

**Georgia 2018 NASP 3D Challenge Rules**  
April 14, 2018: Southern Pines Regional Park, Dublin

**All preceding rules, procedures and penalty fines for Georgia Qualifiers and Tournaments are in effect for the Georgia NASPS 3D Challenge. It is the coaches' responsibility to know and understand these rules/procedures and to inform administration and parents.**

**1. Competitive Format**

*NASP® competitions are designed to be extensions of the in-school curriculum. Tournaments emphasize safety, sportsmanship, and indoor application.*

**1.1. Range Set-Up**

1.1.1. Each range will have 6 shooting lanes and 6 targets, 1 target per lane.

1.1.2. 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.

1.1.3. 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. Targets may be shot from the shortest distance to the longest; or from the longest distance to the shortest, depending on individual range layout.**

1.1.4. The diagonal target line will be approximately 3 yards or meters from the targets.

1.1.5. The single, straight or horizontal shooting line, will be divided into 6, 5-foot-wide shooting lanes, each accommodating 2 archers.

1.1.6. The waiting line will be at least 4-5 yards or meters beyond the 15-meter shooting line.

1.1.7. A 'Coach's Alley' will be delineated between the waiting line and spectators.

1.1.7.1. Only 2 coaches from each team may be in the coach's alley.

1.1.7.2. We encourage alley coaches to be seated as much as possible to prevent blocking the view of spectators in the audience.

1.1.7.3. Coaches in the alley must wear credentials provided at registration (wrist strap, etc.)

1.1.7.4. For teams, at least one coach must be immediately available and located with his or her team while the team is shooting in case issues must be resolved. Coaches must display positive sportsmanship while in this alley.

1.1.8. Spectator seating will be placed as close as possible behind the waiting line.

1.1.9. Shooting lines will support 5-foot-wide shooting lanes accommodating 2 archers per lane.

1.1.9.1. The shooter's label will indicate with "Left" or "Right" which half of the 5' wide shooting lane each archer is assigned.

1.1.9.1.1. Crowding across the middle of the lane is considered unsportsmanlike conduct.

1.1.9.2. Shooters occupying a lane will be from different schools where possible.

1.1.9.3. Solo shooters will be combined where possible to promote integrity.

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

1.2.1.5+ whistles for an emergency

1.2.2.2 whistles to 'get bow'

1.2.3.1 whistle to 'shoot'

1.2.4.3 whistles to 'go get arrows'

**1.3. Arrow Handling and Movement About the Range: NASP® safety rules must be followed.**

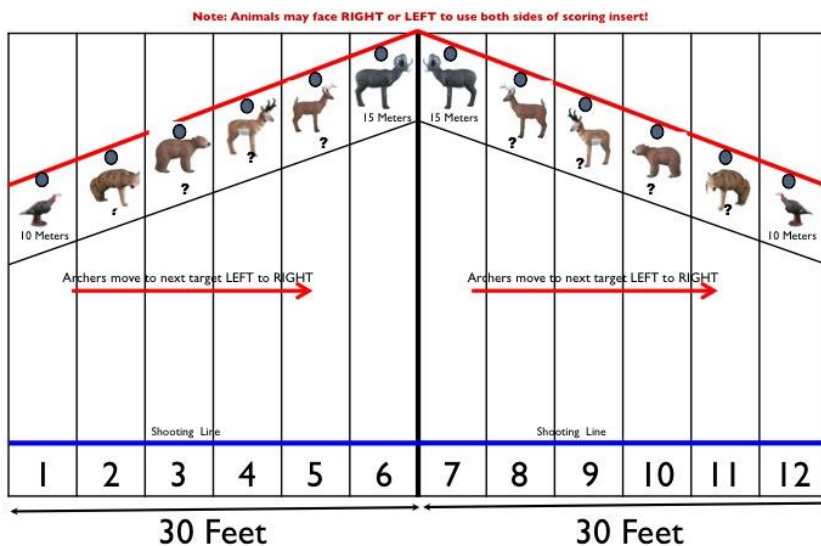
- 1.3.1. Archers must walk when moving about the range.
- 1.3.2. Archers must have one foot on each side of the shooting line with 'bows on toes' before shooting begins.
- 1.3.3. While shooting, the archer must straddle the shooting line with the non-target foot behind the back edge of the shooting line. NO PART of the shooting line will be covered by the archer's foot.
- 1.3.4. The tournament-provided arrow quiver must be placed ON the shooting line in FRONT of the archer.
- 1.3.5. Shooter and quiver must remain in each archer's half of the assigned lane when on the shooting line.
  - 1.3.5.1. Crowding across the middle of the lane, or into an adjacent lane, is considered unsportsmanlike conduct. Crowding is defined as any part of the archer's body or equipment extending past the 30-inch area assigned to the archer.
  - 1.3.5.2. The quiver must remain on the shooting line and within 30-inch area assigned to the archer.
- 1.3.6. While both archers may approach the target when scoring, only one archer may remain at the targets when arrows are pulled. The other archer must be safely behind the target line while arrows are being pulled from the target.
- 1.3.7. Archers must remain on their feet (standing) and off their knees when pulling arrows.
- 1.3.8. Arrow points must be covered with one hand and shafts grasped below the vanes with the other hand when walking with arrows.

#### 1.4. Order of Shooting

- 1.4.1. Archers will shoot one practice end of 5 arrows at the target placed in their shooting lane.
- 1.4.2. Archers then shoot the first scored end of 5 arrows at this same starting target.
- 1.4.3. After shooting and scoring an end of 5 arrows, the archer will move the scorecard **from left to right**, to the **target line** at the next target and move arrows to the next quiver.
- 1.4.4. When the archer comes to the right end of the range and has not yet shot all 6 targets, the archer will move to the opposite end of the 6-target range and continue shooting and moving to the right until the flight concludes.

#### Schematic for NASP® IBO 3D Challenge

Each range (2 below) contains 5, 5' wide lanes, 2 archers/lane and one 3D target



- 1.4.5. Archers will have 2 minutes to shoot each 5-arrow end.
- 1.4.6. Dropped arrows will be left on the floor and replaced by a range official.
- 1.4.7. An arrow that bounces off the target may be shot again as instructed by range officials.
- 1.4.8. An arrow that reaches the target line without hitting the target is considered a shot rather than a dropped or bounced-out arrow and will be scored zero points.

- 1.4.9. If an archer is unable to safely use the equipment and follow range protocols that archer may be removed from the competition.
- 1.4.10. If the archer's draw weight and draw length aren't sufficient to perform on par with other archers in the tournament the archer may be removed. Shot arrows that fail to reach or stick in the target butts are symptomatic of insufficient performance.
- 1.4.11. After shooting the last arrow the archer must immediately leave the shooting line, rack the bow, and return behind the waiting line. This is NASP®-specific range management protocol.
- 1.4.12. Lost vane, arrow rest damage or failure, broken nock - if any occur during the release of an arrow and that arrow makes it to the target line and doesn't bounce off of the target, it is a shot arrow.
- 1.4.13. If during a tournament there is a delay in shooting exceeding 10 minutes, the tournament director has the discretion to allow archers to shoot 5 practice arrows at the target they are on prior to restarting the scoring ends. Examples of a delay could be but not limited to: (Indoor) power outage, fire alarm or medical emergency. (Outdoors) Weather such as heavy rains or lightning.

## 1.5. Coaching

- 1.5.1. A team shall have no more than 2 coaches in Coaches Alley during the flight.
- 1.5.2. Coaches of special needs archers may be allowed (with prior approval of range officials) to stand with the archer on the shooting line. However, they must do so safely and without distracting the other archers.
- 1.5.3. Coaches may communicate the archers on the shooting line. However, they must do so without distracting the other archers.

## 2. Scoring:

- 2.1. Only archers and tournament officials will be allowed downrange of the waiting line.
- 2.2. All arrows should be scored before any arrow or the target's face is touched.
  - 2.2.1. Moving or pushing an arrow into the target to affect an arrow's score is considered unsportsmanlike conduct and will result in disqualification.
- 2.3. The scoring rings are 10, 9, & 8. Any arrow outside the 8-ring but on the animal is scored a 7. Arrows in the horns (sheep & antelope), antlers (deer), or stump (turkey) are scored zero.



- 2.3.1. An arrow **shaft** (not the hole) touching a scoring ring line is awarded the higher point value.
- 2.3.2. An arrow scores zero (0) points if:
  - 2.3.3. If the arrow misses the target.
  - 2.3.4. If the arrow deflects off and **past** the target. (A deflection back towards the archer is a bounce out and a replacement arrow may be shot.)
  - 2.3.5. An arrow that 'robin-hoods' (sticks in the back of another arrow) receives the value of the arrow in the target.
  - 2.3.6. An arrow that deflects off another arrow and sticks in the target is scored where it sticks.
  - 2.3.7. An arrow that deflects off another arrow and fails to stick in the target is treated as a bounce out.
  - 2.3.8. An arrow that skips off the floor and imbeds in the target is scored where it sticks.
  - 2.3.9. An arrow that skips off the floor and bounces off the target is treated as a bounce out.

- 2.3.10. An arrow that sticks in the target but falls completely out as shooting continues is treated as a bounce-out and a replacement arrow may be shot
- 2.4. Each lane should have two archers, one in the **left** half of the lane and the other in the **right** half of the lane.
- 2.5. Scannable (bubble-type) scorecards will be used. Archers should practice with this type of scorecard before coming to the tournament.
- 2.6. Both archers' scorecards will be on the same score board.
  - 2.6.1. The score board will be placed on the target line.
    - 2.6.1.1. The score board may be placed anywhere on the target line within the archers' lane.
- 2.7. Both archers will walk to the target in their lane to record arrow scores.
  - 2.7.1. One or both archers may approach the target face to score arrows.
  - 2.7.2. **OFFICIAL SCORING PROTOCOL:** One archer will CALL and BUBBLE the other archer's arrow.
    - 2.7.2.1. The scorecard will be modified to have a "Check-Box" to the right of each 5-arrow end.
      - 2.7.2.1.1. The archer should check this box indicating he or she has examined each 5-arrow end to make sure the score has been correctly entered.
      - 2.7.2.1.2. Also check to assure that ALL ARROW VALUES are bubbled.
  - 2.7.3. Then the archers will reverse roles.
  - 2.7.4. If archers cannot agree on an arrow's score, a range official must be asked for the final decision.
  - 2.7.5. Only range officials may have erasers on the range. If the archer needs a score erased, the official will perform the task. The lane official will document such action on the back of the scorecard.
  - 2.7.6. After both archers are satisfied that arrow values have been accurately recorded, scores are considered final.
  - 2.7.7. One archer will move safely behind the Target Line while the other archer pulls his own arrows.
  - 2.7.8. Then the archers will reverse positions, one behind the Target Line while the other pulls her/his own arrows.
  - 2.7.9. At the conclusion of the flight both archers must sign the scorecard.
    - 2.7.9.1. If an archer fails to sign his or her scorecard, the scorecard will be considered approved and final.
    - 2.7.9.2. The archer represented by the unsigned scorecard will not be disqualified for neglecting to sign.
- 2.8. Scorecard deficiencies may be found in the scoring room:
  - 2.8.1. Scorecard has more than one value on a scoring line. The higher value will be erased.
  - 2.8.2. Scorecard has more than one value on a scoring line but there is a blank line among the 5 scoring lines. One of the double values will be moved to the blank line.
  - 2.8.3. A scoring line is blank. The blank line will be scored zero. Exception see 2.8.2
- 2.9. An archer's score may only be counted for a single team. The score will also be used to determine the archer's individual placement.
- 2.10. Range officials will gather signed scorecards after each flight at the target.
- 2.11. Disqualification will occur if an archer takes the scorecard up-range of the shooting line or to the coach or other unofficial person(s).
- 2.12. If an archer observes another recording a false score a range official **must** be alerted.
- 2.13. Summation of the team's highest 6 individual scores, with at least 2 of both genders will comprise the team score. The maximum team size is 24 archers, minimum team size is 6 archers.

### Registration for State Tournament:

Tournament Registration: [www.nasptournaments.org](http://www.nasptournaments.org)

### Full Registration

March 18-26, 2018

Teams are required to submit team registration packets before registration can take place.

See Violations Appendix for full details.

After March 26<sup>th</sup> at 11:59pm, there will be a team registration penalty fee of an additional 50% of the original team registration fee for each day late. See table below for maximum team registration penalty fee details.  
 Registration closes after March 30- 2018.

March 27 <sup>th</sup>	1 day late	Registration Fee- \$720.00
March 28 <sup>th</sup>	2 days late	Registration Fee- \$960.00
March 29 <sup>th</sup>	3 days late	Registration Fee- \$1200.00
March 30 <sup>th</sup>	4 days late	Registration Fee- \$1440.00

**Online payment** (only payment option) of state registration fees to NASP Inc.

**Teams Attending the 3D Challenge:**

Only one team per division from the same school can participate

No Individuals may participate at the 3D Challenge

**Flight Schedule for 3D Challenge:**

Welcome, Opening Ceremony/ National Anthem at 8:40

Flight 1 starts at 9:00 – 10:00

Flight 2 starts at 10:15 – 11:15

Flight 3 starts at 11:30 – 12:30

Break 12:30 – 1:00

Flight 4 starts at 1:15 – 2:15

Awards start at 3:00

- Flight selection will be on a first-come, first serve basis.
- The maximum number of archers will be 144.
- Only school employees with a current BAI number may register the school team and only these individuals may pick up tournament team packets at the tournament with picture identification.
- Coaches will be able to select their desired flight times as they register and pay the fee for archers until flights are full
- There must be at least one NASP certified coach per team present at the tournament, which is employed at the school
- No flight times will be held until the team registration is completed online
- Substitutions are done online or at the registration table the day of the tournament. It is the coach's responsibility to insure all NASP rules are followed
- All questions the day of the tournament should be directed to the registration table.

**Location**

**April 14, 2018**

- Southern Pines Regional Park
- 575 Southern Pines Road, Dublin, GA 31021
- <http://www.dlcra.org>
- Southern Pines is a covered outside facility
- Gates will open at 8:00 am for archers to begin arriving.
- Archers must be in their lanes 15 minutes before their flight times.

- Scorecards must have the shooter number bubbled in and archers' label attached prior to their flight. Archers will be disqualified if scorecards are not properly bubbled in prior to the conclusion of the flight. It is the archers'/coaches' responsibility to correctly fill out the cards.
- Schools should arrive at the tournament's registration table at least one hour before their flight time.
- Flights will not be held for late arrivals. Archers will not be able to shoot if he/she is not on the line with their score cards filled out when the flight is called. There are no available spots for makeup shooting. Archers can only shoot during their designated shoot time.

### Weather

- There is no contingency for weather. Schools must follow their weather plan for closing, delays, etc.
- Teams should plan and dress for the temperature as the facility is an outside covered arena.

### Food/Refreshments

- There will be a food vendor onsite that will be selling food and beverages during the tournament. No food will be provided.

### Team Registration Packet Checklist

- Packets due Nov. 1- 20, 2017 (only applies to teams that participated in the 2017-18 NASP Bullseye Qualifiers and Tournaments.) Any new individual members to 3D Challenge eligible teams, according to the previous ruling above, are required to provide a photo release/liability waiver per the team registration packet rule. It is the coaches' responsibility to ensure that each archer has a photo release/liability waiver as part of the team registration packet.
- Teams that did not participate in 2017-18 NASP Bullseye qualifiers/tournaments must complete and submit registration packets by **March 26, 2018** at 11:59 PM.
- Teams will be barred from registration until their team registration packet has been received.
- Packets are to be emailed to: [Jennifer.Pittman@dnr.ga.gov](mailto:Jennifer.Pittman@dnr.ga.gov) or mailed to and postmarked by March 23, 2018 to:

Hunter Development Program

Attn: NASP Coordinator

2065 US Hwy 278

Social Circle, GA 30025

[Jennifer.Pittman@dnr.ga.gov](mailto:Jennifer.Pittman@dnr.ga.gov)

### Required Team Registration Packet Includes (See Appendix for Forms)

1. **Photo Release/Liability Waiver** Forms for every student that will be participating in a qualifier/tournament. If a substitute is used at any point during the qualifier/tournament season it is the coaches' responsibility to turn in a photo release/liability waiver form for that student. Coaches can turn in as many photo releases as they choose before they pick their team members. A penalty fine will be assessed if forms are not turned in for substitutes. See Administrative Violation Appendix.
2. **Principal Agreement Form** from every Principal whose school is participating in the qualifier/tournament schedule.
3. **Georgia NASP Principal Tournament Rules Agreement** from every Principal whose school is attending qualifier/tournament.
4. **Georgia NASP Head Coach Tournament Rules Agreement** from participating school's head coach that will be attending qualifier/tournament.

**In addition to the above four items, NASP teaching/coaching timesheets** for all teachers/coaches for the month's teachers/coaches taught NASP (both during school and before/after school) must be submitted to the regional coordinators. Verification will take place to insure timesheets have been submitted.

**Until Checklist is complete and confirmed by DNR staff**, coaches will not be able to register for the tournament. Upon confirmation, coaches will be able to register, select flights and pay for the qualifier/tournament. Processing and verification will take up to two (2) business days.