

MIDWEST OPEN INDOOR ARCHERY TOURNAMENT INC.

2023 MIDWEST OPEN PRO/AM OFFICIAL RULES & REGULATIONS

General Rules

Changing Classes: No changing from one class to another after 12PM (Noon), December 13th, 2023 (CST).

Cancellation Policy: All registrations are subject to a 20% cancellation fee. All cancellation requests must be received in writing before midnight December 1st, 2023 (C.S.T). A \$25 late fee will go into effect after November 30th, 2023. Cancellations after December 1st, 2023 will forfeit registration fee. No refunds for inclement weather during the advertised days of the event.

Payout: NFAA payback schedule is used for payouts in the Championship Classes & Pro Class.

Mandatory: Archers must complete a W-9 form should your total tournament earnings exceed \$600.00 in cash prize money.

Age Class: An archer's age will be determined by their actual birth date and their physical age as of the Friday of the competition.

Championship Division: The Midwest Open reserves the right at any time to assign a registered archer to a higher competition division based on knowledge of the competitor's prior archery experience in other archery competitions, or the individual's established competition level in another organizations. If, for example, a competitor shooting in the Midwest Open for the first time feels they are entitled to compete in the trophy division, but their previous archery experience confirms they are not an amateur, then the Midwest Open reserves the right to require that competitor to compete in the Championship Division. In the case of a protest during the Midwest Open competition based on evidence of prior archery experience, your score is subject to disqualification for awards and cash prizes. Only archers 15 and older will be eligible for cash prizes.

Pro Class: Any archer who competes using a bow & arrow as a professional in other nationally sanctioned indoor events must compete in the Championship or Pro Class. Any archer who receives manufacture sponsor support that exceeds \$2,000.00 per year in cash, products, or services is required to compete in the Championship or Pro Class.

Score Card: Double Scoring will be used with minimum of (3) shooters per bale. Each group will appoint 2 score keepers, one for the official score and one for the un-official score, also a target captain will be appointed who will call arrows. Shooters who disagree with the target captain's call may ask for a line judge to call the disputed arrow. Arrows and target face may NOT be touched until all arrows on the bale are (Scored, Agreed Upon & Recorded.) Scorecards must be signed as correct by the shooter and both scorers. NOTE: Scorecards must be turned in no later than 1 HOUR after the end of the round (and/or) prior to posting that day's competition scores. Failure to do this may result a Zero for your score. Electronic scoring may be used as the un-official score. If it fails during the round, a second paper scorecard must be used for the remainder of the round.

Rounds:

1. All archers will shoot one 360 round on the First Day of competition that will consist of twelve ends; 5 arrows per end with archer's choice of the NFAA Official Blue-White 5 spot target face White (6, 5 points), Blue (4 points), scoring rings, or the 40 cm single spot target face, (6-5-4-3-2-1) scoring rings, with "X" scoring as highest value points. After the sixth end of competition, target faces are changed from bottom to top or vice versa.

2. All archers will shoot one 330 round on the Second Day of competition that will consist of ten ends; 3 arrows per end with archer's choice of the NFAA Official Vegas 3 spot 40 cm target face, Gold /Red/Blue, Gold (11, 10, 9 points), Red (8, 7 points), Blue (6 points) scoring rings, or the 40 cm Vegas single spot target face with (11-10-9-8-7-6-5-4-3-2-1) scoring rings, with "X" scoring as highest value points. After the fifth end of competition, target faces are changed from bottom to top or vice versa.

3. Archer's may hang a new target face at any time during the competition scoring round and may change the type of target face during a scoring round.

Distance: Archers will compete at 20 yards, with the exception of the Cub Division (less than 12 years of age as of the first day of the event) that will compete at 10 yards.

Sky Drawing: For safety purposes if, in the opinion of the Judge, an archer is using a technique to draw back the string which could allow the arrow, if accidentally released, to fly beyond the safety zone (overshoot area, net, wall etc.), the archer must be advised to change his/her technique.

Equipment Failure: In the event of equipment failure, step back from the shooting line and raise your bow above your head. An equipment failure does not need to be visible. A judge will come to your assistance and document the time on both score cards, you will give your official score card to the judge. The judge will give your official score card back to you when you return to the line. The archer will have 15 minutes repair time without holding up the tournament. One practice end will be allowed at your target assignment. The archer shall be allowed to shoot any arrows missed during the 15 minute break down period. All make-up arrows will be shot at the end of the round.

Shooting Rules: 1. NFAA Official Blue-White 5 spot 360 round, each end (time period to shoot five arrows) shall be 4 minutes. 2. NFAA Official Vegas 3 Spot 330 round, each end (time period to shoot three arrows) shall be 2 minutes. 3. Maximum arrow shaft diameter allowed will be 0.422 inches, with a point diameter not to exceed 0.425 inches. 4. If the arrow wrap, nock, or nock adapter exceeds 0.422 inches and are embedded in the scoring area, the arrow shall NOT be scored and will be reshot. 5. An archer shooting before or after the whistle signaling a 4-minute or 2-minute end will lose their highest scoring arrow or arrows equaling the number of errant arrows shot. 6. When using the NFAA Official 5 Spot target face, an archer may shoot the spots in any order; an archer can shoot multiple arrows in one spot on the NFAA Official 5 Spot target face. 7. When using the NFAA Official Vegas 3 Spot target face, an archer may shoot the spots in any order; an archer can shoot multiple arrows in one spot on the NFAA Official Vegas 3 Spot target face. 8. If an archer shoots less than five or three arrows in one end, he/she may shoot the remaining arrows if the omission is discovered before the end is officially completed; otherwise, they will be scored as misses. 9. An archer who purposely disfigures a target face to improve aiming or for any other reason, is subject to disqualification. Arrow holes may be repaired, provided there is no delay to the round. 10. Any archer conducting themselves in an unsportsmanlike manner will be IMMEDIATELY DISQUALIFIED and asked to leave the premises. 11. Archers must always use their equipment in a safe manner.

Scoring Rules: 1. A judge will make all decisions on scoring questionable arrows; their decisions are final. 2. All arrows must remain in the target, untouched, until scoring is completed & recorded. 3. Any archer deliberately touching any questionable arrow or any part of the target assembly (including other arrows, faces, pins, mat or stand) may result in the questionable arrow being scored in the lower scoring area. 4. Arrows must touch the line to be in the next highest scoring area. If the dividing line is not intact or if it is displaced by an arrow in the area in question, try to visualize the imaginary circumference of the original circle and score as if it were there. 5. Any arrow that passes beyond the shooting line a distance greater than 10 feet as measured to the closest part of the arrow, will be considered a shot arrow. See line on the floor. 6. If an arrow is embedded in the target beyond the nock and (if a judge cannot determine the value of that arrow), it will be considered a pass through, and will be re-shot. **NO ARROWS WILL BE PUSHED BACK.** 7. Bounce Outs witnessed or verified by a Judge will be allowed to be re-shot. 8. If an archer shoots more arrows than is permitted in the allotted time, then, depending of the round being shot, the lowest three or five arrows will be scored and 1 point will be taken from the score for each arrow over the number allowed. 9. Each competitor must verify and sign his own scorecard; both scorers must also sign the scorecard. 10. When there is a difference on the two cards, the lowest score must be taken. 11. Parents or Adults are encouraged to assist the scores of the Cub Division, providing both score cards are not in their possession at the same time; this will help speed up the scoring process.

Dress Code: 1. All archers shall present him/herself in clean, neat attire and acceptable to public view. 2. Shorts and skirts should not be shorter than the midpoint the thigh. 3. The waist of the attire must not fall below the waistline. 4. The combination of shirt length and waistline of apparel shall always cover the midriff, including full draw. 5. Shirts must have short or long sleeves; tank tops are not allowed during competition. 6. Open toed shoes, flip flops or sandals are unacceptable while competing. 7. Archers removed from competition for dress code violation will not be eligible for refunds or entry fees in whole or part. 8. Archers removed from competition for dress code violation may not makeup arrows missed for score if they return to competition after meeting the dress code.

Freestyle: 1. Any type of sight and its written memorandum may be used. 2. Any release aid may be used provided it is hand operated and supports the draw weight of the bow and is not attached to the bow other than the bowstring. In the case of physical disability of the arms or hands, a chew strap may be used in place of fingers or release aids. 3. The rear stabilizer shall not touch any part of the body.

Freestyle Limited: 1. Any type of sight and its written memorandum may be used. 2. Release aids shall be limited to gloves, tabs and fingers. In the case of physical disability of the arms or hands, a chew strap may be used in place of fingers. 3. The rear stabilizer shall not touch any part of the body.

Freestyle Bowhunter: 1. Fixed reference points: Points of attachment shall not be considered reference points. A line running vertically from its top attachment in the pin guard to its bottom attachment in the pin guard would be legal. 2. Sighting reference points, string peep (with or without a lens) and/or kisser button may not be moved during a round. 3. Scopes, clickers and draw checks are not allowed. A round or oval housing around the points of reference is not considered a scope as long as no lens is used. 4. No additional pin guard may be used. A sight pin consisting of housing with a hole through it, that does not contain a fixed reference point within the hole, is not allowed. 5. Release aids will be permitted. In the case of physical disability of the arms or hands, a chew strap may be used in place of fingers or release aids. 6. A pin guard mounted on the sight, and a level mounted anywhere will be legal in this style of

shooting, provided that there are no additional marks or blemishes on either of these items that could be used for sighting. 7. A string of suitable material with a center serving and end servings of the same or different color than the string may be used. One consistent nocking point only is permitted. Nocking point locators shall not extend more than ½ inch above or below the arrow nock when at full draw. Brush buttons and string silencers properly attached will be legal. 8. One anchor point only is permitted. 9. All arrows shall be identical in size, length, weight, and fletching with allowances for wear and tear. 10. Brush buttons, string silencer, positioned no closer than midway between the nocking point and where the string touches the wheel/cam, and bow quiver installed on the opposite side of the sight window, with no part of the quiver or attachments visible in the sight window are legal. One straight front stabilizer, coupling device included if used, which cannot exceed 12 inches at any time, as measured from the riser of the bow, V-bar, counterbalance and string dampeners may be used. 11. An archer will not be permitted to change the draw weight of the bow during a round. 12. During a round no adjustments may be made to the bow and its related equipment unless equipment failure is recognized.

Olympic Limited Recurve: 1. Any type of sight and its written memorandum may be used, providing the sighting mechanism has no magnification. Levels, string peep sights, marks, ties or string attachments to the string and electronic devices are not allowed. A kisser button may be used. 2. Release aids shall be limited to gloves, tabs and fingers. In the case of physical disability of the arms or hands, a chew strap may be used in place of fingers. 3. This style is limited to use of recurve bow or longbow.

Barebow Recurve: per World Archery equipment rules 1. A bow of any type provided it complies with the common meaning of the word bow as used in target archery, that is, an instrument consisting of a handle/riser and grip (no shoot-through type) and two flexible limbs each ending in a tip with a string nock. The bow is braced for use by a single string attached directly between the two string nocks, and in operation is held in one hand by its grip while the fingers of the other hand draw and release the string. The bow as described above shall be bare except for the arrow rest and free from protrusions, sights or sight marks, marks or blemishes or laminated pieces (within the bow window area) which could be of use in aiming. The unbraced bow complete with permitted accessories shall be capable of passing through a hole or ring with a 12.2cm inside diameter +/-0.5mm. 2. An arrow rest, which may be adjustable and have more than one vertical support, is permitted. An adjustable pressure button, pressure point or arrow plate may all be used on the bow provided they do not offer any additional aid in aiming. The pressure point may be placed no further back than 2cm (inside) from the pivot point of the grip. 3. Face and string walking are permitted. 4. No draw check device may be used. 5. Finger protection in the form of finger stalls or tips, gloves, or shooting tab or tape, to draw and release the string is permitted, provided they do not incorporate any device that shall assist the athlete to hold, draw and release the string. A separator between the fingers to prevent pinching the arrow may be used. An anchor plate or similar device attached to the finger protection (tab) for the purpose of anchoring is permitted. The stitching shall be uniform in size and colour. Marks or lines may be added directly to the tab or on a tape placed on the face of the tab. These marks shall be uniform in size, shape and color and may have up to two different lengths. Additional memoranda is not permitted. On the bow hand an ordinary glove, mitten or similar item may be worn but shall not be attached to the grip of the bow. In the case of physical disability of the arms or hands, a chew strap may be used in place of fingers.

Ties / Shoot off Rules: Winners will be determined by the highest total score from both days of competition. If a tie exists for 1st, 2nd, or 3rd place, in any class, there will be a shoot off. This will consist of one practice end followed by two scoring ends using NFAA Official Vegas 3 Spot or the 40 cm Vegas single spot target face. Scoring will consist of two ends; 3 arrows per end of normal scoring, for a possible score of 66. If a tie still exists, then the shoot off will continue with inside out scoring will be in effect. One end at a time will be shot until a winner is determined. Scoring will be single elimination (i.e. if 3 way tie for 1st place, shooters not matching the highest score will be eliminated). Competitors may NOT approach the target butts until arrows are scored by the officials. NOTE: No provisioning allowed for equipment failure during a shoot-off.

Protests: Any incident requiring immediate decision must be brought to the attention of a line judge. All protests must be submitted in writing to the DIRECTOR OF SHOOTING within one hour of the conclusion of the round where the incident occurred, accompanied by \$50 U.S. The Tournament Rules Committee will convene approximately 1 hour after the last scoring end of each day to decide the outcome of each protest. All decisions of the Tournament Rules Committee will be final.

Tournament Rules Committee: Will consist of 2 Judges, 2 Competitors, & 1 Board Member. None of these individuals can be part of the protested activity. The Tournament Rules Committee is there to ensure that the spirit of fairness in competition and the fair application of the rules. In this way it protects the competitor's rights as well as the Judges who have done the job responsibly.