earlier or later 3D flights may be added by tournament administration.
- 1.4. All NASP® National and World Tournament rules contained in section 1, 2 and 3 apply with the exception of rule 1.8. – team sizes.
  - 1.4.1. Team size for the **NASP® IBO 3-D Challenge** is **5-12 archers** with at least one being opposite gender. Only the top 5 archers, including at least one of the opposite gender will be summed for the team's score.
  - 1.4.2. A school may register more than one team from among their registered NASP® bulls eye shooters at the National or World Tournaments – i.e. if a school is sending 24 archers to these tournaments they may register multiple 5-12 person 3D teams. If registering multiple 3D teams, each team should have a unique name such as Jefferson Middle 1, Jefferson Middle 2, etc.
  - 1.4.3. **Note:** When the “challenge” is offered in other tournament venues, such as at state tournaments, the minimum team size will remain at 5 archers but the maximum range may be reduced if space is limited.
2. **Equipment** – All NASP® National and World Tournament rules pertaining to bows, arrows and accessories contained in section 4 of the NASP® National and World tournament rules apply.

### **3. Competitive Format**

#### **3.1. Range Set-up**

- 3.1.1. Each range will have **6 shooting lanes and 6 targets**, 1 target per lane.
- 3.1.2. Targets will be placed along a diagonal line ranging in distance from 10 meters (32' 10") to 15 meters (49'2") from the shooting line. Target 1 will be approximately 10 meters from the shooting line and target 6 will be approximately 15 meters from the shooting line. Targets 2, 3, 4 and 5 will be between targets 1 and 6.
- 3.1.3. The 10-meter target will be a turkey. The 15-meter target will be a mountain sheep. Between 10 meters and 15 meters, at increasing distances, will be a Coyote, Bear, Pronghorn Antelope, and Deer. All targets are manufactured by Rinehart and available for purchase on the NASP® website. **Each target**

**may be facing right or left in order that both sides of the target insert is used.**

- 3.1.4. Each team member will start in a lane number assigned by the registration program. Some will start at the turkey, others the coyote, bear, pronghorn, deer, or sheep.
- 3.1.5. The shooting line will support 5 foot wide shooting lanes each accommodating 2 archers.
  - 3.1.7.1. Archers occupying a lane will be from different schools where possible.
  - 3.1.7.2. Solo archers will be combined where possible to promote integrity.
- 3.1.8. The waiting line will be at least 4-5 yards or meters beyond the shooting line.
- 3.1.9. A 'Coach's Alley' will be delineated between the waiting line and the spectators.
- 3.1.10. Spectator seating will be placed as close as possible behind the coach's line.

**4. Whistle Signals:** NASP® whistle commands will be used to operate the range.

- 4.1. 5+ whistles for an emergency
- 4.2. 2 whistles to 'get bow'
- 4.3. 1 whistle to 'shoot'
- 4.4. 3 whistles to 'go get arrows'

**5. Arrow Handling and movement about the range:** All rules contained in section 5 of the NASP® National and World tournament rules apply. NASP® Safety Rules must be followed.

**6. Order of Shooting.**

- 6.1. The archer must pre-draw, draw and aim in a manner keeping the arrow pointed safely below the top of the backstop curtain at all times.
- 6.2. The archer must pre-draw, draw, and aim in a manner to keep the arrow pointed toward the target and away from the floor.
- 6.3. There will be just one practice end of **5 arrows**, which will be shot from whatever lane each archer is assigned to begin in.
- 6.4. After the practice end archers will shoot and score **6 ends of 5 arrows** - one end at each of the 6, 3D targets – 30 total scored arrows.
- 6.5. Once all arrows on a given target are scored, the archer who is last to score will carry the scoreboard to the next target in the rotation and place it on the target line.

The archers will then retrieve their arrows, return to the shooting line and move their arrows to the quiver in the next lane. Scoreboards and arrows will follow the archer each time they rotate. The rotation is as follows; lane 1 will move to lane 2; lane 2 will move to lane 3; lane 3 will move to lane 4; lane 4 will move to lane 5; **lane 5 will move to lane 6 and lane 6 will move to lane 1**. This rotation will be repeated after each **5 arrow scoring** end until all archers have shot and scored **5 arrows on all 6 lanes**.

- 6.6. Archers will have 2 minutes to shoot each 5-arrow end.
- 6.7. An arrow that glances off the target without staying in the target is considered a miss (0 points).
- 6.8. An arrow that bounces off the target, back towards the archer, may be shot again as instructed by the range officials.
- 6.9. A dropped arrow will be left on the floor and replaced by a range official.
- 6.10. An arrow that is miss-fired without reaching the target line is treated as a dropped arrow. However, if an archer is unable to shoot arrows that reach the target, the shot arrows, even if they fail to reach the target line will be scored zero points.
- 6.11. An arrow that reaches the target line without hitting the target is considered a shot arrow, rather than a dropped or bounced-out arrow, and will be scored zero points.
- 6.12. After shooting the last arrow the archer must immediately leave the shooting line, rack the bow and return behind the waiting line.
- 6.13. **Note:** As in the bulls-eye tournaments, arrows will be provided by the tournament administration – 5 arrows per quiver. Or the archer may bring their own, qualified arrows with replacement arrows readily available.

7. **Dress Code;** NASP® Tournaments are an extension of the educational experience. All rules contained in section 9 of the NASP® National and World tournament rules apply.
8. **Scoring**
  - 8.1. All arrows should be scored before any arrow or the target is touched.
  - 8.2. Beginning in the center of the circle, scoring is: a 10 for the smallest circle; 9 for the next larger circle; outside the 9-ring is an irregularly shaped 8-ring. An arrow anywhere else on the target will be scored a 7, EXCEPT: turkey target-arrows in the base and not in or touching a part of the turkey will be scored a 0: an arrow in the horns of the antelope or sheep or antlers of the deer will score zero points. Antelope example is below:



- 8.2.1. An arrow touching a scoring ring is awarded the higher point value.
- 8.3. An arrow that misses the target is a miss and scored zero points.
- 8.4. An arrow that 'Robin-hoods' another arrow receives the value of the arrow in the target.
- 8.5. An arrow that deflects off of another arrow in the target will be scored where it sticks in the target. If it does not stick in the target it will be considered a bounce out.
- 8.6. An arrow that skips off of the floor and imbeds in the target is scored where it sticks.
- 8.7. An arrow that skips off of the floor and bounces out of the target is treated as a bounce-out.
- 8.8. Scannable (bubble- type) scorecards will be used. Archers should practice with this type of scorecard before coming to the tournament. Practice scorecards are available at [www.nasptournaments.org](http://www.nasptournaments.org)
- 8.9. Both archers' scorecards will be placed on the same scoreboard. Scoreboard will be placed on the target line.
- 8.10. One archer will call his/her own arrows while the other archer bubbles in the score of those arrows on the scorecard.
- 8.11. Archers will then reverse roles, the other calling his/her own arrows while the other bubbles in the scores on that archer's scorecard.
- 8.12. If archers cannot agree on an arrow score, a range official must be asked for the final decision.
- 8.13. Only range officials may have erasers at the targets. If an archer needs a score corrected, the range official will perform that task. The range official will document such official action on the back of the scorecard.
- 8.14. After the last end of the flight is scored, the scorecard must be signed by the archer and the lane-mate. Each scorecard must have two signatures.

8.15. Range officials will gather the signed scorecards, at the conclusion of the flight, at the targets. Archers must remain at their final target until a range official comes by to receive your scorecard.

8.16. Disqualification may occur if an archer takes a scorecard up-range of the shooting line, to a coach, or to other unofficial person(s).

8.17. Only archers and tournament officials will be allowed down range of the waiting line.

8.18. If an archer witnesses a lane-mate recording a false score, the range official **must** be alerted.

8.19. Summation of the teams' top 5 individual scores, including at least one of each gender, will comprise the team score.

9. **Sportsmanship:** All rules contained in the NASP® National and World tournament rules apply.

## 10. Awards

10.1. One trophy and medals will be awarded to the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place teams in each division.

10.2. Plaques and medals will be awarded to 1<sup>st</sup> – 5<sup>th</sup> place individual boys and girls in the elementary, middle and high school divisions.

10.3. Students in the 3<sup>rd</sup> grade who participate according to the rules outlined in the NASP® National and World tournament rules, will be included in the elementary division for individual awards.

10.4. Tournament Overall and Runner-Up Champion boys and girls will be awarded.

10.5. Additional prizes may be awarded for teams and individuals as they are available.

## 11. Tie Breakers

### 11.1. Individual Ties

11.1.1. First by the computer comparing total score and the number of 10's, 9's, 8's and 7's for each archer.

11.1.2. If necessary a shoot-off will take place prior to the awards ceremony. KEEP YOUR BOW NEAR BY! Archers absent for tie-breakers will be awarded the lower placement.

11.1.3. Tied individuals will shoot one arrow at a 15 meter target for practice. Then each archer will shoot one arrow at 15 meters for score. The closest to the center of the 10 ring will break the tie.

Target for tie breakers to be determined on site.

## **11.2. Team Ties**

- 11.2.1. Tied teams will select two archers from their teams.
- 11.2.2. The two archers from each team will shoot one arrow at a 15 meter target for practice. Then the two archers from each team will shoot one arrow at 15 meters for score.
- 11.2.3. Combined scores of both team members will be compared to break the tie.
- 11.2.4. If a tie remains, one team member from each team will be selected to shoot a single arrow at the same target. The arrow closest to the center of the 10 ring will win the tie.

## **12. Protest Procedure**

- 12.1. A committee will be designated to receive and resolve official protests.
- 12.2. Coaches may visit the coach's review room following the conclusion of each flight.
- 12.3. Only the officially registered coach of the team or individual may register a protest.
- 12.4. A protest must be received by the committee within 30 minutes following the conclusion of the flight.
- 12.5. Protests may concern an archer, team score or equipment compliance.
- 12.6. Video or other photographic evidence regarding the protest will NOT be considered.
- 12.7. Rule clarification or suggestions may be provided by clicking on the 'contact' tab at [www.naspschools.org](http://www.naspschools.org)

## **The National Archery in the Schools Program**

[www.naspschools.org](http://www.naspschools.org)

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