

# 4-H ARCHERY

Entry Fee: \$4.00 per entry

## Awards Offered:

First: Gold Medal

Second: Silver Medal

Third: Bronze Medal

First: \$10.00

Second: \$8.00

Third: \$5.00

## How to Enter:

- Enter online at [www.ysfair.com](http://www.ysfair.com) click ENTER THE FAIR.
- **Online Entries close on May 27, 2022.**
- No late entries will be accepted.

## Rules:

- Open to Yuba and Sutter 4-H exhibitors only.
- American System of Judging will take place.
- All Exhibitors must be enrolled in a Yuba-Sutter 4-H Archery Group.
- Any bow that does not violate the conventional meaning of the term in target archery maybe used in 4-H Archery events.
- Recurve Bows – Longbows or recurve bows of conventional design only maybe used in any recurve division of archery events.
- Compound Bows – Compound bows of any conventional design maybe used in compound bow division of archery events.
- Arrows – Arrows consist of a shaft with a head, nock, fletching and personal identification markings.
- Adequate Supply – Each archer must provide an adequate number of arrows to complete the required course of fire.
- Safety – Arrows must be sound and properly spined for the bow.
- Arrow – Only target or field points may be used in 4-H Archery events.
- Archery equipment to be used in a 4-H Archery event should be inspected by leaders prior to the event and in compliance with all 4-H rules.
- Practice Shooting – No practice shooting will be permitted on the day of the shoot except as specifically permitted and in specifically identified areas.
- Nocking Arrows – Arrows may be nocked only after the appropriate command to fire is given.
- Drawing Bows – Bows may be drawn only on the firing line.
- Time Limits – 4-Her's have a total of four (4) minutes to shoot six (6) arrows.
- Scoring – Targets will be scored by an official appointed by the Fair management.
- 4-Her's may not touch any arrows in the target until they have been officially scored.
- Scoring Values – From center of target outward, the scoring areas are 10,9,8,7,6,5, etc. depending on targets. Shots outside the scoring area are scored as misses. The number of X's shot by each archer will be recorded to be used in the event of a tie.
- Scoring Lines – The lines between scoring line receives the higher value score.
- Shaft Location – Point values will be determined by the location of the shaft as it rests in the target.
- Pass-throughs or Bounce-outs – Any shaft that fails to remain in the target will be scored based on the value of the lowest un-marked hole in the target face.
- Cross-fires – No 4-Her's will knowingly shoot at the wrong target. Arrows fired at the wrong target will be scored as misses (0's).

- Excessive shots – No 4-H'ers will knowingly shoot more than the required number of arrows at their own target. Excess arrows shot will result in the deduction of the highest value arrows on the target until the appropriate number is reached. In addition, a one-point penalty will be deducted for each excess arrow shot.
- Dropped or Misfired Arrows – Arrows falling beyond the reach of the 4-H'ers or the extended bow will be considered shot. The official may determine that a replacement arrow be shot.
- Shooter Position – 4-H'ers must remain more than one arm-length away from the target and their shafts until scoring is complete and the official scorer has cleared them. To pull their shafts.
- Initialing the Score Card – 4-H'ers and the scorer shall initial each score card to affirm agreement with the score awarded. Any dispute in the scoring must be settled by the official immediately. Once score cards have been signed, no appeal is permitted. All scores will be agreed upon and totals shall match before the 4-H'ers touch or remove any arrows from the target face. In the event of a disputed call, the official will determine the appropriate score. All 4-H'ers will initial their scorecards before leaving the scoring area.
- Tie Breaking Procedure - In the event there is a tie the following tie-breaking procedure will be followed. Ties will be decided by counting the greatest number of X's, then 10's, then 9's, etc. scored in the round by each tied individual.
- Replacement of Equipment – A leader may provide replacement or additional equipment as needed after obtaining permission from the official.
- Leaders must conduct themselves in a quiet, supportive and cooperative manner at all times. Leaders that violate rules, distract other 4-H'ers or appear to distract their own 4-H'ers will be given 1 verbal warning. If a second warning has to be given, that leader will be pulled and will be moved behind the spectator line. If the leader is still disruptive, he or she will be removed from the range.
- Only designated scorers are allowed down range. Leaders and parents are not allowed to go down range to the targets unless instructed by the official.

## DIVISION 901 – RECURVE BOW

### 10 YARDS

#### Class

- 1 Cloverleaf – Ages 9 - 10
- 2 Junior – Ages 11 - 13
- 3 Senior – Ages 14 – 19

### 15 YARDS

#### Class

- 4 Cloverleaf – Ages 9 - 10
- 5 Junior – Ages 11 - 13
- 6 Senior – Ages 14 – 19

### 20 YARDS

#### Class

- 7 Cloverleaf – Ages 9 - 10
- 8 Junior – Ages 11 – 13
- 9 Senior – Ages 14 – 19

## **DIVISION 902 – COMPOUND BOW WITHOUT SIGHTS**

### **10 YARDS**

#### **Class**

- 1 Cloverleaf – Ages **9 - 10**
- 2 Junior – Ages **11 - 13**
- 3 Senior – Ages **14 - 19**

### **15 YARDS**

#### **Class**

- 4 Cloverleaf – Ages **9 - 10**
- 5 Junior – Ages **11 - 13**
- 6 Senior – Ages **14 - 19**

### **20 YARDS**

#### **Class**

- 7 Cloverleaf – Ages **9 - 10**
- 8 Junior – Ages **11 - 13**
- 9 Senior – Ages **14 - 19**

## **DIVISION 903 – COMPOUND BOW WITH SIGHTS**

### **10 YARDS**

#### **Class**

- 1 Cloverleaf – Ages **9 - 10**
- 2 Junior – Ages **11 - 13**
- 3 Senior – Ages **14 - 19**

### **15 YARDS**

#### **Class**

- 4 Cloverleaf – Ages **9 - 10**
- 5 Junior – Ages **11 - 13**
- 6 Senior – Ages **14 - 19**

### **20 YARDS**

#### **Class**

- 7 Cloverleaf – Ages **9 - 10**
- 8 Junior – Ages **11 - 13**
- 9 Senior – Ages **14 - 19**