

INDOOR AGGREGATE TOURNAMENT

Updated 2015

CLUB HOST INFORMATION

Archers may shoot either or both days – if two scores are shot in the same style, only the first score shot counts toward the aggregate award for the two tournaments (300 & 600). This also applies if the archer shoots in two different locations. If two scores are shot in two different styles, both will count toward the aggregate.

FEES: Adult/Young Adult \$20.00

Cub & Youth \$10.00

Family \$50.00

Professional \$50.00 (\$30.00 in addition to registration fee)

Each participant must present a current NFAA/IAA membership card.

AFTER COMPLETION OF THE TOURNAMENT:

COMPLETE ALL YOUR PAPERWORK AS SOON AS POSSIBLE. FOR THESE TOURNAMENTS IT IS IMPERATIVE THAT THE TOURNAMENT CHAIRMAN HAS YOUR RESULTS RIGHT AWAY SO THAT AGGREGATE SCORES CAN BE FIGURED.

AWARDS:

Awards will be provided by the IAA, cost recorded on the financial sheet as an IAA expense.

FLIGHTING:

NFAA flighting system will be used for all classes/styles with 10 or more archers. Archers will be placed in flights at the completion of the SECOND day's round to determine places.

TIES:

For both the 300 Round and 600 Round, the last two ends will be scored inside out for both the total score for the arrows and x's. The total score of the two inside out ends added together will be used to break the tie.

Please be sure to use the appropriate abbreviations, using the NFAA Division/Style Nomenclature document posted on the IAA website.

300 ROUND GUIDELINES

Round:

12 ends of 5 arrows each

Scoring:

5 spot target - 5, 4

Single spot - 5, 4, 3, 2, 1

The arrow must touch the line for the higher score.

Scorecards:

The numeric value of each arrow, total score and total x count shall be recorded.

There will be duplicate scoring. Two archers are chosen to be scorekeepers, one archer will call the value of the arrows, and one archer will be target captain. The target captain is responsible for the final decision on arrows if there is a questionable one. If the target captain cannot make a determination, then the line judge will make the final decision.

The last two ends will be scored the regular way, and then inside out. This means that the arrow must be totally inside the scoring area and not touching the scoring line to be scored as the higher value. These scores will be recorded at the bottom of the score card (as total score and total x count; i.e.; 25 3x).

Arrows and scoring face are not to be touched until all arrows are scored and recorded.

Shooting the Round:

The time limit is 4 minutes per end - the arrow must have left the bow when the buzzer goes off to score.

Those archers whose targets are in the lower position will shoot first. After 6 ends, archers will switch targets, and those who shot the lower position will now shoot the top position, and vice versa.

There will be two official practice ends.

If a dropped arrow lands within 10 feet of the shooting line, another arrow may be shot in place of it. Any arrow passing the 10-foot line is considered a shot arrow.

Witnessed bounce outs or arrows passing completely through the target will be re-shot after the completion of the round. If there are arrows hanging from the target, the range captain will stop the line, go forward and score the hanging arrow and replace it in its proper place in the target.

If an archer shoots more than the prescribed number of arrows in an end, only the prescribed number of arrows of lower value will be scored. A penalty of one point will be assessed for each arrow shot over the prescribed number.

When using the five spot target, an archer may shoot any of the 5 spot targets in any order and shoot as many arrows into any spot as the archer desires, not to exceed the prescribed number of arrows per end.

In the event of equipment failure, the archer will have 15 minutes repair time. One practice end to re-sight will be allowed. The archer shall be allowed to shoot any arrows he or she did not shoot during the repair time after the final end.

Hits on the wrong target will be scored as misses.

600 ROUND GUIDELINES

20 ends of 3 arrows each

TARGET: 40-cm single spot multicolor FITA type face ---- 3 spot multicolor target may also be used

SCORING: Single spot target - 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 from the 10-ring out, scoring each ring
3 spot target - 10, 9, 8, 7, 6 from the 10-ring out, scoring each ring.

Score cards:

The numeric value of each arrow, total score and total x count shall be recorded.

Shooting the round:

Those archers whose targets are in the lower position will shoot first. After 10 ends, archers will switch targets, and those who shot the lower position will now shoot the top position, and vice versa.

The last two ends will be scored the regular way, and then inside out. This means that the arrow must be totally inside the scoring area and not touching the scoring line to be scored as the higher value. These scores will be recorded at the bottom of the score card (as total score and total x count; i.e.; 28 1x, 30 3x).

The arrow must touch the scoring line for the higher score.

There will be duplicate scoring. Two archers are chosen to be scorekeepers, one archer will call the value of the arrows, and one archer will be target captain. The target captain is responsible for the final decision on arrows if there is a questionable one. If the target captain cannot make a determination, then the line judge will make the final decision.

Each archer is individually responsible for seeing that his arrows are called correctly and properly entered on the score cards, and that his score cards are turned in to the proper officials, signed by both scorers and the archer.

Arrows and scoring face are not to be touched until all arrows are scored and recorded.

There will be two official practice ends.

The time limit is 2 1/2 minutes per end - the arrow must have left the bow when the buzzer goes off to score.

If a dropped arrow lands within 10 feet of the shooting line, another arrow may be shot in place of it. Any arrow passing the 10-foot line is considered a shot arrow.

Witnessed bounce outs or arrows passing completely through the target will be reshot after the completion of the round. If there are arrows hanging from the target, the range captain will stop the line, go forward and score the hanging arrow and replace it in its proper place in the target.

If an archer shoots more than the prescribed number of arrows in an end, only the prescribed number of arrows of lower value will be scored. A penalty of one point will be assessed for each arrow shot over the prescribed number.

NEW NFAA RULING EFFECTIVE JUNE, 1999: When using the five spot target, an archer may shoot any of the 5 spot targets in any order and shoot as many arrows into any spot as the archer desires, not to exceed the

prescribed number of arrows per end. The Tournament Committee will recognize the same ruling for the three spot target.

In the event of equipment failure, the archer will have 15 minutes repair time. One practice end to re-sight will be allowed. The archer shall be allowed to shoot any arrows he did not shoot during the repair time after the final end.

Hits on the wrong target will be scored as misses.

Those archers whose targets are in the lower position will shoot first. After 10 ends, archers will switch targets, and those who shot the lower position will now shoot the top position, and vice versa.