

2008 Kiwi 3D Rules

1) General

- a) A Kiwi 3D Series Round consists of two 20-target courses. The organising club will set two separate 20-target courses for each event, both of which must be shot by each entrant.
- b) There shall be a minimum of 16 single 3D targets and up to four technical targets included in each round. The choice of technical targets is limited and detailed under Article 10: **“Rounds”**.
- c) The course may be made up of any combination of commercially available 3D targets such as McKenzie, Reinhart, Delta etc. All targets when erected shall be vertical or within 10 degrees of vertical.
- d) Targets will have two moulded scoring zones equating to Kill – Heart and Lung – Wound. A third zone will be scored from the outside of the Lung to the bodyline. The Inner Heart 12-ring is to be ignored.
- e) Both rounds should consist of 2-arrow shoots.
- f) There will be three pegs catering for all Divisions:

Red	45 yards max	Seniors, Compound, all styles
White	35 yards max	Juniors & 1 st year Novice all styles, Recurve, Longbow
Yellow	25 yards max	Cubs

- g) An archers' foot/knee must touch the marker and body must be behind the marker.
- h) Each archer shall be allowed a maximum of two (2) minutes to complete their shot. The time will begin for the first archer when the previous group clears the target. Time will begin for the next archer when the previous archer releases their final arrow.
- i) The group shall ensure the target they are about to shoot is clear.
- j) There is to be no discussion of yardage until the target has been scored. Discussion is restricted to shooters that have already shot said target.
- k) Foliage shall not be removed from the shooting lane unless it is deemed a hazard.

2) Scoring

- a) No arrows in the target may be touched until the arrows have been scored. Early pulled arrows score zero, repeat offences will result in the shooter being disqualified.
- b) An arrow touching a scoring zone line shall score the higher value.
- c) Hooves, horns and scenery do not score.
- d) Witnessed bounce-outs and pass-throughs are to be scored as agreed on by the majority of the group, or re-shot before shooters advance to the target.
- e) Skids or ricochets into the target count.
- f) Arrows may be withdrawn from a target to minimise arrow damage.
- g) An archer has a maximum of two minutes to shoot their arrows.
- h) To resolve tied scores a fresh 3D target will be shot at an unmarked distance.

3) Equipment

- a) Binoculars, up to a maximum magnification of x 8, are permitted at any time.
- b) Range finders or any other device for distance estimation are not permitted.

4) Course

- a) This Series is intended to be a friendly interclub shoot and target distances should reflect this goal.
- b) Special consideration is to be given to the placement of Cub pegs to avoid repeated misses and the possible loss of the participant from future rounds.
- c) Targets may be placed in a representative area of natural growth. A degree of technical difficulty is permissible in the series divisions, however all archers must have a clear view of the vital areas.

5) Disputes

All Disputes should be referred to the Club Shoot Director and shall be resolved at his / her discretion. Disputes must be referred within 30 minutes of the archer finishing their round.

6) Safety

Safety is paramount and courses should be constructed to reflect this. Course safety is the responsibility of the Host Club.

7) Divisions

Note: Divisions are Mixed Gender; male and female shooters shall compete head-to-head
All Senior Divisions shoot from the Red Peg, 45 yards maximum
All Junior Divisions shoot from the White Peg, 35 yards maximum
Cubs Division shoots from the Yellow Peg, 25 yards maximum
Cubs using a release aid shoot in Junior Open Division

Senior Open: Sighted Compound Bow, Release Aid, adjustable sight or scope, any stabiliser

Senior Bowhunter Release: Sighted Compound Bow, Release Aid, fixed pin sights, no magnification, any stabiliser

Senior Limited: Sighted Compound or Recurve Bow, Finger Release, any sight, scope or stabiliser

Senior Barebow: Compound Bow, Finger release, unsighted

Junior Open: Sighted Compound Bow, Release Aid, adjustable sight or scope, any stabiliser, 13 – 17 years

Junior Bowhunter Release: Sighted Compound Bow, Release Aid, fixed pin sights, no magnification, any stabiliser, 13 – 17 years

Junior Limited: Sighted Compound or Recurve Bow, Finger Release, any sight, scope or stabiliser, 13 – 17 years

Junior Barebow: Compound Bow, Finger release, 13 – 17 years

Longbow: longbow only, unsighted

Recurve: any recurve bow, unsighted

Cubs Sighted: up to 13 years, compound or recurve, sighted, fingers only

Cubs Barebow: up to 13 years, compound or recurve, unsighted

Veterans: 60+ years, any style

Non-Competitive: for the Novice archer shooting any style. It is designed to attract and encourage novice archers to compete in a fun Series without the fear of losing or damaging equipment.

NC competitors shoot from their respective age group peg (Red Peg > 17 years, White Peg 13 – 17 years, Yellow Peg < 13years), but have the option to walk up and shoot from any position in line with the target that provides a safe shot. This Division does not attract points and does not compete for Championship status, medals, certificates or trophies.

8) Series Points

Points will be awarded within each Division as follows:

First Place	20 points
Second Place	19 points
Third Place	18 points
Fourth Place	17 points
Fifth Place	16 Points
Sixth Place	15 Points
Seventh Place	14 Points
Eighth Place	13 Points
Ninth Place	12 Points
Tenth Place	11 Points
All Subsequent Places	10 Points

9) Kiwi 3D Champion

At the final round of the Series there will be an inter-divisional knockout contest to determine the Kiwi 3D Series Champion. All Divisions are eligible to shoot. Five fresh 3D targets will be set out, along with the three shooting pegs. All archers shoot the first target from their respective pegs. The archer / archers with the highest scores remain in the contest, all others are knocked out. Those remaining in the contest then shoot the second target and so on until the Champion is decided. For example, three shooters score 20 and all others score 18 points or less. Only those scoring 20 remain in the competition, all others are eliminated.

10) Rounds

a) 2-Arrow Round

A maximum of two arrows is allowed, but an archer shoots only until a hit is made. If the first arrow hits the scoring area no more arrows need to be shot

	Heart	Lung	Body
1 st Arrow	20	18	16
2 nd Arrow	14	12	10

b) Technical Targets

Each round must include a minimum of two and a maximum of four technical targets of the organising club's choice. Each technical target is to be accurately detailed at the Senior Peg. Choose from:

Compulsory Kneel:-

Both knees must be on the ground when shooting. Some part of the body must be touching the peg, body must be behind the peg.

Herd:- one stag and a minimum of one hind

Shoot the Stag. 20 - 18- 16, 14 - 12 - 10 scoring applies to the Stag only. Any hit on the hind scores 10 no matter where on the target the arrow lands, and no further arrows can be shot. An arrow that hits the hind and passes through and sticks into the Stag will score the highest scoring value of the two animals.

Mob:- a tusked boar and a minimum of one small pig / javelina

Shoot the boar. 20 - 18 - 16, 14 - 12 - 10 scoring applies to the boar only. A hit on any target other than the boar scores 10 no matter where on the target the arrow lands, and no further arrows can be shot. An arrow that hits the smaller pig and passes through and sticks into the boar will score the highest scoring value of the two animals.

Choice: - two targets with varied difficulty

Two targets, the archer must choose only one target to shoot.

For example: one small target mid-distance and one large target at longer distance, or