

ISAA PRO-AM

SHOOTERS INFORMATION AND RULES

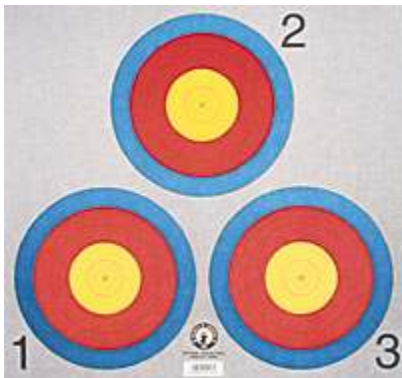
Friday or Saturday

AN NFAA 360 ROUND WILL BE SHOT. This will consist of 60 arrows shot in 5 arrow ends scoring: "X" for inside out (6 point value); 6 for touching the x ring, 5 for the bulls eye, then 4 for the outer ring on the 5 spot target. The single spot face will score the same except the scoring will continue down one point for each outer ring until no further scoring is possible. An arrow needs only to touch the line to receive the higher point value. There will be a four (4) minute time limit per end.



Sunday

A VEGAS 330 ROUND WILL BE SHOT. This will consist of 30 arrows shot in 3 arrow ends scoring 11 for the x-ring, 10 for the bulls eye and scoring will continue down one point for each outer ring. An arrow needs only to touch the line to receive the higher point value. There will be a 2 ½ minute time limit per end.



GENERAL RULES

Double scoring will be used with a minimum of three (3) shooters per target bale. Each group will appoint two score keepers, also a target captain who will call arrows will be appointed. Shooters who disagree with the target captain's call may ask for the line judge to call the disputed arrow. Arrows and target face **may not** be touched until all arrows on the bale are scored. The line judge's call will be final.

Scorecards must be signed as correct by shooter and both scorers. Scorecards must be turned in no later than 15 minutes after the end of the round shot. Scorecards signed by the shooters must be correct and reflect the actual score achieved by the shooter. Failure to do this will result in disqualification.

Protests must be made in writing with a protest fee of \$25.00 CASH within 30 minutes of the end of the line time involved. Protest fee will be refunded only if the Pro-Am protest committee upholds the protest.

Equipment failure time of 15 minutes will be allowed with notification of failure to line judge. Only one equipment failure will be allowed per shooter per day.

Winners will be determined by the combination of both days' scores. If after both days of competition there are ties that may result in a shooter being placed 3rd or higher, these places will be shot off to determine final standings. Exception: if there are 2 or more shooters tied for 1st and 2 or more tied for 2nd, there will be no shoot off for the 3rd placing score. 2 shooters are tied for 1st, and 2 shooters are tied for 2nd. The 2 shooters tied for 1st will shoot off for 1st and 2nd, and the other 2 shooters tied for 2nd will shoot off for 3rd and 4th. 2 shooters are tied for 1st and only one shooter has the 2nd highest score. The 2 shooters tied for 1st will shoot off to determine 1st and 2nd, and the 2nd highest scoring shooter at the end of normal competition will receive 3rd place. If there are 3 shooters tied for 1st, they will shoot off to determine placings 1st - 3rd. If there are 4 shooters tied for 1st, they will shoot off to determine placings 1st - 4th. If there are 5 shooters tied for 1st, they will shoot off to determine placings 1st - 5th. Placings with ties lower than those shooting off will be broken by determining which archer missed first.

Shoot off will use the "Vegas target" and will begin with one 3 arrow practice end. Scoring will begin on the second end, and will consist of 3 arrow ends of normal scoring (x-ring is 11 points, 10 ring is 10 points, etc. for a possible end score of 33). Scoring will be single elimination (i.e. shooters not matching the highest scoring end score will be eliminated in that end from advancing in the shoot off for 1st place.) Archers will post a new target every end during the shoot off, starting with the first scoring end.

Arrow calls will be made by the head line judge of the shootoff. If a shooter disagrees with the arrow call, he/she may appeal the arrow call to 2 alternate line judges. The 2 alternate judges will call the arrow independently of one another, writing their call on paper, and without divulging their call to each other. The arrow call will then be majority rule as determined by the 3 line judges (the head line judge and the 2 independently scoring alternate judges), and all calls are final. Shooters may appeal the arrow call on their own arrows only.

Shooters tied for top three positions will continue shoot off scoring until there is a clear 1st through 3rd place finisher. (i.e. if there are 3 shooters tied for 1st, and after the first shoot off end, one shooter has a 33 and the remaining 2 have 32 points, the 2 archers with 32 will continue to shoot off to determine 2nd and 3rd placings, and the shooter with 33 points will finish 1st.)

If after 5 ends of normal scoring ties still exist, ends will be scored based on inside-out scoring. **Inside-out scoring** will be such that any arrow touching the line dividing two scoring areas will receive the lower scoring area. An arrow fully inside a scoring area not touching the line will receive the higher score. 3 arrow ends and single end elimination still applies.

Shoot offs will take place, as soon as possible, following the line on Sunday in which the tie occurred. Please be patient, as this will delay the start of the next line.

EQUIPMENT RULES

The Iowa State Archery Association has adopted an arrow size rule for all of its tournaments. No arrow shall be permitted that exceeds 27/64th outside diameter. The archer must use the same size arrows for both days of competition.

SAFETY RULES

One blast of the buzzer and start of the timer will signify that it is safe to start shooting. A second blast from the buzzer and the time at 0:00 will stop the line. Any arrow shot after the buzzer will be counted as a miss. Multiple horn blasts at any time will designate an emergency and all shooting will be stopped immediately. Please take one step back when done shooting so the line judges can determine when the line has completed shooting.

NFAA rules are in force unless otherwise designated by the Pro-Am committee.

**GOOD LUCK AND THANK YOU FOR ATTENDING THE ISAA
PRO-AM**