

2011 BUCKMASTERS TOP BOW INDOOR COMPETITION

RULES AND REGULATIONS

1. Times and Competition Bracket will be posted during registration the day competition begins. Each contestant's time of competition will be posted for the first and second round at this time. Contestants will need to be available 45 minutes prior to their assigned time.
2. Each contestant will be assigned a participant tag which will allow him admittance to all events. All contestants that have not competed will not be allowed in the stands or shooting area until they have completed competition for that round. This is done to assure that each participant has the same knowledge of the target course. **Any participant found in an area where they can view the range prior to their competition will be disqualified, and entrance fee will be forfeited.**
3. Targets are life size deer targets that will pop up within a designated area. These targets can pop up in any sequence or location on the range. Each shooter will shoot from the treestand location fixed on a pole at about four feet above the ground. A hit sensor pad will be located on each target approximately 6" x 6" representing a Kill Zone. When hit in this area the target will go down and represent a hit. Participants should expect multiple shots ranging from **15 to 60 yards**. The duration that targets stay up will be timed and targets may fall at any time. Competitors should be able to **nock** and **shoot** ten arrows at a 10-target sequence in approximately 1 min. 40 sec. You will have a total of ten continuous shots in each round. Targets will be given scores according to the difficulty of the shot. Distance, hit pad size and shot time will be the major determining factors on the scoring level of each target. The tougher the shot, the higher the points for hitting that target. There will be approximately 12-15 targets at each range scattered at various distances. No shoot situations may occur at any time on the range and the shooter should recognize these and move on to a shootable target. Remember, our competition is limited to safe shots at whitetail bucks only.
4. Moving targets will be a standard part of our competition. There will be 3 or 6 areas across the range in which the moving targets can appear. The speed of the targets can range 1.5' to 3' per second, which depicts a walking deer. Moving targets may stop and restart at any time during their run. They are a shootable target any time they are standing and the hit pad is visible.
5. **No shoot situations** are defined by the following circumstances. A whitetail doe standing alone is a "no shoot", the archer gets minus ten points for even shooting at the doe. A doe standing in front of a buck and it covers any part of the bucks hit pad is also a "no shoot", also minus ten points. A buck moving behind a standing doe can be shot at without penalty as long as the arrow does not stick into the doe target. This also applies to a moving doe in front of a standing buck.
6. Each participant is required to use his or her own equipment (**Easton or Beman Arrows are required**). In case of equipment failure, a participant may borrow the parts necessary to fix his or her equipment as long as the actual compound bow is the participant's primary or backup bow.
7. **BUCKMASTERS reserves the right to prohibit any individual from using any technique that we feel would be dangerous to a participant or spectators.**

8. *Participants must be a Buckmasters Member and 18 years of age unless they are accompanied by a parent or guardian competing in the event. **Minimum age regardless of all factors is 14 years.***
9. In the event that an equipment failure was to occur the competitor will have five minutes to repair or replace their equipment. A longer period may be granted if deemed appropriate by the Range Master. The shooter will forfeit the target that was missed when the equipment failed and any target that has become available/visible to the archer prior to the sequence being paused.
10. **Format:** The number of archers entered into competition will be divided into pools (A,B) of equal or near equal numbers. Day One: We will shoot the first round of 70. Day Two: Second round of 70 will shoot. At this point we will take the Top 48 cumulative scores and they will shoot for the third round. Then the Top 24 cumulative scores after the third round will move on to shoot the fourth round. The Top 12 will then move on to shoot Round 5. Rounds 6, 7 and 8 are as follows: In the sixth round the competition changes to a one on one competition with the number 1 shooter shooting against the number 8 shooter and the number 2 shooter against the number 7 shooter and etc. From the sixth round we will get the Top four who go on to the semi-finals. In the 3rd, 4th, 5th and 6th rounds ties for 48th, 24th, 12th and 8th place respectively will be broken by the individual with the higher cumulative score entering the round. In the quarter finals, semi-finals and finals, ties will be broken by a shoot-off. A target will be selected at random and a red dot will be placed in the center of the hit sensor pad. A shooter will have ten seconds to locate the target and shoot. The individual placing the arrow closest to the center of the red dot will be declared the winner. **FORMAT MAY CHANGE TO SUIT CIRCUMSTANCES.** After rounds 1 & 2, the top 4 archers from each pool, (no matter where they place in the overall competition) will shoot on the second day in a shoot-off for a Yamaha 4-wheeler.
11. **Prizes and Prize Money:** Sponsor donated prizes (if any) will be awarded to the top finishers up to tenth place. The prizes will be ranked by the retail value of each item. Prize money will be awarded to the top (20) twenty finishers and calculated based on a full draw. In the event that we do not have a full draw, cash & prizes will be awarded to the top (20) twenty finishers or 1/2 of the draw, whichever comes first. Total prize money will be reduced proportionately with the reduction in the draw.
12. **Last Chance Target:** The “Last Chance” target will be the last shot of each round. It is an 18” diameter round target with 3 different color rings. Each ring scores differently: Green = 5 points, Yellow = 15 points and Red = 25 points. It is visually checked by the Buckmasters staff after each round is shot.
13. **No alcohol consumption will be allowed before or during competition.**

A) Bow Competition:

- Maximum of 70 contestants
- Compound, Recurve and Long Bows
- Maximum stabilizer length of 12 inches. Limit 3 stabilizers on the bow
- Lighted sight pins or any auxiliary sight lighting device that is commercially produced will be allowed.
- No scoped sights or laser sights

- A sight with fixed pins or crosshairs or beaded wire is legal. Levels are legal (# of pins, crosshairs or beads optional)
- Adjustments in equipment may be made in between rounds
- Each contestant should need 10 arrows per round
- Easton or Beman arrows with **screw in or glue in field tips**
- No broadheads or blunts
- Any protective devices that come on a bow (such as overdraw guard) must remain in place
- An arrow speed of 300 FPS will be allowed. A 3% + will be allowed for variations in chronographs. Anyone shooting above this mark prior to Round One will not be allowed to continue with the competition until he/she has shot through the chronograph again and is at the legal limit. Once competition has commenced any competitor who shoots above 309 fps when tested, will forfeit any previous rounds shot. A score of "0" will be given for that round(s). The competitor may make the necessary changes to their bow and shoot any future rounds they qualified for. Buckmasters reserves the right to test any competitors bow speed through our chronograph at any time during the Indoor Archery Tournament. Any competitor refusing to have their equipment tested when instructed to do so will be disqualified from the tournament.

It is the intention of the Buckmasters organization to provide a form of competition that is as true to the sport of bow hunting as possible and provide exciting spectator viewing. Equipment rules have been formed with this objective in mind. Due to the fact that we are conducting an event that duplicates actual hunting situations, you may incur low light conditions so you should have your equipment set up for actual hunting situations. Buckmasters and its sponsors are dedicated to preserving the art of bow hunting for future generations.

If you have any questions regarding these rules please call Mike Foster at (334) 387-2628 or 1-800-240-3337 (ext. 228).