

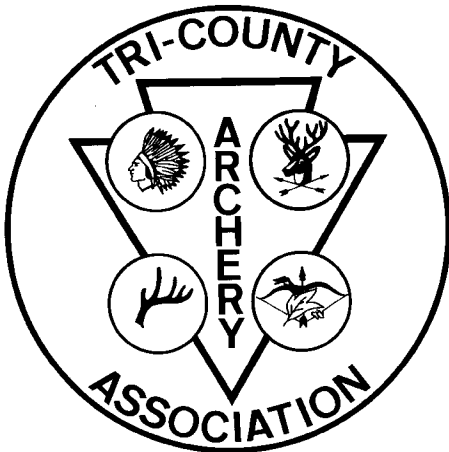
RULES AND REGULATIONS – MARCH 2016

LAST REVISED - 03/01/16

INDEX

SECTION

REGISTRATION.....	A
CLASS CARDS.....	B
DIVISIONS.....	C
SHOOTING RULES.....	D
STYLES OF COMPETITION.....	E
CLASS QUALIFICATION.....	F
CLASSES.....	G
SCORING RULES.....	H
AWARDS.....	I
TARGET YARDAGE REGULATIONS.....	J
TARGET SPECIFICATIONS.....	K



ORIGINAL LOGO 1979-1983



CURRENT LOGO 1984-PRESENT

A. REGISTRATION

1. REGISTRATION 7:30 AM. TO 10:00 AM, NO MULTIPLE REGISTRATION.
2. SCORE CARDS MUST BE TURNED IN AT REGISTRATION DESK BY 3:00 P.M.
3. SHOOTING FEES: ADULT = \$10.00, YOUNG ADULT AND YOUTH = \$5.00, CUB = FREE, FAMILY = \$25.00 MAXIMUM.

B. CLASS CARDS

1. A CLASS CARD IS REQUIRED TO COMPETE FOR AWARDS; HOWEVER A CLASS CARD IS NOT REQUIRED FOR NON-COMPETITIVE SHOOTING (NCC).
2. CLASS CARD FEE: \$3.00/YEAR (VALID FOR ONE YEAR FROM ISSUE DATE).
 - 2-1. ADDITIONAL CARDS (OTHER SHOOTING STYLES): \$3.00/YEAR.
3. LOST CLASS CARD REPLACEMENT FEE: \$3.00.
4. MUTILATED CLASS CARD REPLACED FREE UPON PRESENTATION OF OLD CARD AT REGISTRATION DESK.
5. CLASS CARDS FOR CUBS, YOUTHS AND YOUNG ADULTS SHALL INCLUDE BIRTH DATES.

C. DIVISIONS

1. ADULT

- 1-1. AGE 18 AND OLDER.
- 1-2. SHOOT ALL ADULT STAKES (EXCEPT TRADITIONAL)
- 1-3. TRADITIONAL SHOOT ADULT STAKES UP TO A MAXIMUM OF 50 YARDS.
EXAMPLE: ADULT = 60 YARDS TRAD = NO SHOT
" = 55 " = NO SHOT
" = 49 " = 3 ARROWS
" = 45 " = 1 ARROW

2. YOUNG ADULT (COMPETE IN ADULT DIVISION).

- 2-1. AGES 15 THROUGH 17 YEARS.
- 2-2. SHOOT ALL ADULT STAKES (EXCEPT TRADITIONAL).

3. YOUTH (COMPETE IN ADULT DIVISION).

- 3-1. AGES 12 THROUGH 14 YEARS
- 3-2. SHOOT ADULT STAKES UP TO A MAXIMUM OF 50 YARDS.
- 3-3. MAY SHOOT (2) TRIAL TOURNAMENTS TO ELECT TO SHOOT ALL ADULT STAKES. ONCE DECISION IS MADE, THE YOUTH MAY NOT RETURN TO SHOOTING 50 YARD MAXIMUM.
- 3-4. IF 3-3 APPLIES, THE YOUTH'S CLASS CARD MUST BE MARKED ADULT STAKES.

4. CUB

- 4-1. AGE 11 YEARS AND UNDER
- 4-2. SHOOT CUB STAKES.
- 4-3. MAY SHOOT (2) TRIAL TOURNAMENTS TO ELECT TO COMPETE IN THE YOUTH/ADULT DIVISION (SHOOTING YOUTH DISTANCES – MAXIMUM 50 YARDS). ONCE DECISION IS MADE, THE CUB MAY NOT RETURN TO SHOOTING THE CUB DIVISION.
- 4-4. MAY SHOOT (2) TRIAL TOURNAMENTS TO ELECT TO COMPETE IN THE ADULT DIVISION (SHOOTING ALL ADULT STAKES). ONCE DECISION IS MADE THE CUB MAY NOT RETURN TO THE YOUTH/ADULT OR CUB DIVISION.
- 4-5. IF 4-3 OR 4-4 ABOVE APPLIES, THE CUB'S CLASS CARD MUST BE MARKED YOUTH/ADULT STAKES OR ADULT STAKES.

D. SHOOTING RULES

1. GROUPS: ARCHERS SHALL SHOOT IN GROUPS OF NOT LESS THAN (2) OR MORE THAN (5) PARTICIPATING ADULTS/YOUTHS. IF THIS REQUIREMENT IS NOT MET, THE ARCHER'S SCORE IS NOT VALID FOR COMPETITION.
2. PRACTICE ON A RANGE TO BE USED IN TOURNAMENT COMPETITION THAT SAME DAY IS PROHIBITED.
3. ARCHERS MUST BE REGISTERED TO COMPETE IN A TOURNAMENT.
4. THE ARCHERS MUST TOE/STRADDLE AN IMAGINARY LINE (THAT IS PARALLEL TO THE TARGET FACE) INDICATED BY THE YARDAGE MARKER. TWO ARCHERS SHOULD SHOOT AT THE SAME TIME.
5. THE MAXIMUM TIME ALLOWED FOR HUNTING LOST ARROWS (WHEN ANOTHER GROUP IS WAITING TO SHOOT) IS 5 MINUTES. ALLOW GROUPS TO SHOOT THROUGH, IF YOUR GROUP SHOOTS SLOWER.
6. BANTAM ARCHERS AND ALL CHILDREN MUST HAVE ADULT SUPERVISION ON RANGES.
7. ALCOHOLIC BEVERAGES CARRIED OR CONSUMED ON ANY RANGE IS STRICTLY PROHIBITED.
8. EQUIPMENT FAILURE: THE ARCHER SHALL REPORT TO THE DESK CAPTAIN (AT THE REGISTRATION DESK) PRIOR TO EQUIPMENT REPAIR. THEN, AT THE DESK CAPTAIN'S DISCRETION, THE ARCHER MAY MAKE REPAIRS (MAXIMUM TIME 30 MINUTES) AND COMPLETE THE TOURNAMENT. THE ARCHER MUST SHOOT (4) ARROWS AT THE TARGET WHERE EQUIPMENT FAILED.
9. TOURNAMENT CANCELLATION: THE HOST CLUB SHALL DETERMINE (BY 9:00 AM.) THE FEASIBILITY OF SHOOTING DURING INCLEMENT WEATHER. IF INCLEMENT WEATHER OCCURS AFTER THE TOURNAMENT BEGINS, ARCHERS MUST COMPLETE 28 TARGETS TO POST OFFICIAL SCORES AND TO BE ELIGIBLE FOR AWARDS.
10. CONDUCT: AN ARCHER THAT HAS BEEN BARRED FROM A TRI-COUNTY ARCHERY ASSOCIATION MEMBER CLUB, FOR; UNSPORTSMANLIKE CONDUCT, LANGUAGE, OR CHEATING, SHALL BE BARRED FROM ALL TCAA CLUBS.
11. PROTESTS AND COMPLAINTS: SHALL BE REPORTED TO THE DESK CAPTAIN (AT THE REGISTRATION DESK) FOR RESOLUTION. IF THE PROBLEM CANNOT BE RESOLVED BY THE DESK CAPTAIN, THE DESK CAPTAIN SHALL THEN REPORT THE PROBLEM TO THE ASSOCIATION FOR RESOLUTION.

E. STYLES OF COMPETITION/REQUIREMENTS

1. FREESTYLE

- 1-1. GLOVE, TAB, FINGERS OR RELEASE AIDS PERMITTED.
- 1-2. ANY TYPE SIGHT AND STABILIZER CONFIGURATION PERMITTED.

2. FREESTYLE-CUB

- 2-1. GLOVE, TAB, FINGERS OR RELEASE AIDS PERMITTED.
- 2-2. ANY TYPE SIGHT AND STABILIZER CONFIGURATION PERMITTED.
- 2-3. COMPOUND, RECURVE AND LONGBOWS PERMITTED.

3. FREESTYLE BOWHUNTER

- 3-1. GLOVE, TAB, FINGERS OR RELEASE AIDS PERMITTED.
- 3-2. FIXED PIN (MAXIMUM 6 PINS), MOVEABLE PIN, OR CROSS-HAIR TYPE SIGHTS PERMITTED – NO LENS MAGNIFICATION ALLOWED.
- 3-3. LEVEL, PEEP AND/OR KISSER BUTTON PERMITTED.
- 3-4. BOW: 35-POUND MINIMUM
- 3-5. STABILIZER: 12-INCHES MAXIMUM (MEASURED FROM THE FRONT OF THE RISER) – V-BARS PERMITTED.

4. BAREBOW

- 4-1. GLOVE, TAB, OR FINGERS PERMITTED, NO RELEASE AIDS ALLOWED.
 - 7-1a. STRING WALKING PERMITTED, BUT NO MARKS ON TAB.
- 4-2. SIGHT, PEEP, KISSER BUTTON, AND MARKS ON BOW OR STRING NOT ALLOWED.
- 4-3. STABILIZERS (ANY TYPE) AND LEVELS PERMITTED.
- 4-4. COMPOUND, RECURVE AND LONGBOWS PERMITTED.

5. BAREBOW-CUB

- 5-1. GLOVE, TAB, OR FINGERS PERMITTED, NO RELEASE AIDS ALLOWED.
 - 8-1a. STRING WALKING PERMITTED, BUT NO MARKS ON TAB.
- 5-2. SIGHT, PEEP, KISSER BUTTON, AND MARKS ON BOW OR STRING NOT ALLOWED.
- 5-3. STABILIZERS (ANY TYPE) AND LEVELS PERMITTED.
- 5-4. COMPOUND, RECURVE AND LONGBOWS PERMITTED.

6. TRADITIONAL

- 6-1. RECURVE OR LONGBOW ONLY.
- 6-2. GLOVE, TAB, OR FINGERS PERMITTED, NO RELEASE AIDS ALLOWED.
 - 6-1a. STRING WALKING AND MARKS ON TAB NOT ALLOWED.
 - 6-1b. ONE ANCHOR POINT ONLY, SPLIT FINGERS OR THREE FINGERS UNDER (BUT NOT BOTH) AND INDEX FINGER MUST BE AGAINST THE NOCK.
- 6-3. SIGHT, PEEP, KISSER BUTTON, AND MARKS ON BOW OR STRING NOT ALLOWED.
- 6-4. STABILIZER AND/OR COUNTER BALANCE NOT ALLOWED.

F. CLASS QUALIFICATION

1. NEW ARCHERS SHALL BE CLASSIFIED AFTER COMPLETION OF (2) TOURNAMENTS. PRIOR TO CLASSIFICATION, THE ARCHER SHALL COMPETE IN THE MASTER CLASS FOR HIS/HER STYLE OF SHOOTING.
2. AN ARCHER WHO HAS BEEN INACTIVE FOR A PERIOD OF (2) OR MORE YEARS, MUST RE-ESTABLISH HIS/HER SHOOTING CLASS AS DEFINED IN ITEM 1 ABOVE.
3. IF AN ARCHER HAS A LEGITIMATE REASON TO RECLASSIFY, IT MUST BE PRESENTED TO THE TCAA EXECUTIVE BOARD FOR REVIEW. UPON APPROVAL, THE ARCHER SHALL BE RECLASSIFIED AS DEFINED IN ITEM 1 ABOVE. A NEW CLASS CARD IS REQUIRED FOR RECLASSIFICATION.
4. ARCHERS SHALL PROGRESS IN CLASS **AFTER** SHOOTING (2) SCORES IN A HIGHER CLASS.
 - 4-1. SCORES HIGHER THAN AN ARCHER'S PRESENT CLASS SHALL BE CIRCLED (BY THE DESK CAPTAIN AT THE REGISTRATION DESK) ON THE CLASS CARD.
 - 4-2. PROGRESSION INTO THE GRANDMASTER AND MASTER CLASSES REQUIRE THE SIGNATURES OF THE ARCHER AND (1) MEMBER OF THE GROUP, THE DATE AND THE CLUB SHALL ALSO BE RECORDED (BY THE DESK CAPTAIN) ON THE BACK OF SCORE CARD.
 - 4-2a. EACH CLUB IS RESPONSIBLE FOR FORWARDING THE SCORE CARD TO THE TCAA AWARDS CHAIRMAN.

**G. STYLES AND CLASSES
(OUTDOOR ROUND)**

1. <u>FREESTYLE</u>	GRANDMASTER.....600 – UP MASTER.....525 – 559 A.....0 – 524 CUB.....0 – 560
2. <u>FS BOWHUNTER</u>	MASTER.....525 – 560 A.....0 – 524
3. <u>BAREBOW</u>	MASTER.....400 – 560 A.....0 – 399 CUB.....0 – 560
4. <u>TRADITIONAL</u>	MASTER.....300 – 560 A.....0 – 299

(INDOOR ROUND) BRACKET SCORING SYSTEM (NO STYLES OR AGES)

NFAA (BLUE) TARGET FITA (MULTICOLOR) TARGET

<i>INA</i>	300	590 – 600
<i>INB</i>	290 – 299	570 – 589
<i>INC</i>	280 – 289	550 – 569
<i>IND</i>	270 – 279	530 – 549
<i>INE</i>	260 – 269	510 – 529
<i>INF</i>	250 – 259	400 – 509
<i>ING</i>	200 – 249	300 – 399
<i>INH</i>	100 – 199	200 – 299
<i>INI</i>	0 – 99	0 – 199

FIRST SCORE CLASSIFIES ARCHER, THEN TWO SCORES ARE REQUIRED TO ADVANCE TO A HIGHER BRACKET.

ONCE CLASSIFIED, AN ARCHER MUST SHOOT A PAR SCORE (OR HIGHER, FOR THAT BRACKET) TO QUALIFY FOR AN AWARD.

X-COUNT SHALL BREAK TIES

AWARDS SHALL BE PRESENTED IN ACCORDANCE WITH THE TCAA RULES AND REGULATIONS (LATEST REVISION).

H. GENERAL SCORING RULES

1. AN ARROW TRAVELING MORE THAN 15 FEET (5 PACES) FROM THE SHOOTING MARKER IS CONSIDERED SHOT, AND MAY NOT BE RE-SHOT.
2. OFF-GROUND SKIDS OR GLANCES INTO THE TARGET, SHALL NOT BE COUNTED OR RE-SHOT; HOWEVER, ARROWS STRIKING OBJECTS (TREE LIMBS, TWIGS, ETC.) OVER THE SHOOTING LANE MAY BE RE-SHOT.
3. WITNESSED BOUNCE-OUTS, BELIEVED TO HAVE HIT THE TARGET IN THE SCORING AREA, SHALL BE RE-SHOT.
4. PASS-THROUGH ARROW(S) IF STILL IN THE BALE, MAY BE PUSHED BACK (NOCK END) THROUGH THE TARGET; IF NOT POSSIBLE, THE ARROW(S) MUST BE SHOT OVER.
5. AN ARCHER WHO SHOOTS IN EXCESS OF (4) ARROWS AT THE TARGET, SHALL LOSE THE ARROW(S) OF HIGHER VALUE. AN ARCHER WHO SHOOTS LESS THAN (4) ARROWS AT THE TARGET, MAY NOT MAKE UP OMITTED SHOT(S) AFTER APPROACHING THE TARGET.
6. ALL ARROWS MUST REMAIN IN TARGET UNTIL ALL ARROWS ARE SCORED. THE SCORE OF DOUBTFUL ARROWS MUST BE DETERMINED PRIOR TO PULLING ANY ARROW(S) FROM THE TARGET. IF ARROW(S) ARE PULLED PRIOR TO SCORING, QUESTIONABLE ARROW(S) ARE SCORED AT THE LOWER VALUE.
7. ARROWS IN THE OVAL (VITAL) AREA, SCORE "5" POINTS. ARROWS IN THE OUTER (WOUND) AREA, SCORE "3" POINTS. ARROWS IN THE SPOT, COUNT AS TIE BREAKERS. ARROWS THAT TOUCH SCORING LINES, COUNT AS THE HIGHER VALUE. LEGS, EARS, TAILS, ANTLERS, ETC....ARE OUT OF THE SCORING AREA.
8. TIE SCORES - REGULAR SUNDAY TOURNAMENTS
 - 8-1. SPOT COUNT SHALL BE USED AS A TIE BREAKER, IF A TIE STILL EXISTS, AWARDS SHALL BE PRESENTED TO (ALL) TIED ARCHERS.
EXCEPTION: GRANDMASTERS TOTAL SCORE SHALL DETERMINE TIES.
9. TIE SCORES - CHAMPIONSHIP TOURNAMENTS
 - 9-1. SPOT COUNT SHALL BE USED AS A TIE BREAKER, IF A TIE STILL EXISTS, THE TIE SHALL BE SHOT OFF AT THE END OF THE TOURNAMENT. THE FIRST THREE TARGETS ON THE RANGE SHALL BE USED FOR THIS SHOOT-OFF. IF A TIE STILL EXISTS, THEN THE "SUDDEN DEATH" METHOD SHALL BE USED ON EACH SUCCESSIVE TARGET. IF ONE OF THE TIED ARCHERS LEAVES PRIOR TO THE SHOOT-OFF, THE ARCHER REMAINING SHALL RECEIVE THE AWARD.

I. AWARDS

1. GRANDMASTER (FREESTYLE ONLY)

1-1. A MINIMUM SCORE OF 600 IS REQUIRED TO QUALIFY FOR AWARDS.

1-2. AWARDS PER NUMBER OF SHOOTERS;

- (1) SHOOTER..... NO AWARD
- (2) SHOOTERS..... 1ST: HEAD PIN (SEE ITEM 6).
PLAQUE TAG OR ARROW BAR
AND FREE PASS.
2ND: PLAQUE TAG OR ARROW BAR
- (3) OR MORE SHOOTERS..... 1ST: HEAD PIN (SEE ITEM 6).
PLAQUE TAG OR ARROW BAR
AND FREE PASS.
2ND: PLAQUE TAG OR ARROW BAR.
3RD: PLAQUE TAG OR ARROW BAR.

2. MASTER (ALL STYLES)

2-1. A MINIMUM SCORE OF 525 (FS & FSBH), 400 (BB) AND 300 (TRAD) IS REQUIRED TO QUALIFY FOR AWARDS.

2-2. AWARDS PER NUMBER OF SHOOTERS;

- (1) SHOOTER..... NO AWARD
- (2) SHOOTERS..... 1ST: HEAD PIN (SEE ITEM 6).
PLAQUE TAG OR ARROW BAR
AND FREE PASS.
2ND: PLAQUE TAG OR ARROW BAR.
- (3) OR MORE SHOOTERS..... 1ST: HEAD PIN (SEE ITEM 6).
PLAQUE TAG OR ARROW BAR
AND FREE PASS.
2ND: PLAQUE TAG OR ARROW BAR.
3RD: PLAQUE TAG OR ARROW BAR.

3. "A" CLASS (ALL STYLES)

3-1. AWARDS PER NUMBER OF SHOOTERS;

- (1) SHOOTER..... NO AWARD
- (2) SHOOTERS..... 1ST: HEAD PIN (SEE ITEM 6).
FREE PASS OR ARROW BAR.
- (3) OR (4) SHOOTERS..... 1ST: HEAD PIN (SEE ITEM 6).
TROPHY OR ARROW BAR.
- (5) OR (6) SHOOTERS..... 1ST: HEAD PIN (SEE ITEM 6).
TROPHY OR ARROW BAR.
2ND: TROPHY OR ARROW BAR.
- (7) OR MORE SHOOTERS..... 1ST: HEAD PIN (SEE ITEM 6).
TROPHY OR ARROW BAR.
2ND: TROPHY OR ARROW BAR.
3RD: TROPHY OR ARROW BAR.

4. CUB (ALL STYLES)

4-1. AWARDS PER NUMBER OF SHOOTERS;

- (1) SHOOTER..... FREE PASS.
- (2) SHOOTERS..... 1ST: HEAD PIN (SEE ITEM 6).
TROPHY OR ARROW BAR.
2ND: TROPHY OR ARROW BAR.
- (3) OR MORE SHOOTERS..... 1ST: HEAD PIN (SEE ITEM 6).
TROPHY OR ARROW BAR.
2ND: TROPHY OR ARROW BAR.
3RD: TROPHY OR ARROW BAR.

I. AWARDS (CONT.)

5. WHEN UNCLASSIFIED (OPEN) ARCHERS COMPETE IN A MASTER CLASS AND THEY WIN OR PLACE, THEY SHALL RECEIVE AN AWARD IN ACCORDANCE WITH ITEM 3-1 ABOVE, PROVIDED THEY SHOOT THE MINIMUM SCORE (OR HIGHER) FOR THE APPLICABLE STYLE (SEE ITEM 2-1).
6. ***TCAA "HEAD PIN"***

A 1ST PLACE WIN (WITH TWO OR MORE SHOOTERS IN THE CLASS) IS REQUIRED TO RECEIVE A HEAD PIN. IF THE HEAD PIN IS CHOSEN BY THE ARCHER, IT IS AWARDED IN LIEU OF ALL OTHER 1ST PLACE AWARDS.

 - 6-1. ONLY ONE HEAD PIN SHALL BE AWARDED PER ARCHER, ALTHOUGH A LOST OR DAMAGED HEAD PIN MAY BE REPLACED (AT THE CURRENT COST) ON REQUEST.
 - 6-2. THE AWARDS CHAIRMAN SHALL ISSUE THE HEAD PINS, POSTING THE SERIAL NUMBER ON THE SCORE CARD AND RECORDING A LIST OF HEAD PINS THAT HAVE BEEN ISSUED.
7. A FREE PASS MAY BE AWARDED IN LIEU OF A TROPHY WON AT SUNDAY TOURNAMENTS, IF SO CHOSEN BY THE ARCHER.
8. ***ACCOMPLISHMENT AWARDS***

TO RECEIVE A GRANDMASTER PLAQUE, MASTER PLAQUE OR HEAD PIN, SCORE CARDS REQUIRE THE SIGNATURES OF THE ARCHER AND (1) OTHER MEMBER OF THE GROUP, THE DATE AND THE CLUB MUST ALSO BE RECORDED (BY THE DESK CAPTAIN) ON THE BACK OF SCORE CARD.

 - 8-1. EACH CLUB IS RESPONSIBLE FOR FORWARDING THESE SCORE CARDS TO THE THE TCAA AWARDS CHAIRMAN.
 - 8-2. WHEN THE AWARDS CHAIRMAN RECEIVES (2) "GRANDMASTER" OR "MASTER" SCORES FOR AN ARCHER, THE AWARDS CHAIRMAN (UPON APPROVAL) WILL FORWARD A PLAQUE TO THE CLUB AT WHICH THE SECOND SCORE WAS SHOT. THE CLUB IS THEN RESPONSIBLE FOR AWARDING THE PLAQUE TO THE ARCHER.
 - 8-3. ***"GRANDMASTER" PLAQUE***

AWARDED AFTER (2) 560 (FS ONLY) SCORES ARE SHOT.

 - 8-3a. ONLY ONE PLAQUE PER ARCHER SHALL BE AWARDED.
 - 8-3b. CUBS SHALL NOT BE ELIGIBLE FOR THIS AWARD.
 - 8-4. ***"MASTER" PLAQUE***

AWARDED AFTER (2) SCORES OF 525 (FS & FSBH), 400 (BB), 300 (TRAD) OR HIGHER ARE SHOT.

 - 8-4a. ONLY ONE PLAQUE (FOR EACH STYLE) PER ARCHER SHALL BE AWARDED.
 - 8-4b. CUBS SHALL NOT BE ELIGIBLE FOR THIS AWARD.

ALL AWARDS NOT CLAIMED WITHIN ONE YEAR SHALL BE FORFIETED.

J. TARGET YARDAGE REGULATIONS

1. TCAA CLUBS ARE REQUIRED TO ADHERE TO THE FOLLOWING TOLERANCES ON THE TARGET YARDAGE MARKERS:

0 THRU 20 YARDS = +/- 3"
21 THRU 35 YARDS = +/- 6"
36 THRU 45 YARDS = +/- 9"
46 THRU 60 YARDS = +/- 12"

NOTE: EACH CLUB IS RESPONSIBLE TO INSURE THAT ALL YARDAGE MEASUREMENTS ARE CORRECT.

2. EACH 14 TARGET RANGE SHALL CONSIST OF: (4) **GROUP 1** (60YDS MAX.) TARGETS, (4) **GROUP 2** (45YDS MAX.) TARGETS, (4) **GROUP 3** (35YDS MAX.) TARGETS, AND (2) **GROUP 4** (20YDS MAX.) TARGETS.
3. CUB YARDAGES = USE APPROPRIATE NFAA CUB DISTANCES.

K. OFFICIAL TARGET SPECIFICATIONS (FINWOOD ANIMALS W/FL.RED SPOT)

<u>TARGET</u>	<u>MAXIMUM YARDAGE</u>	<u>OVAL SIZE</u>	<u>SPOT SIZE</u>
<u>GROUP 1</u>			
BLACK BEAR	60	9" X 14-1/4"	3" DIA
DEER	60	9" X 14-1/4"	3" DIA
ELK	60	9" X 14-1/4"	3" DIA
GRIZZLY	60	9" X 14-1/4"	3" DIA
MOOSE	60	9" X 14-1/4"	3" DIA
CARIBOU	60	9" X 14-1/4"	3" DIA
<u>GROUP 2</u>			
MT. LION	45	7" X 10-1/2"	2-1/2" DIA
ANTELOPE	45	7" X 10-1/2"	2-1/2" DIA
RAM	45	7" X 10-1/2"	2-1/2" DIA
DEER	45	7" X 10-1/2"	2-1/2" DIA
WOLF	45	7" X 10-1/2"	2-1/2" DIA
BLACK BEAR	45	7" X 10-1/2"	2-1/2" DIA
<u>GROUP 3</u>			
RACCOON	35	4-1/2" X 7"	2" DIA
JAVELINA	35	4-1/2" X 7"	2" DIA
WILDCAT	35	4-1/2" X 7"	2" DIA
COYOTE	35	4-1/2" X 7"	2" DIA
TURKEY	35	4-1/2" X 7"	2" DIA
FOX	35	4-1/2" X 7"	2" DIA
TURKEY	35	4-1/2" X 7"	2" DIA
PHEASANT	35	4-1/2" X 7"	2" DIA
<u>GROUP 4</u>			
JACK RABBIT	20	2-1/2" X 3-5/8"	1" DIA
ROCK CHUCK	20	2-1/2" X 3-5/8"	1" DIA
GROUSE	20	2-1/2" X 3-5/8"	1" DIA
WOOD CHUCK	20	2-1/2" X 3-5/8"	1" DIA
CROW	20	2-1/2" X 3-5/8"	1" DIA
SKUNK	20	2-1/2" X 3-5/8"	1" DIA
DUCK	20	2-1/2" X 3-5/8"	1" DIA
TURTLE	20	2-1/2" X 3-5/8"	1" DIA

NOTE: "HANK MARAVIOV" DEER AND SAFARI TARGETS MAY BE SUBSTITUTED FOR GROUP 1 AND GROUP 2 TARGETS, THESE TARGETS HAVE A CIRCLE FOR THE VITAL SCORING AREA.