

2025 Michigan 4-H Shooting Sports State Tournament

3-D Archery Event Rules

PLEASE BE SURE TO REVIEW "GENERAL INFORMATION" PAGES FOR GENERAL TOURNAMENT RULES. CONTACT YOUR COUNTY 4-H OFFICE IF YOU DO NOT HAVE A COPY OF THIS INFORMATION.

Barebow Divisions – for contestants with bows WITHOUT sights or BOWMARKS and shooting with fingers (NO mechanical release aid, may ONLY use a glove, tab, or bare fingers. Just a bow, an arrow, and fingers). Examples of bows: Compound, Long, or Recurve.

Sighted Divisions – for contestants shooting a bow WITH sights and shooting with fingers (NO mechanical release aid, may ONLY use a glove, tab, or bare fingers). Examples of bows: Compound, Long, Recurve, or Olympic recurve.

Bowhunter Divisions – for contestants shooting a compound bow WITH a fixed sight (single or multi pins) which CAN NOT be adjusted once scoring begins (sight adjustments are ONLY allowed during the practice end) AND using a mechanical release aid.

Freestyle Divisions – for contestants shooting a compound bow WITH adjustable sights that CAN be adjusted even after scoring has begun AND using a mechanical release aid.

*Automatic, hydraulic, or resistance-activated releases are prohibited from this tournament. These include but are not limited to back tension releases and other releases that incorporate a safety that resembles a trigger but does not function as a trigger to manually release the string. ANY COMPETITOR USING SUCH A DEVICE WILL BE DISQUALIFIED AND REMOVED FROM THE COMPETITION IMMEDIATELY. Examples of resistance types of releases include **but are not limited to the Carter Attraction, Revolution, Evolution, Squeeze Me or Back Strap.**

Number of Individual Entrants Per County: Each county is eligible to enter a maximum of 16 contestants.

Number of Team Entrants Per County: Each county may enter four teams (made up of 4 contestants).

Teams may be composed of shooters of any age from the same division. In addition, teams *may be* comprised of shooters from different divisions, but the team will be entered into a division based on the following 3-D Archery divisional hierarchy:

1. Freestyle division is the highest in the hierarchy, then;
2. Bowhunter division, then;
3. Sighted division, then;
4. Barebow division.

Any team member competing in an *individual* division event that is highest in the hierarchy will determine the *team's* division for the TEAM scoring.

For example: A four-member team is made up of 3 contestants competing in an unsighted, individual event and 1 contestant is competing as an individual in an open division event. Even though there's only one open shooter on that team, any member competing as an individual in the division highest in the hierarchy determines his/her team's division. In this example, this four-member team must compete as an OPEN division team.

Age Division Determination: Age on January 1st year of the tournament

Event Divisions

Barebow Divisions

Compound, Long, or Recurve bows WITHOUT sights or bowmarks and fingers only. Tape will be placed on the riser/handle by the state tournament check-in staff to prevent bowmarks from being used.

Beg. Barebow	Ages 9-11
Jr. Barebow	Ages 12-14
Sr. Barebow	Ages 15-19

Sighted Divisions

Compound, Long, Recurve, or Olympic recurve bows WITH sights or bowmarks and shooting with fingers.

Beg. Sighted	Ages 9-11
Jr. Sighted	Ages 12-14
Sr. Sighted	Ages 15-19

Bowhunter Divisions

Compound bow WITH a fixed sight (single or multi pins) which CAN NOT be adjusted once scoring begins and shooting with a mechanical release aid.

Beg. Bowhunter	Ages 9-11
Jr. Bowhunter	Ages 12-14
Sr. Bowhunter	Ages 15-19

Freestyle Divisions

Compound bow WITH adjustable sights and shooting with a mechanical release aid.

Beg. Freestyle	Ages 9-11
Jr. Freestyle	Ages 12-14
Sr. Freestyle	Ages 15-19

Equipment

All contestants will use their own archery equipment and nine arrows or more. Bows must be enclosed in a case while being transported. All equipment will be inspected by the range officer prior to the competition. Equipment will be used and handled only on the range.

If changing equipment becomes necessary and an archer must use equipment, which has not been inspected by the range officer, it is the archer's responsibility to have that equipment inspected by a range officer before using it.

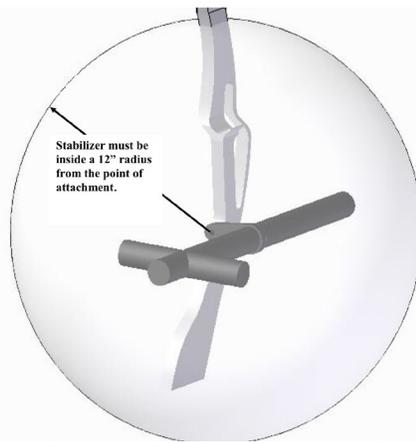
Equipment not mentioned or covered is **not allowed** in the competition without prior approval of the 4-H State Shooting Sports Board and/or appropriate event coordinator. Any equipment for which approval is requested must be placed before the committee for approval **prior** to the competition.

1. Mandatory equipment

- **Hip quivers** are mandatory. Hip Quivers are to be worn and used to store, transport, and hold arrows. (Bow or limb-mounted quivers that are normally used during hunting season are permitted to be left on the bow. But are NOT to be used to hold arrows during the tournament)
- **Arm guards** are mandatory and must be worn on the contestant's bow arm (forearm) below the elbow.

2. The following are permitted in ANY DIVISION.

- **Accessories** may include finger protection, dress shields, a bow sling, tassels, and foot markers (not protruding more than one centimeter). Release aids are permitted only in Bowhunter and Freestyle Divisions. **Release aids must be operated manually by depressing a trigger with a finger or thumb.** All release aids MUST function and perform as they were intended to by the manufacturer. Modified or homemade releases will NOT BE PERMITTED. ALL release aids must pass equipment inspection before the tournament begins.
- **Arrow rests** may be adjustable, and any moveable pressure button, pressure point or arrow plate and draw check indicator may be used on the bow provided they are not electronic and do not offer any additional aid in aiming.
- **Arrows** may be of any type, provided they subscribe to the accepted principle and meaning of the word "arrow" as used in target archery, and that arrows do not cause undue damage to target faces and buttresses. An arrow consists of a nock, shaft, and arrowhead (point) with fletching, and if desired, cresting. Only target points or bullet-shaped points are permitted. Each archer's arrow must be marked or identifiable. Wooden arrows will not be used in compound bows.
- **Commercially produced 3-D Target Reference Cards** are allowed; homemade cards are **PROHIBITED** (See examples)
- **Bows** may be recurve, long or compound. Overdraws are allowed except the arrow tip must extend to beyond the pivot point of the bow grip at full draw. The maximum draw weight allowed in any archery division is 60 lbs.
- **Bow strings** may have any number of strands and a serving with a nocking point (1 or 2 locators).
- **Stabilizers** are permitted provided they do not serve as a string guide, touch anything but the bow, or present any obstacle to other archers on the shooting line. The term stabilizer shall also include counterbalancing weights.
 - a. In 3-D archery events, when shooting Barebow, Sighted, or Bowhunter divisions, only one stabilizer may be used. The stabilizer shall be no more than 12 inches long and extend no more than 12 inches from the point of attachment to the riser of the bow.
 - b. The picture below shows an example of an allowed 3-D archery stabilizer.



c. In 3-D archery events, when shooting the Freestyle division, there are NO stabilizer length limits or the number of stabilizers (ex. One front bar and a single back bar or v bars).

3. The following are allowed **ONLY IN THE SIGHTED DIVISIONS** of this Tournament:

- **Bow sights** may be attached to the bow for the purpose of aiming (windage and elevation), but must **NOT incorporate a prism, lens, magnifying, or electronic devices. No laser or beam sights are allowed.** Clarifiers or verifiers in the peep are not considered magnification and are permitted.
- **Bowmarks** are a single mark made on the bow for the purpose of aiming and are considered to be sights. Such a mark may be made in pencil, tape, or any other suitable marking material. A plate or tape with distance marking may be mounted on the bow as a guide for marking but must not in any way offer any additional aid.
- **Peeps and buttons** not exceeding 1 centimeter in diameter may be used.

4. **Prohibited equipment:**

- **Field glasses, spotting scopes, telescopes,** and other visual aids may NOT be used for spotting arrows. Prescription glasses, sunglasses, or shooting spectacles, provided they are fitted with the same lenses normally used by the archer, may be worn. None may be fitted with micro hole lenses, or glasses, nor marked in any way to assist in aiming.
 - **EXCEPTION: Binoculars are Allowed** for this 3-D tournament. They must be of the handheld variety AND must not contain any recital markings or illumination or electronics built in that would aid in judging distance. Binoculars MUST be inspected during equipment check-in.
- **Range finders** are not allowed in any division.
- **Automatic, hydraulic, or resistance-activated releases are prohibited** from this tournament. These include but are not limited to back tension releases and other releases that incorporate a safety that resembles a trigger but does not function as a trigger to manually release the string. **ANY COMPETITOR USING SUCH A DEVICE WILL BE DISQUALIFIED AND REMOVED FROM THE COMPETITION IMMEDIATELY.** Examples of resistance types of releases include but are not limited to the Carter Attraction, Revolution, Evolution, Squeeze Me, or Back Strap.

Bows and arrows shall remain cased until permission is given by the Range Officer(s). NO cell phones are allowed on the 3-D course except for Range Officer(s) and scorers. Participants failing to obey this rule will be disqualified.

Course of Fire

1. Participants will travel along a 30-station 3-D course at the tournament site in a relay for four archers (no more than two from the same county). An adult designated by the tournament staff will accompany the relay and will call and score arrows at each target. **ABSOLUTELY NO SPECTATORS WILL BE ALLOWED ON THE 3-D COURSE.**
2. Participants will shoot at near full-size silhouette animal targets at various **UNKNOWN** distances of no more than 15 yards for Beginners; no more than 20 yards for Juniors; and no more than 25 yards for Seniors. Each archer will shoot one arrow at each of the 30 targets. Once you step up to the shooting stake, you will have 30 seconds to shoot your arrow while touching the stake with any part of your body. Stakes are NOT to be moved or pushed over, doing so will result in NO SCORE for that target.
3. Binoculars may be used at the stake to see the scoring rings on the 3-D target PRIOR to shooting. For the sake of time and consideration for your shooting group, there will be NO glassing the target after taking your shot. The ability to “judge distances” is an essential skill for this UNKNOWN distance 3-D tournament; **therefore, range finders or any other such equipment that would aid in judging distances is PROHIBITED.** The use of binoculars is to aide in arrow placement on the target before nocking and shooting your arrow. For the archer’s safety, **binoculars are NOT to be worn around the neck of the**

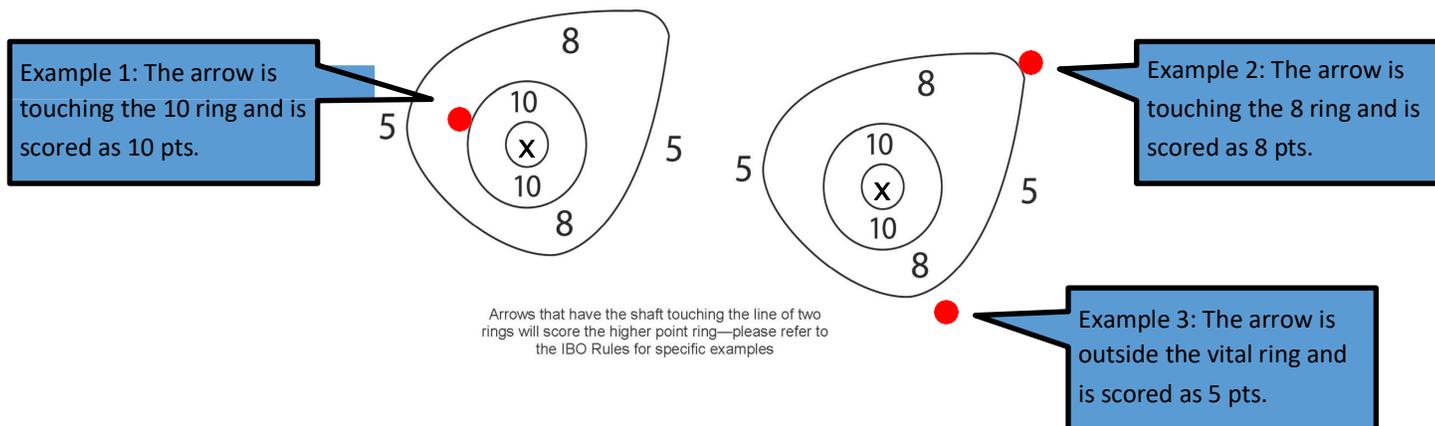
archer. When not being used, they **MUST** be stowed in a case, pouch, or other manner that keeps the binoculars and neck strap out of the path of the bow string during the shot process. (Ex. A case work on the archer's belt)

4. Bows **MUST ONLY** be drawn in the downrange portion and **SHALL NEVER** be elevated above the level of the target (NO SKY DRAWING). Once at a shooting position, each participant may adjust their bow accordingly.
5. Scoring will be based on the 10-point and 8-point scoring rings in the vital area (lung, liver, double-lung). Any arrow in the inner scoring ring (including the smaller center ring) counts as 10 points, any arrow in the larger scoring ring in the vital area counts as 8 points, and any arrow anywhere else on the target counts as 5 points. Arrows completely missing the target will be scored as 0 points. If any arrow is clearly touching a vital area scoring ring, it will be scored at the higher value (see examples).
6. Scorekeepers will make the final calls on arrow scoring and mark scorecards in ink. All participants in a relay group must agree with the final score and sign the scorecard. Unsigned scorecards will **NOT** be accepted. Once the scorecards are signed, **ALL SCORES ARE FINAL!**
7. Arrows may be retrieved only after the group has finished shooting and the target has been scored. Archers will have a maximum of 5 minutes to look for and retrieve lost arrows. The adult accompanying the group will remain at the target until all the arrows have been retrieved and ALL archers are clear of the target area. The next group to shoot the target will stand clear of the shooting stakes until the target and shooting lane is clear and the group ahead of them has moved on.
8. Exceptions to the above rules may be made at the discretion of the Range Officer(s) for such reasons as equipment breakdowns, or variations in conditions of the 3-D course at the tournament site due to weather conditions or other circumstances.

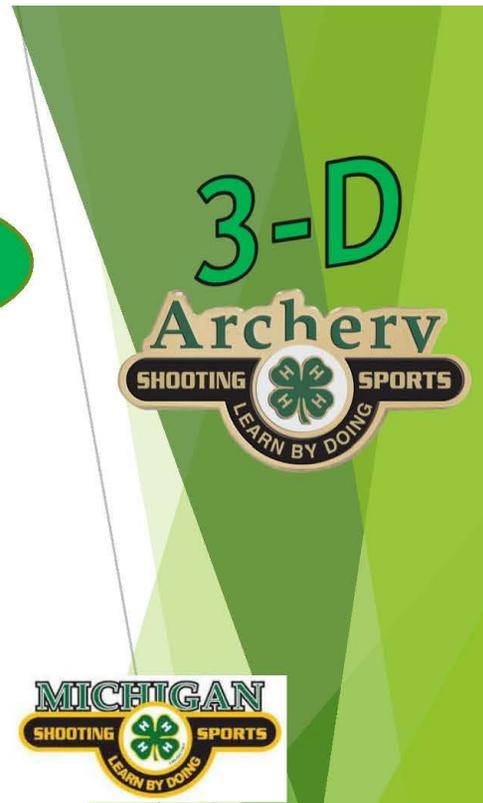
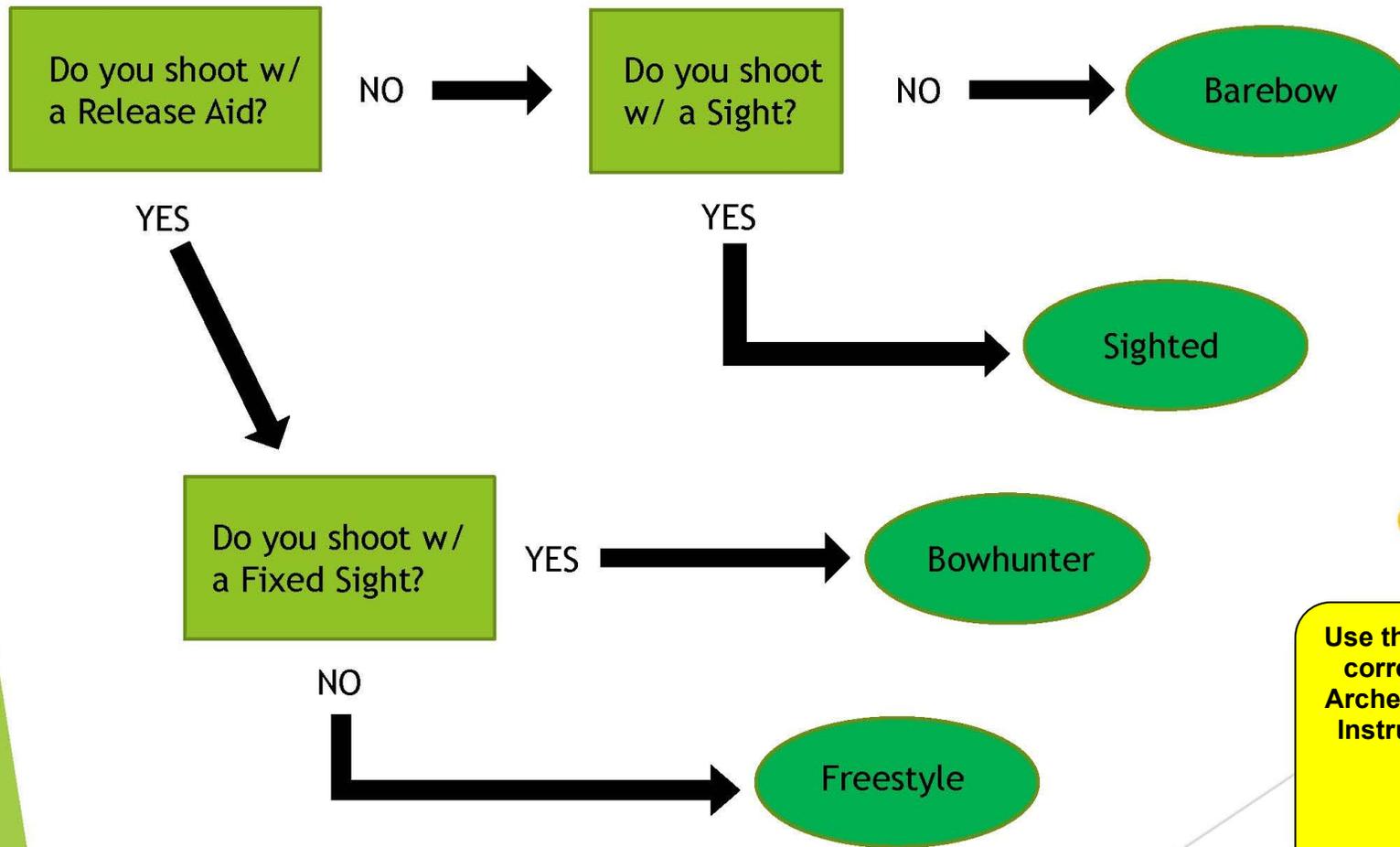
EXAMPLES OF 3-D TARGET REFERENCE CARDS



EXAMPLES OF TARGET SCORING



What 3-D Division do you shoot?



Use this flow chart for selecting the correct shooting division for 3-D Archery only. See your 4-H Archery Instructor for further clarification.