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# **I. Awards, Purses, and Entry Fees**

## **A. Qualifying Rounds.**

1. Entry Fees
  - a. Men's Open -- \$45
  - b. Men's Hunter & Known 45 -- \$40
  - c. Known 40 -- \$15 (no pre-registration discount)
  - d. All other classes -- \$35
2. Prize Packages (All classes except Known 40)
  - a. There must be 3 or more archers in a class for that class to be awarded a first place.
  - b. Classes with at least 5 shooters will be awarded at least two places.
  - c. Classes with 8 or more shooters will be awarded at least three places.
  - d. Prize package values will vary depending on number of entries in a given class.
  - e. A minimum of 5 shooters is required for any class to be awarded a new bow for first place.
3. Payout for Known 40
  - a. Payback is 30% of the class registration, rounded to the nearest dollar.
  - b. Additional places paid for every 5 shooters entered.

## **B. Shoot-Off**

1. Each class, except Known 40, will be eligible for a shoot-off comprised of the top qualifiers in each class.
2. A maximum of 10 qualifiers from each class will be allowed to compete in the shoot-off.
3. For every class with at least 5 shooters, the top 3 qualifiers will advance to the shoot-off.
4. Classes with 10 shooters will advance the top 5 qualifiers to the shoot-off.
5. Classes with 20 or more shooters will advance the top 10 qualifiers to the shoot-off.
6. The shoot-off is a separate 5 target event from the qualifier and scores reset back to zero.
7. 14 rings will be in play during the shoot-offs only, and must be called for by telling the tournament director. If a shooter calls for the 14 ring, the 12 ring is no longer in play.
8. All shoot-off participants must have enough arrows on their person to complete the entire shoot-off when the competition begins.
  - a. Men's Open shoot-off winner will be awarded \$1000
  - b. Men's Hunter and Known 45 shoot-off winners will be awarded \$500
  - c. Each additional class eligible for the shoot-off will be awarded \$100

# **II. Targets and Scoring Areas**

## **A. Targets**

1. All targets consist of 3-D type targets having center 12 (X) rings surrounded by a 10 ring and a larger 8 ring.
2. Manufacture, model and size of the targets vary.
3. The qualifying rounds consist of two separate 20 target courses for a total of 40 targets.
4. Targets shall be set at unmarked distances with at least the entire 10 ring visible and max. distances as follows, taken with the clubs official rangefinder:
  - a. Red Stake: 50 yards
  - b. White Stake: 40 yards
  - c. Blue Stake: 30 yards
5. Targets on the known ranges will be set with at least the entire 10 ring visible and max. distances as follows, taken with the clubs official rangefinder:

- a. Pink Stake: 45 yards
- b. Orange Stake: 40 yards

## **B. Scoring Areas**

1. A 12 ring is the circle centered within the 10 ring.
2. A 10 ring consists of a circle inside the vital area.
3. The 8 ring is a vital area that roughly approximates the heart, lung, and liver area of the appropriate animal.
4. The remainder of the animal shall be considered the “body” and scored as a 5.
5. Any arrow embedded in the target, not touching an obvious body part, is considered a miss and should be scored as a zero. Hoof, feet, and feathers count as body parts.
6. Targets consisting of material surrounding the animal body outline such as rocks, logs, stumps, etc. are not considered body shots and arrows embedded in such surrounding material should be scored as zeros.

## **III. Equipment**

### **A. Arrow Weight and Arrow Speed**

1. Arrows must weigh at least 5 grains per pound of the bow’s actual draw weight unless the archer’s equipment qualifies for the exception set out in paragraph 2 below. A variance of 2 pounds of draw weight will be allowed for bow scale variation. Equipment qualifying under this paragraph shall have no speed restriction. Each competitor understands and agrees that they may be required to have their bows’ poundage checked along with any arrow in the competitor’s possession at any time during or after any competitive round. Any violations will result in a zero score for the most recent competitive round.
2. Archer’s may shoot arrows less than 5 grains per pound providing their arrow speed does not exceed 280 fps. A variance of 3% will be tolerated for chronograph variations.
3. Arrows of any type may be used provided they subscribe to the accepted principle and meaning of the word arrow as it pertains to target archery, having not been altered from the manufacturer’s original specifications (except cut to length), and that these arrows do not cause undue damage to the 3-D targets. An arrow shall consist of a shaft with a field or glue-in point, nock, fletching, any pieces needed to connect these components, and cresting if desired. The maximum diameter of an arrow shaft shall not exceed .422”; the field or glue-in point shall not exceed .425”.

### **B. Other**

1. Sights that project light or other aiming dots on the target are prohibited in all classes.
2. Any binocular, regardless of power, shall be allowed in any class as long as the binoculars do not double as a rangefinder or have markings, either factory or manmade, to help the shooter judge distances.
3. Any rangefinder is prohibited in all unknown distance classes and on all unknown distance courses. Rangefinders are allowed in the Known 45 and Ladies Known classes.
4. Any competitor in Known 45 or Ladies Known that is using a rangefinder must tell any group member what his/her rangefinder read if asked.
5. No shooter shall be allowed to use any device to help “brace” the shot such as shooting sticks.
6. No more than 1 “golf-sized” umbrella may be used to assist a shooter at the stake.

## **IV. Shooting Rules**

## A. Shooting Rules

**Most of these rules will be monitored, judged, and adhered to by each group among themselves during each day's competitions.**

1. An archer may only compete in one class.
2. All archers will shoot Saturday at 9:00 a.m. and Sunday at 8:00 a.m.
3. Shoot times are all shotgun starts.
4. Shooters are required to be at their assigned target stake prior to the shotgun start. Any shooter not at their assigned stake and ready to start the competition round before the shotgun goes off will score a zero for that target. In addition, any shooter not at any of their assigned target stakes before their group fires its first arrow, will also score a zero (except for "break-downs" and acceptable personal requirements that do not involve leaving the course).
5. Groups will rotate shooting positions at each stake and shooter order will be randomly selected by the group. If a group consists of archers shooting from different stakes, the shooting rotation will still remain the same, and shooters competing from stakes farther from the targets are not allowed to advance forward from their assigned shooting stakes until all arrows in the group are shot.
6. When shooting, the archer must straddle or touch the shooting stake with some part of either one of their feet. Shooters will receive a warning from the group on the first offense, a deduction of 5 points for the second offense, and a score of zero for every subsequent offense.
7. As a general guide, each shooter is allowed a maximum of 2 minutes to complete his/her shot. Each group is allowed a combined total of 4 hours to complete a 20 target course. Score cards not turned in by the time limit will lose 5 points and an additional 5 points for every 10 minutes with a maximum of 30 minutes, at which time the shooters will be disqualified.
8. A minimum of 3 shooters is required in any group to have an official score. Groups without at least 3 shooters must notify the range official before the start of competition. In the event that a shooter in a group of 3 has a break-down, the range official will be the third scoring member until that shooter returns to the group.
9. In consideration of time, no shooter is allowed to glass the target from the shooting stake after taking the shot. The shooter will receive a warning for the first offense, a deduction of 5 points for the second offense, and a score of zero for every subsequent offense.
10. Each shooter is allowed a maximum of 2 let-downs per target. If the bow is drawn a third time, the arrow must be scored as is when the bow comes back down to brace. Therefore, if the arrow is not fired it is a zero.
11. After setting your sights and drawing your bow, you cannot reset your sights after a let-down. A score of zero will result.
12. Shooters with moveable sights are required to keep their yardage indicator covered before and after setting. The 3 offense penalty will apply.
13. For safety and time considerations, no archer may go behind any target to look for a lost arrow or any other reason except to retrieve an arrow that is visible to the group from in front of the target. The 3 offense penalty will apply.
14. Competitors in "Fixed-Pin" classes may make a one-time gang adjustment to their sight during the competition without calling a "Break-Down". The adjustment may be made vertically, horizontally or both. The adjustment may not be made to any individual pin. The shooter must inform the group of the adjustment and perform the adjustment in front of the group.
15. Exchanging target information with shooters in your group, spectators, or other groups while shooting is strictly prohibited. Coaching is also strictly prohibited. The 3 offense penalty will apply.
16. Cellular phones are allowed on the courses, but the sound settings must be left in the "vibrate only" mode. Apps on cell phones used to adjust a moveable sight that do not help judge yardage

are acceptable. Cellular phones are also allowed for emergency uses or contacting the tournament director. Pictures are allowed, but must not interfere with other shooters or the flow of the tournament. If the use of a personal cell phone becomes an issue for competitors or the overall progression of the tournament, shooters will be given an official warning from a range captain on the first offense. The second offense will be prohibiting the use of the device, and the third offense will be disqualification of the shooter from the tournament without refund.

17. Each shooter is allowed to shoot only 1 arrow at each target.

## **B. Scoring**

1. Two score cards must be completed for each shooter and signed by each score keeper and the shooter. The official handwritten scorecard must be filled out, totaled, and signed before being accepted. Incorrect scores will not be changed due to ineligible writing or being improperly filled out.

2. All scores must be recorded before any arrow is pulled from the target. Arrows pulled early will result in a zero. Scores may not be changed after an arrow is pulled.

3. Groups will determine each individual shooter's score by a majority decision. Range officials will not score any arrow unless they are the "tie breaker" or the group is obviously calling an arrow incorrectly.

4. Any mistakes must be circled and initialed by both score keepers on the official scorecard.

5. If more than one scoring area is visible on a target, the front scoring area will be used unless posted differently next to the target number stake.

6. The point of an arrow embedded in the target is scored.

7. If an arrow passes through a target with material 360 degrees around the arrow, the arrow is scored where it passed through the target. A range official should be called if the group cannot agree on the point of pass through.

8. Arrows embedded in another arrow will be scored the same as the arrow embedded in the target. Arrows that hit another arrow and bounce back from the target are scored the same as the arrow in the target that was struck. Arrows that hit another arrow and continue toward the target are scored where they lie in the target or 5 points if the arrow is kicked off the target.

9. An arrow accidentally dropped may be picked up and re-shot. Any arrow that is propelled by the string whether controlled or not is scored as a zero. If the shooter is in an obvious "let-down" and the arrow comes off the string once the bow comes back to rest and was not fired by the shooter, it may be picked up and re-shot only if it can be retrieved while still touching the shooting stake.

## **C. Equipment Failures and Leaving the Course**

1. Once an archer begins shooting a course, he/she may not leave the course without the permission of a range official. Any archer leaving the range without permission will receive a zero score on any remaining targets.

2. If an equipment failure occurs, and time is needed to fix the problem before continuing, the shooter must verbally call a "Break Down" to the group. Then find a range official and get permission before leaving the course. The range official will instruct the archer how to continue and how much time is allotted for the breakdown.

3. If the equipment failure occurs during the act of shooting, the arrow, if there was one, will be scored as shot.

4. Shooters are allowed 1 "Break-Down" per day. Shooters having more than 1 "Break-Down" can still fix the problem but will score a zero for targets missed because of the second breakdown.

## **D. Tie Scores**

1. For the 40 target qualifier, tie scores are broken with the most amount of 12's. If two or more archers still have identical scores, a single elimination shoot-off will determine the winner by shooting a target designated by the tournament director. The archer closest to the center of the 12 ring is the winner no matter what the actual score is.
2. For the shoot-off, if two or more archers have identical scores after the completion of 5 targets, a single elimination shoot-off will determine the winner by shooting a target designated by the tournament director. The archer with the highest score after 1 target is the winner. If a winner cannot be determined after 1 target, then a second target will be shot. The archer closest to the center of the 12 ring on the second target, regardless of score, is the winner.

### **E. Unsportsmanlike Conduct, Misc.**

1. No alcoholic beverages may be carried or consumed on any shooting course, range, or practice area during shooting hours.
2. Spectators and competitors shall not distract, interfere with, or assist archers while on any shooting course.
3. Any act that is deemed unsportsmanlike conduct by any competitor, range official, or the tournament director will not be tolerated and may be grounds for disqualification.

## **V. Shooting Classes**

### **A. Men's Open**

1. Shooters may use any legal 3D archery equipment.
2. 50 yard max. (Red Stake)

### **B. Senior Open**

1. Shooters may use any legal 3D archery equipment
2. 40 yard max. (White Stake)
3. Must be at least 50 years of age as of the first day of competition.

### **C. Novice Open**

1. Shooters may use any legal 3D archery equipment.
2. 50 yard max. (Red Stake)
3. Any shooter winning this class or having 2 top 5 finishes and scoring high enough in the same year to qualify for the top 12 in the Men's Open class will be bumped out the following year. Shooters cannot have scored a 339 or above in any previous No Bull 1000 competition in the Men's Open class.

### **D. Known 45**

1. Shooters may use any legal 3D archery equipment
2. Shooters will be allowed to use rangefinders.
3. 45 yard max. (Pink Stake)

### **E. Ladies Known**

1. Shooters may use any legal 3D archery equipment
2. Shooters will be allowed to use rangefinders.
3. 40 yard max. (Orange Stake)

### **F. Men's Hunter**

1. Shooters must have sights with fixed pins and no magnification. Moveable single and multiple pin sights will be allowed if they are locked or zip-tied in place for the duration of the shoot.
2. Stabilizer lengths must be 12" or less with the exception of a factory front mount string suppressor or stabilizer knuckle. A rear stabilizer or counter balance weight system may be used

with a maximum of 2 extensions, but may not exceed 6 inches past a point measured from the back of the riser below the grip towards the strings.

3. 40 yard max. (White Stake)

### **G. Ladies Hunter**

1. Shooters must have sights with fixed pins and no magnification. Moveable single and multiple pin sights will be allowed if they are locked or zip-tied in place for the duration of the shoot.

2. Stabilizer lengths must be 12” or less with the exception of a factory front mount string suppressor or stabilizer knuckle. A rear stabilizer or counter balance weight system may be used with a maximum of 2 extensions, but may not exceed 6 inches past a point measured from the back of the riser below the grip towards the strings.

3. 30 yard max. (Blue Stake)

### **H. Novice Hunter**

1. Shooters must have sights with fixed pins and no magnification. Moveable single and multiple pin sights will be allowed if they are locked or zip-tied in place for the duration of the shoot.

2. Stabilizer lengths must be 12” or less with the exception of a factory front mount string suppressor or stabilizer knuckle. A rear stabilizer or counter balance weight system may be used with a maximum of 2 extensions, but may not exceed 6 inches past a point measured from the back of the riser below the grip towards the strings.

3. 40 yard max. (White Stake)

4. Any shooter winning this class will be bumped out the following year. Any shooter that has 2 top 5 finishes and would have finished in the top 10 in the Men’s Hunter in the same years will be bumped out the following year. Also, shooters cannot have scored above a 361 in any previous No Bull 1000 competition in any class except for Youth or Traditional. Contestants previously competing in either of these two classes may enter the Novice Hunter class until scoring or placing high enough to move out.

### **I. Youth**

1. Shooters must have sights with fixed pins and no magnification. Moveable single and multiple pin sights will be allowed if they are locked or zip-tied in place for the duration of the shoot.

2. Stabilizer lengths must be 12” or less with the exception of a factory front mount string suppressor or stabilizer knuckle. A rear stabilizer or counter balance weight system may be used with a maximum of 2 extensions, but may not exceed 6 inches past a point measured from the back of the riser below the grip towards the strings.

3. 30 yard max. (Blue Stake)

4. Must be 16 or younger as of the first day of competition.

### **J. Traditional**

1. Bow must be recurve or longbow without any wheels or cams.

2. Bow must be shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers.

3. Archers may use up to two (2) nock locating devices, but they must use the same nocking point and anchor point for each shot and the index finger must contact the string in the same place for each shot.

4. The index finger must touch the nock of the arrow.

5. Face and/or string walking are not permitted.

6. No sighting device of any kind may be used.

7. There shall be no markings on the bow or bowstring (intentional or accidental) that could be construed as sighting marks.

8. No type of draw check or clicker may be used.

9. All arrows shall be of the same material and be of uniform length and weight.

10. A rest and plunger are all that may reside within the sight window of the bow.

11. A stabilizer measuring 12" or less may be used.
12. An arrow side plate (if used) may only extend one (1) inch above the arrow. The shelf may be built up and the side plate may be built out with a hard material that has a minimal consistency of wood. The shelf and side plate may be covered with a softer material that is no thicker than 1/8 inch.
13. 30 yard max. (Yellow Stake)

#### **K. Known 40**

1. This will be an entry level, more for fun, class.
2. Shooters may use any legal 3D archery equipment.
3. Shooters will be allowed to use rangefinders.
4. Move out for this class, if any, will be left up to the competition committee.
5. 40 yard max. (Orange Stake)

## **VI. Rule Violations and Protests**

### **A. Rule Violations**

1. Any person in violation of any of the above rules may be disqualified. Anyone being disqualified from any of this shoot's events will forfeit any and all winnings.

### **B. Protests**

1. Any protest about a target, its range, or a scoring discrepancy must first be reported to a range official and then to a committee member if still unsatisfied.
2. A protest about a scoring discrepancy must be made to a range official before pulling arrows and advancing to the next target. Once an arrow is pulled and/or the score is recorded it is final.
3. If a target is found to be unshootable by any one shooter and the protest is accepted, all archers shooting from the questionable stake will score a 12 on that target.
4. The competition committee will have the final ruling on all protests.

## **VII. Additional Competitions and Awards**

### **A. Money Course**

1. This is a separate 10 target 3D course designed to help shooters warm-up and win back some cash.
2. Cost is \$10 of which \$6 goes into the winnings. The 1<sup>st</sup> place pot will consist of \$5 from every entry, and the 2<sup>nd</sup> place pot will consist of \$1 from every entry.
3. This course can be shot at your leisure and with any friends.
4. This is a marked yardage course.
5. Upon completion of the course, turn score cards in and the winners will be announced on Sunday prior to the shoot-off.
6. There is no limit to the number of rounds/cards purchased.
7. All of the 40 and 50 yard max classes will shoot from the numbered stake.
8. All of the 30 yard max classes will shoot from the blue stake.
9. Once all entries are in, every participant will have their score card(s) entered into the drawing where they will randomly be paired with another score card. The pair that has a combined highest score wins the 1<sup>st</sup> place pot and the pair with the second highest combined score wins the 2<sup>nd</sup> place pot.
10. In the event that there are an odd number of shooters, the last score card drawn will "partner" with themselves and double their score.

## **B. Team Shoot**

1. This is a separate 10 target 3D archery course set up on previous No Bull 1000 courses to help shooters get a real sense of what they might see on the official courses.
2. Teams will be drawn at random with the goal to create evenly matched teams based on class competition.
3. Entry fee is \$15 of which \$10 goes into the winnings. The top 2 teams will be paid up to 10 teams. The top 3 teams will be paid if there are more than 10 teams.
4. The team shoot will take place on the Friday prior to the start of the No Bull 1000 at 6:00 p.m.
5. All participants must be registered to shoot no later than 3:00 p.m. on that Friday.
6. Each team member will shoot 1 arrow at each target.
7. Teams will decide their own shooting rotation.
8. All individual team member scores will be recorded on the score card.
9. Each team will be allowed to drop its lowest score per target.
10. Teams will work together. Coaching amongst team members is allowed.
11. Rangefinders are allowed in the team shoot.

## **2019 No Bull 1000 Changes**

Smoky Valley Archers has added another known distance class, Known 40. We have also moved the Ladies Known class from 35 to 40 yard max. The team shoot also changed slightly. We have decided to pay the top 3 teams if we get more than 10 teams. Below are the changes in their entirety. The complete set of rules can be obtained through our website at [www.svarchers.com](http://www.svarchers.com).

1. Known 40 is designed to be an entry level, more for fun, class. This class will **NOT** have the traditional No Bull prize packages or a shoot-off. This class will have a payback based solely on the class participation. This class will be open to any legal 3D equipment. Cost for this class will be \$15 with no pre-registration discount. Payback will be 30% of the class registration, rounded to the nearest dollar. We will add one additional place for every 5 shooters entered.
2. Ladies Known will move from 35 yard to 40 yard max.

## **Team Shoot**

1. This is a separate 10 target 3D archery course set up on previous No Bull 1000 courses to help shooters get a real sense of what they might see on the official courses.
2. Teams will be drawn at random with the goal to create evenly matched teams based on class competition.
3. Entry fee is \$15 of which \$10 goes into the winnings. The top 2 teams will be paid up to 10 teams. The top 3 teams will be paid if there are more than 10 teams.
4. The team shoot will take place on the **Friday, May 3<sup>rd</sup> at 6:00 p.m.**
5. **All participants must be registered and paid no later than 3:00 p.m. on Friday, May 3<sup>rd</sup>.**
6. Each team member will shoot 1 arrow at each target.
7. Teams will decide their own shooting rotation.
8. All individual team member scores will be recorded on the score card.
9. Each team will be allowed to drop its lowest score per target.
10. Teams will work together to judge distance. Coaching amongst team members is allowed.

