

Arizona 3D Championship Series

Promote ethical hunting and strengthen the spirit of archery through fellowship and competition.



For important information and short notice announcements, please follow us on Facebook:

Facebook – Arizona 3D Championship Series

Effective January 2024

MAJOR CHANGES:

- 1) Female Bowhunter Open (FBO) has been removed.
- 2) To increase the number of youth participants, reduced equipment restrictions for youth classes.
- 3) To prevent confusion, removed arrow restrictions for hunter classes (KHM and KHF).
- 4) To minimize the number of markers (colors), **updated maximum yardages for several classes.**
- 5) Clarified stabilizer restrictions for hunter classes (KHM and KHF).
- 6) Clarified usage of cell phones on competitive courses.

Event Dates

Leg 1 - Usery Mountain Archers (Cactus Classic)

Dates: 17-18 February 2024

Location: Usery Mountain Park – Mesa, AZ

Contact: Mike Lee (480) 326-2011

Leg 2 - Desert Archers (Rumble in the Rocks)

Dates: 23-24 March 2024

Location: Triangle T Guest Ranch (Texas Canyon) – Dragoon, AZ

Contact: Bill Basteen (520) 331-8758

Leg 3 - Southwest Bowhunters (High-Noon on the Gila)

Dates: 13-14 April 2024

Location: Southwest Bowhunters Archery Range (Adair Park Road) – Yuma, AZ

Contact: Debbie Elliot (760) 688-6522 or Scott Covey (928) 246-2027

****RECOMMENDATION****

Archers (individual, parent/guardian of a minor) should check-in (confirm registration) with event staff PRIOR to participation in event activities.

1. FORMAT

Arizona 3D Championship Series Scoring

- Host clubs will track scores and the number of 12s for all archers.
- An Excel spreadsheet will be used for scoring and will be passed from club to club.
- An archer may only participate in one class per leg. This does not prevent an archer from shooting a different class at a different leg. An archer must have three leg scores in the same class to be eligible for the Championship.
- An archer's highest three leg scores will be used to calculate the overall results of the Arizona 3D Championship Series for the applicable class.

Top Three Championship Positions – If a tie exists, the archer with the highest total number of 12s from their three highest leg scores in the same class will win. If a tie still exists, the host club (3rd Leg) will declare a shoot-off. A shoot-off will consist of a 3D animal set at an unknown distance within the limits of the relevant class (unless the tie is in a known distance class). The archer with the highest score will be declared the winner. This process will be repeated until a winner is declared.

- If only one archer is present at the shoot-off, he or she will be declared the winner.

Performance Limits

- Speed limit of 310 feet per second (3% for equipment variances).
- Absolute maximum of 320 fps (Penalty: Disqualification for the applicable leg). The rule is 310 fps; 320 fps is to compensate for temperature, altitude, equipment variations, etc. If an archer is flirting with 320fps, the archer is doing so by choice. No excuses if an archer shoots above 320fps.
- Archers must present their equipment for inspection if their course score is **ABOVE** the daily course inspection score for their applicable class. **ARCHERS ARE WELL AWARE OF THEIR COURSE SCORE AND ARE RESPONSIBLE FOR PRESENTING THEIR EQUIPMENT.** If an archer does **not** score above the daily course inspection score, no inspection is required for the applicable day.
- Archers with scores above the daily course inspection score on both days must present their equipment on both days.
- **Archers who are required to present their equipment for inspection must proceed directly to the inspection area after turning in scorecards (preferably as a group).**
- The host club (chronograph official) has the **option** of selecting the arrow to be shot during the inspection.
- Archers must come to full draw and **HOLD** until told to release. No quick releases allowed. If chronograph official believes that the archer “quick-released”, the official has the authority to make the archer shoot again.

Performance Limits

Class	Daily Course Inspection Score
MP, MBO, and BSR	Inspection Score >190
MCBH	Inspection Score >180
FP	Inspection Score >170
MTRD, FTRD, KHM, KHF, KMO, KFO, KYM, KYF, KCM, KCF, and KPW	No Inspection Required

In the event class scores are **NOT** above the applicable course inspection score, the top five scores for the day from the applicable class will present their equipment for chronograph testing. Host clubs will make their best effort to contact the applicable archers.

Cub Classes: No draw weight restriction (known yardage)

Inspection Equipment and Procedures

- The host club is responsible for equipment (chronograph) and personnel (chronograph official) required to check for compliance.
- For consistent chronograph readings, archers will shoot with their lead foot on a line in the front of the chronograph. The line will be five feet from the closest leg of the tripod.

2. COURSES

Adult and youth classes will shoot one 20 target course per day.

40 Targets Total for the Event

PeeWee and Cubs classes will shoot one 20 target course on the first day only.

20 Targets Total for the Event

3. AWARDS

Leg Awards

Each host club will award the top three archers of each class.

Leg Participation Awards (metals, ribbons, etc.)

Each host club will present participation awards to all PeeWee class participants.

Arizona 3D Championship Series Awards

- The overall winner of each class (exception: PeeWee) will be awarded a belt buckle. Second and third place for each class will be presented with an award selected by the tournament committee.
- The overall winner, second, and third place of the PeeWee class will be awarded a trophy or plaque.

4. CHAMPIONSHIP CLASSES (Age = Archer's age as of the 1st Leg)

	Class	Age	Class Type
1.	Male Bowhunter Open – MBO		Unknown Distance
2.	Bowhunter Seniors – BSR	50 and over	Unknown Distance
3.	Master Class Bowhunter – MCBH	65 and over	Unknown Distance
4.	Male Pins - MP		Unknown Distance
5.	Female Pins - FP		Unknown Distance
6.	Male Traditional – MTRD		Unknown Distance
7.	Female Traditional – FTRD		Unknown Distance
8.	Known Male Open – KMO		Known Distance/Rangefinder OK
9.	Known Female Open – KFO		Known Distance/Rangefinder OK
10.	Known Hunter Male – KHM		Known Distance/Rangefinder OK
11.	Known Hunter Female – KHF		Known Distance/Rangefinder OK
12.	Known Youth Male – KYM	Age 14-17	Known Distance/Rangefinder OK
13.	Known Youth Female – KYF	Age 14-17	Known Distance/Rangefinder OK
14.	Known Cub Male – KCM	Age 10-13	Known Distance/Rangefinder OK
15.	Known Cub Female – KCF	Age 10-13	Known Distance/Rangefinder OK
16.	Known PeeWee – KPW	Age 9 and under	Known Distance/Rangefinder OK

5. **MAXIMUM YARDAGE (Marker = Stake, Fuzzy, or Whisker)**

To minimize confusion, all legs will use the same yardage marker colors.

Blue - 50 yards

MBO, KMO, KHM, and BSR

Green - 45 yards

MP, KFO, and MCBH

Pink - 40 yards

FP, KHF, and KYM

Yellow - 30 yards

MTRD, KCM, and KYF

Purple - 25 yards

FTRD, KCF, and KPW

(PeeWee shooters must shoot from marked stake, fuzzy, flag)

6. **TARGETS**

- Targets shall consist of 3D type animal targets having an official IBO and/or ASA scoring areas (If multiple rings are within the 10 ring, the center ring will be used and scored a 12).
- Targets shall be set at unmarked distances, except for the known yardage courses.
- Personnel who assist with competitive course setup are **NOT** allowed to set the yardage markers.
- Targets should be set so the target is distinguishable with the vital area (8 ring) **unobstructed** and **visible**.
- Care shall be taken by the host club when setting targets not to over rotate or excessively lean the targets to ensure that the entire vital area can be shot safely.
- If a target is leaned back (extreme angle) and the target cannot be adjusted by the shooters (correct a safety issue), the shooters must then notify a range/event official (do not shoot the target).
- **Host clubs have the option of resetting the targets to different distances between day 1 and day 2.**

7. **SCORING AREAS**

Scoring will be as follows:

- Circle within the 10 ring = 12 points
 - If multiple circles are within the 10 ring, the CENTER RING will be scored a 12.
- Circle inside the vital area = 10 points
- Vital area = 8 points
- The remainder of the animal = 5 points
 - Some animals have material surrounding the actual outline of the animal. This material = 0 points
- Failure to hit target (arrow does not stick in target) = 0 points
- Horns or Hooves (If applicable) = 0 points
- **If more than one scoring area is visible on a target, the forward or center scoring area will be scored.**

8. GENERAL EQUIPMENT

- Arrow Weight

It is the individual competitor's responsibility to ensure that their arrows meet the manufacture recommendations for minimum arrow weight per pound of draw weight. It is the individual competitor's responsibility to know and follow the limitations on arrow weight.

- Maximum Draw Weight

No restrictions

- Overdraws

Overdraws are permitted in all classes except MTRD and FTRD.

- Sights

-- There is no limit to the number of pins on a sight.

-- Sights that project a laser light or other aiming dot on the target are not allowed.

-- A verifier or clarifier style peep sight will be allowed in all classes that permit the use of sights.

-- Sights with an electronic range finder (i.e., Garmin). Archers must shoot in a known open class (KMO or KFO).

-- Sights with a range finder system (i.e., EZ-V sight). Archers must shoot in a known hunter class (KHM or KHF).

9. EQUIPMENT REQUIREMENTS BY CLASS

Known Yardage Classes – Individuals will **REQUIRE** a rangefinder. Yardage will **NOT** be marked by the host clubs. If needed, archers in the same group are allowed to share range finders.

Known PeeWee (KPW)

A compound, recurve, or longbow shot with no restriction on sights, stabilizers, or style of release.

Safety Recommendation: Use a “field quiver” (arrows pointed to the rear of the body), a bow quiver, or parents carry the arrows.

Known Cub Male and Female (KCM/KCF)

A compound, recurve, or longbow shot with no restriction on sights, stabilizers, or style of release.

Male and Female Pins (MP/FP)

A compound, recurve, or longbow shot with or without sights. **A sight shall have FIXED PINS, cross hair, or circle style pins without lens or magnification.** If circle style pins are used, all circles must be the same size. A sight may have a rear aperture (i.e., peep sight or fixed rifle type sight). Sights may NOT be adjusted after entering the shooting course. Equipment in this class may be shot with any manner of release.

Known Hunter Male and Female (KHM/KHF)

A compound, recurve, or longbow shot with or without sights. **A sight shall have FIXED PINS, lines, cross hair, or circle style pins without lens or magnification.** If circle style pins are used, all circles must be the same size. A sight may have a rear aperture (i.e., peep sight or fixed rifle type sight). Sights may NOT be adjusted after entering the shooting course. Equipment in this class may be shot with any manner of release.

A maximum of **TWO** stabilizers may be used. The front stabilizer shall be no more than 12-inches long and extend no more than 12 inches (including weights and/or disconnect) from the point of attachment to the riser of the bow. Un-weighted vibration dampeners are not considered to be stabilizers; however, un-weighted vibration dampeners attached to the stabilizer are measured as a part of the stabilizer and are subject to the 12-inch rule above. There is no restriction on the side/rear stabilizer as long as there is no contact with the body of the archer at full draw.

Known Youth Male and Female (KYM/KYF)

A compound, recurve, or longbow shot with no restriction on sights, stabilizers, or style of release.

Male Bowhunter Open (MBO), Known Male Open (KMO), Known Female Open (KFO), Bowhunter Seniors (BSR) and Master Class Bowhunter (MCBH)

A compound, recurve, or longbow shot with no restriction on sights, stabilizers, or style of release.

Male Traditional (MTRD) and Female Traditional (FTRD)

Equipment – A recurve or longbow shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers. Archers may use up to two (2) nock locating devices, but they must use the same nocking point and anchor point for each shot and the index finger must contact the string in the same place for each shot. The index finger must touch the nock of the arrow. Face or string walking is not permitted. No sighting device of any kind may be used. There shall be no markings on the bow or bowstring (intentional or accidental) that could be construed as sighting marks. No type of draw check will be allowed. No stabilizers, counterbalances, or weights of any kind may be attached or built into the bow, except a quiver clearly designed to hold arrows.

Arrows – Aluminum or carbon arrows must have screw-in field points; wood arrows may have glue-on points. Arrows must have at least three (3) feathers or vanes no less than four (4) inches long (measured minimum 3.75 inches). All arrows must be the same length and weight.

10. SHOOTING RULES

- **Competitive course must be shot in sequential order. Example: start on target #3, finish on target #2.**
- Shooting groups shall **NOT** consist solely of friends and/or relatives. The archers in a group of close friends and/or relatives are required to make officials aware of this situation. Failing to do so is considered unsportsmanlike conduct. Refer to Section 14 – Unsportsmanlike Conduct.
- In a group that contains archers shooting from different markers, the archers shooting from the farther markers must shoot first. No archer shall approach a target prior to the entire group shooting.
- When shooting, the archer must touch the appropriate marker with some part of his or her body or stand directly over the yardage marker (straddle). At times, yardage markers will be set to challenge the archer with various shooting positions.

- **Each archer shall be allowed a maximum of two (2) minutes to complete his or her shot.**
 - 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 his or her arrow.
 - After shooting, the shooter must **immediately** clear the marker for the next shooter. Using binoculars from the shooting marker after the shot is prohibited.
- **No more than two letdowns within the time limit. Archers must shoot on the third draw. (Penalty: Zero)**
- There shall be no discussion of yardage while on a competitive course.
- **No more than ONE umbrella may be used to assist a shooter at the marker.**
 - The maximum umbrella size will be a 70" arched top (typically used in golf).
- All competitive events are based on a "free hand" style of shooting. No archer shall use any device such as shooting sticks, slings or other such accessories or shooting positions to create a "braced" shot.
- An archer may not use parts of his or her body, the bow, or any other accessories or equipment to calculate yardage. Archers using adjustable sights may not adjust their sight elevation after drawing the bow and sighting the target.
- Once an archer begins a shooting course, he/she must finish with his/her group unless given permission to leave by a range/event official or his/her group (equipment failure). Any archer that leaves a course without the authorization from a range/event official or his/her group will **NOT** be allowed to continue.

- **No spectators are allowed on competitive courses.**

Exceptions:

- 1) Accompanying an archer in the Cub or PeeWee classes. It is highly recommended that parents accompany archers in the Cub and PeeWee classes.
- 2) Both parents are shooting competitive classes **with the same start times**. In this case, a young child (13 and under) would be allowed to accompany the applicable parent.

Other exceptions will be handled on a case-by-case basis (for example: an archer is hearing impaired.)

11. RANGEFINDERS, CELL PHONES, AND BINOCULARS

- An integral part of 3D competition is the archer's ability to judge yardage without the assistance of range finding devices or assistance from others. Therefore, **ANY** devices that may be used to calculate yardage and/or angles to the target are not allowed. **Exception: Known Yardage Classes.**

- Cell Phones:

Shall NOT be used to communicate yardages to other archers shooting unknown yardage classes.

Shall NOT be used to calculate yardage in unknown yardage classes.

- Hand-held binoculars are allowed in all classes.
- Binoculars with rangefinder capability are **NOT** allowed. Exception: known yardage classes. (Penalty: Disqualification for the applicable leg).
- Any scribed mark (other than factory marks) on otherwise legal binoculars that could be construed as a reference point for range finding is prohibited.
- Binoculars **ARE TO BE** inspected by all archers within a group **BEFORE** the first shot of the day.
- **An archer with an adjustable sight may NOT readjust his or her sight AFTER using binoculars at the shooting marker.**
- Archers may utilize binoculars from behind the shooting marker to view the target while waiting their turn or behind a group that is in the process of shooting the applicable target.

12. SCORING RULES

- At all shooting events, a minimum of two scorecards must be completed for each archer.
- Scorecards must be split between two scorekeepers so that each scorekeeper has one card for each archer.
- Scoring will be judged by **EVERYONE** in the group (all archers must go to the target). If agreement for the higher scoring ring by the **majority** of the group is not possible (split decision), the shooter will receive the higher score.
- Both scorekeepers must mark **ALL** scorecards **BEFORE ARROWS** are pulled from the target. Archers shall not touch arrows until scoring is complete. Arrows pulled early will receive a zero.
- If more than one scoring area is visible on a target, the forward or center scoring area will be scored.
- An arrow touching the line (no visible gap) of a higher scoring area shall be given the higher score.
- Archers **CANNOT** lift up a target off the stake for scoring.
- Arrows must stick in the target in order to receive a score other than a zero with the exception of a complete pass-through, "robin hood", or bounce-back.
- An arrow that passes completely through a target may be scored if witnessed and agreed upon by the majority of archers in the group. A pass-through is an arrow passing completely through the target with material 360 degrees around the arrow (no bounce off), leaving a separate entrance and exit hole. If the pass-through was witnessed by a member of the group other than the shooter, and the group cannot agree, the archer may re-shoot the target before the group advances to score the target.
- All whole arrows or partial arrows that include the point, that are sticking in the target shall be scored where they penetrate the target. An arrow embedded into another arrow (Robin Hood) in the target shall be scored the same as the arrow embedded into the target.
- An arrow that hits another arrow and sticks in the target will be scored independently. If the arrow does not stick, the arrow will be scored a zero.

- A bounce-back is an arrow that squarely strikes the target and bounces back toward the shooter. An arrow that glances off the target is **NOT** considered a bounce-back. A bounce-back may be scored if the score can be agreed upon by the majority of archers in the group. If a member of the group other than the archer witnesses the bounce-back and the group cannot agree, the archer may re-shoot the target before the group advances to score the target. This rule (bounce-back) typically applies to Cub or PeeWee classes.
- An arrow released accidentally will be scored a zero unless the archer is able to retrieve the same arrow while remaining in contact with the appropriate marker with some part of his or her body. The arrow must be retrieved using right or left hand. No tool, stick, arrow, or any other device can be used to retrieve the arrow. The shooter must be able to re-shoot the arrow within the two-minute time period.
- If the two scorekeepers for a group mistakenly record different scores, the inconsistent scores must be corrected as agreed upon by the majority of the group. The error must be crossed out and initialed by both scorekeepers and the correct score will be marked accordingly.
- Scorecards must be legible, complete (total score and number of 12s), and signed or initialed by the archer and scorekeepers to be accepted. Scorecards cannot be changed by a competitor or scorekeeper after submitting the scorecards to a range/event official.
- Each group's scorecards must be turned in together by the **ENTIRE** group. Any attempt by an archer to knowingly falsify a score, or knowingly allow another person to falsify his or her score, shall result in a disqualification of those involved for the applicable leg.
- It is up to each archer to ensure that his or her score card meets the listed requirements. Duplicate score cards will not be issued to replace lost or damaged scorecards, except in unusual circumstances approved by the host club officials.
- The host club reserves the right, at its sole discretion, to correct unintentional errors including but not limited to, score tabulation, lack of initials or signature, posting, etc., which in the opinion of the host club are clearly not a result of an attempted inflation or deflation of the archer's score.
- Host clubs should keep scorecards until the end of the applicable calendar year.

13. TIE SCORES (Leg Events) – Top Three Positions Only

- The total number of 12s will be used to break ties at each leg. The archer with the most 12s will be the winner. If a tie still exists, the host club will declare a shoot-off. A shoot-off will consist of a 3D animal set at an unknown distance (unless the tie is in a Known distance class), within the limits of the relevant class. The archer with the highest score will be declared the winner. This process will be repeated until a winner is declared.
- If only one archer is present at the shoot-off, he or she will be declared the winner.
- To separate the tied score in the database, the applicable host club will add an additional 12 to the winner's leg score.

14. RULE VIOLATIONS, SCORING DISCREPANCIES, UNSPORTSMANLIKE CONDUCT, AND DISQUALIFICATION

- Rule Violations
Range and event officials are to be respected and have the authority to disqualify an archer from an event for unsafe behavior and/or violations of the championship series rules. **Integrity and discipline is expected of every archer. Compliance with the RULES is the responsibility of each of the archers. The host club's range and event officials are NOT expected to be at every target for every shot.**
- Protests
 - In the event that an archer feels that a **RULES** violation has occurred, the archer must submit an official protest in writing along with a \$20 administration fee to the host club officials within 1 hour of turning in scorecards.
 - The host club board members and/or tournament committee members who are present at the applicable shoot will decide the outcome of the protest.

- Scoring Discrepancies

In the event of a scoring discrepancy as a result of a simple error or mistake, the host club can correct the scoring. In the event a scoring discrepancy is received after the awards ceremony, host officials can correct the scoring but will **NOT** be held responsible for awards given based on the results of the event at the awards ceremony.

- Unsportsmanlike conduct will **NOT** be tolerated. Any action considered unsportsmanlike by the host club will be grounds for disqualification. Examples of unsportsmanlike conduct include, but are not limited to:

1. Projecting any illuminated aiming point onto a target
2. Throwing equipment (bow, release, arrow, etc.)
3. Littering or improper disposal of trash (broken arrows shall **NOT** be left on the courses)
4. Communicating verbally or nonverbally to another archer the yardage of a particular target
5. Disobeying or disregarding the orders of a range official, event official, or chronograph official.

- No alcoholic beverages may be carried or consumed on any shooting course, range, or practice area by anyone during shooting hours. If in the opinion of a range/event official, an archer who is under the influence of alcohol and/or drugs attempts to enter a course, range, or practice area, the archer will **NOT** be allowed to participate in the applicable event (competition or fun).

- Disqualifications

Host clubs will assign a disqualified archer a score of 1 point for each course for the applicable leg.

15. EQUIPMENT FAILURES

Equipment failures must be visible and agreed upon by the majority of the group (throwing your equipment is **NOT** equipment failure). The procedure for dealing with equipment failures shall be as follows:

1. The scorekeepers will tabulate the archer's score to that point, write "equipment failure" on the back of the scorecards of the archer with the equipment failure and sign or initial the back of the scorecards.
2. One scorecard will remain with the group and the remaining scorecard will be given to the archer.
3. If three or more archers remain in the group, they may continue shooting. If two or fewer remain, they must join the following group (so long as it does not result in a group of six or more) or step aside and wait for a range/event official before proceeding.
4. The archer with the equipment failure shall then cautiously proceed **FORWARD** through the course and immediately notify a range/event official. The archer will be given a time by the range official of when the repair must be completed in order to complete the course.
5. A range/event official will arrange for the archer to be escorted back onto the course to complete the course.
6. Both scorecards will be collected and marked by a range/event official.

16. COMPLIANCE

- Integrity and discipline is expected of every archer. Compliance of the **RULES** is the responsibility of the archers. **Host club range and event officials are NOT expected to be at every target for every shot.**

- Performance limits will be inspected and enforced by the host club.

- **Equipment requirements (bow, arrows, binoculars, etc.), scoring, and shooting rules must be enforced by the individual competitors.**

- Host clubs are responsible for obtaining liability insurance for the applicable event.

- The tournament committee is responsible for the competition rules and format, posting event results, and presenting the championship awards.

17. ACKNOWLEDGMENTS, RELEASES, AND WAIVERS

As a participant in the Arizona 3D Championship Series, all participants and/or spectators (hereinafter referred to as Releasor) acknowledge by registering or signing/initialing a scorecard the Releasor is **VOLUNTARILY** participating, allowing participation, and/or attending the applicable event. The Releasor should be aware that an archery tournament creates the risk of serious personal injury and/or death.

The Releasor assumes ALL risk of injury, death, and/or loss of personal property that may result from participation in these archery tournaments. By registering to participate and thereby agreeing to abide by the rules herein, Releasor releases the host clubs, tournament directors, tournament sponsors, host organizations, property owners, and the tournament staff and volunteers (herein collectively referred to as "Releasees") from liabilities or injuries, damages, or other loss sustained as a result of negligence or strict liability of the released parties.

Liability Release: Releasor, being of lawful age, (or, in the case of a minor, through his/her parent or guardian) in consideration of being permitted to participate in various shooting disciplines and activities, either as a member or guest, do for themselves, their spouse, legal representatives, heirs, assigns and subrogors, hereby release, waive and forever discharge Releasees from any and all liability for any and all losses and damages of any type or kind, and from any and all claims, suits, demands, actions or rights of actions, of whatever kind, either in law or equity, arising from or by reason of death, personal injury known or unknown, or property damage resulting from any incident which may occur during Releasor's presence at the event site, and/or participation in any activity, whether caused in whole or in part by the Releasees or any other person or thing at the host while Releasor is present.

Releasor, and his/her parent or guardian in the event Releasor is a minor, agree to fully indemnify, defend, and hold Releasees harmless for all Releasor's actions or omissions while at the host. There is no limit to this indemnity. Releasor assumes full responsibility for the risk of bodily injury, death, or property damage due to the negligence of the Releasees or any other third party or thing while at the Releasees event site, and while competing, officiating, working, spectating, or for any purpose at the Releasees event site. Releasor fully and completely releases the Releasees and any of its related parties or and from all liability to Releasor and to anyone or any entity claiming by, through or under Releasor, by subrogation or otherwise, it being Releasor's intent to fully waive and release all subrogation rights.

Releasor agrees that this Release Agreement is intended to be as broad and inclusive as permitted by law and that if any portion hereof is held invalid, the balance hereof will continue in full force and effect.

Releasor agrees that this release constitutes the entire agreement between Releasor and Releasees and the terms of this release are contractual and not a mere recital, and the same shall continue in full force and be applicable to any and all activities Releasor attends while at the Releasees event site. Releasor has carefully read this release and understands all of its terms. Releasor accepts the same voluntarily and with full knowledge of its content and significance as a condition of competing and/or spectating.

Registering for the applicable event (competitive or fun), signing or initialing a scorecard acts as my signature and confirms my release of liability, my understanding of the Arizona 3D Championship rules and format, and use of any pictures taken by host clubs to be used for promotion purposes (Facebook, Instagram, etc.)