

What is NASP® / IBO?

The International Bowhunting Organization (IBO) was created in 1984. Soon after its inception, the IBO launched the Triple Crown of Bowhunting, consisting of three national tournaments hosted in separate states. Utilizing identical rules and classes, the Triple Crown culminates with the crowning of national champions of various age, gender and equipment classes. The series continues to expand each year and has become the undisputed indicator of the best individual performers in the sport of 3-D archery. In 1989, the IBO established a series of sanctioned tournaments worldwide in which participants may qualify to compete in an annual finale to be held in a large and accommodating, destination-type venue. Presently, hundreds of local and regional bowhunting clubs host qualifying events for the opportunity to participate in 3-D Archery's largest and most prestigious event – The IBO World Championship.



Then in 2002, NASP® (National Archery in the Schools Program) was founded to improve students' educational performance by using archery to teach focus, self-control, discipline and patience. With the phenomenal success of the NASP® program, thousands of student archers voiced their desire to further their participation in the sport of archery. In 2014, these two influential leaders in the sport of archery, heard those students wishes and partnered together to provide the NASP® archers what they wanted; another shooting opportunity in the form of 3D archery. With this collaboration bringing together the International Bowhunting Organization's expertise in 3D archery and the National Archery in the Schools Program's desire to continue to provide opportunities for their students, a new program was conceived and NASP® / IBO 3D Challenge, was born.

The NASP® / IBO 3D Challenge allows NASP® archers to participate in 3D archery using the same equipment they already have and are comfortable using, the Genesis Bow and Easton Arrows. The same whistle commands are used while running the range as well. NASP® / IBO 3D even incorporates the same shooting distances used on the range as in NASP® Bullseye. The program is the easiest and most cost-effective transition into the world of 3D archery.

The Range

The NASP®/IBO Range consists of 6 Rinehart 3D Targets including the Turkey, Coyote, Cinnamon Bear, Antelope, Whitetail Deer and Stone Sheep. The range was designed so that the NASP® archer could shoot from familiar distances yet allow them to experience an important part of IBO 3D archery; learning to judge distance and adjust their aiming point for the targets at unknown distances. This aspect presented a new challenge for the NASP® archers and the students love it. The Turkey is set at the familiar 10m mark and the Stone Sheep is set at the 15m mark. The four remaining targets are set on a diagonal line between the two, making the archer determine the distance to the target and adjust their aiming point accordingly to hit the scoring rings. Each archer will shoot all six 3D targets to complete a full flight. When the archers begin a flight they will get 5 practice arrows at their starting target only. After retrieving their practice arrows, archers will then return and shoot that same target again for score. Once they have scored their 1st target, they will take their scoreboard and move it to the target line of the target to their right. They will then take their arrows and place them in the quiver of that target, always remembering to move left to right when changing targets. The only exception being when an archer reaches the end of the 6 target range and has remaining targets to complete, then that archer will rotate back to the other side of the range and shoot the remaining targets to complete their flight.

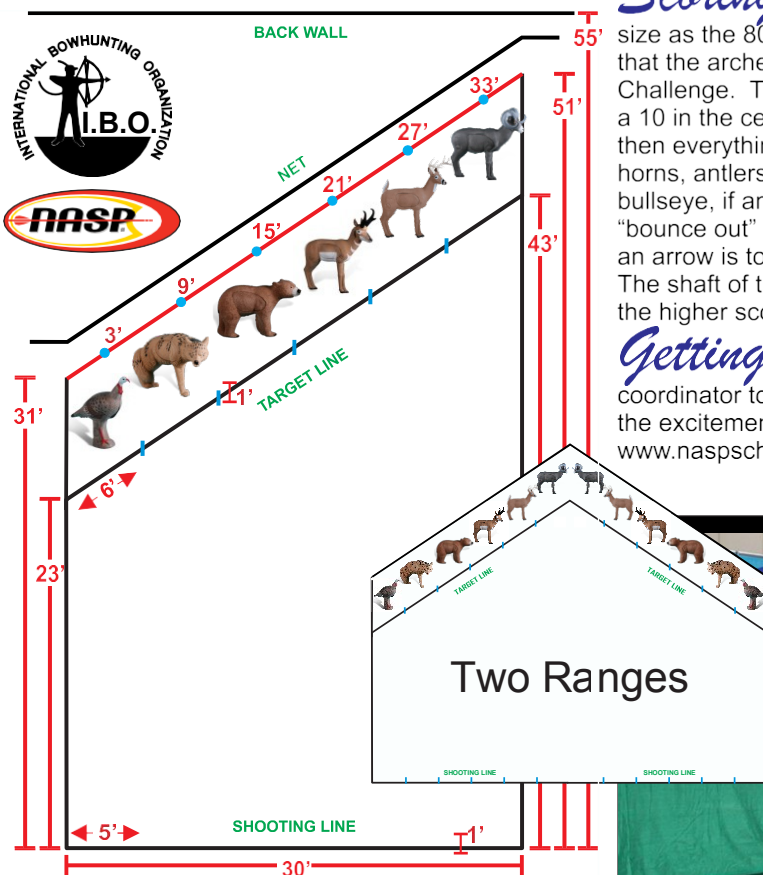
Scoring

The 9 and 10 scoring rings on each target are the exact size as the 80cm target used in NASP® bullseye. This was done so that the archer could make an easy transition from bullseye to 3D Challenge. The scoring rings of the NASP®/IBO 3D targets begin with a 10 in the center, move outward to a 9, an oblong 8 scoring ring, and then everything else is a 7. The exception is any arrow that is in the horns, antlers, or the stump of the turkey is scored as a 0. Just as in bullseye, if an arrow hits the target and falls to the ground, it is a "bounce out" and the archer receives another arrow. While scoring, if an arrow is touching a scoring line, then it is scored at the higher value. The shaft of the arrow being scored must be touching the line to receive the higher score.

Getting Started

Contact your regional or state coordinator to learn more about NASP® / IBO 3D Challenge and join the excitement! Equipment may be viewed or purchased online at www.naspschools.org. Hope to see you on the range soon!

NASP® / IBO 3D CHALLENGE RANGE SETUP



** Identical to the NASP® Bullseye range layout, the WAITING LINE is placed 4 yards or meters behind the SHOOTING LINE. The COACHES ALLEY is then placed 4 yards or meters behind the WAITING LINE.

