

2019 Washington State 4-H Archery Team Event Rules

Team Composition

Each county may register as many teams as they choose to in each discipline.

Teams will consist of three competitors in either the compound or recurve discipline. No mixed disciplines are allowed.

The team will consist of one archer from the junior class, one archer from the intermediate class and one archer from the senior class.

Team members must have qualified to participate at the Washington State 4H Championship archery program.

In the event of a deficiency in team representation, a junior member may substitute for an intermediate or senior class archer.

An Intermediate archery may substitute for a senior archery but may not substitute for a junior archer.

An archer from a senior class may not substitute for an intermediate or junior archery. Only one senior is allowed per team.

Teams may consist of any number of male or female archers.

A team may substitute a member prior to the first round of the event if a registered member is unable to attend. The substitution must be the same age level and notice must be given to the event coordinator.

Target assignments will be posted Saturday morning please check your target assignment by team name prior to the event time.

Team Format

Distance 20 yards.

Target 40cm color-10 ring FITA compound, 60cm color-10 ring FITA recurve.

One match consists of 12 arrows shot in 2 ends of 6 arrows for a maximum score of 120.

Each team member will shoot 2 arrows per end (2 arrows x 3 archers x 2 ends = 12 arrows).

All three archers on the team will be required to shoot two arrows and finish shooting before the prescribed time limit (2 minutes).

The archers may shoot in any sequence. Archers may shoot only 2 arrows each time they are on the shooting line. In the event that three arrows or more are shot by any individual, the team will take the lowest scoring arrows for that end.

When the first archer finishes shooting two consecutive arrows and crosses the 1 meter line, the second archer moves to the shooting line to shoot two arrows then the third shooter follows the second.

Only one archer from each team may occupy the shooting line at a time

If the 2 minute signal is sounded and the archers have not completed the end, the archer remaining on the shooting line will "Let-Down", return the un-shot arrow to the quiver and move to the waiting line.

If an arrow is shot after the 2 minute signal, the team will take the lower scoring arrows.

In the event of equipment failure or malfunction, the individual must move behind the shooting line for assistance.

If a team fails to shoot all arrows in a single end due to equipment failure, one make-up end will be provided per shooter.

A lack of arrows does not constitute an equipment failure. All team members are required to carry enough arrows to complete the match.

Scoring

Targets are scored from the center out (10 thru 1)

X's will be recorded and used to break ties. An x counts as 10 points.

If tied by points and X counts each archer from each team shoots one arrow until tie is broken.

If the tie cannot be broken in two ends, the closest arrow to the center of the target in the second end will be awarded the championship.

Both recurve and compound divisions will use the outer 10 ring scoring system.

The arrows are scored and pulled after each team shoots an end.

Only one archer from each team will approach the target to record scores.

Each target bank will use an individual from an opposing team to call arrows/scores.

Arrows will not be removed from the target face until both the archer and the arrow caller agree on the written scorecard content.

Scorecards will remain at the target location until the match is complete.

Both the caller and the recorder will sign the scorecard and turn them in together.

In the event of a dispute, the range official will make the final judgment.

Arrow holes will be marked before arrows are removed.

Bounce Outs and pass through will be treated according to the FITA rules.

Scores from each round will be posted for viewing by shooters and spectators.

Tournament Play

Two warm-up ends will be shot prior to scoring.

The first round is a qualification match consisting of up to 24 teams in the discipline all shooting on the line.

The second round will be the 12 teams with the highest scores from the first round.

The third round will be the 6 teams with the highest scores from the second round.

The final round will be the three highest scoring teams from the third round. The final three teams will shoot two matches (24 arrows) to determine 1st, 2nd and 3rd place.

Awards

Each member of the top three teams in each discipline will be awarded medals.

Spectators

Spectators must remain a minimum distance of 9 feet behind the waiting line and may not obstruct the area by any means.

Spectators may cheer/support their team providing it is done with sportsman's code of conduct in mind. Spectators are asked not to distract or disrupt the teams.