

2023 NYFAB Funanza Rules and Regulations

Blue - 50 Yard Max	<i>All Professional and Semi-Professional</i>
Green - 45 Yard Max	<i>Male Open</i>
Red - 40 Yard Max	<i>Female Open, Senior Open</i>
Yellow - 35 Yard Max	<i>Male Hunter, Young Adult</i>
Orange - 30 Yard Max	<i>Female Hunter, Senior Hunter, Youth</i>
White - 25 Yard Max	<i>Cub, Limited (Fingers)</i>

NO ALCOHOLIC BEVERAGES WHILE PARTICIPATING IN ANY FUNANZA EVENT

Anyone suspected of being under the influence will be directed to the Funanza Tournament Committee for evaluation, and possible disqualification.

NO SMOKING on any courses.

Qualification Round

1. Archers will shoot a "Qualification Round" of 20 3D targets
2. All Scoring will be IBO - 11 ring scoring for Qualification
3. No one may approach the target, or touch the arrows until all archers have shot
4. Robin Hoods (arrow stuck within another arrow) will count the same as the arrow it was embedded in.
5. "Glance outs" off another archer's arrow will be scored as they lay, unless the arrow misses the entire target. If the arrow is not in the target, it may be reshot.
6. If an arrow strikes an outside object such as a branch, and is witnessed by another archer, that arrow may be re-shot.
7. Witnessed complete pass throughs and bounce outs may be re-shot
8. An arrow propelled from an archer's bow by accident may be retrieved and shot, if the archer can retrieve it while still touching the stake
9. No arrow may be touched prior to the completion of scoring all arrows in the target
10. Each individual is responsible for turning in their own score cards by the time designated
11. Lighted nocks are NOT allowed
12. Any individual wishing to file a protest must do so in writing on the appropriate form, by the designated score card turn in time each day (Protest of an offense committed on

Saturday must be filed on Saturday, not on Sunday). Protests must be accompanied by a \$25 fee which will be refunded if the protest is upheld. Protest committee consists of: Funanza chairman, NYFAB Tournament chairman, NYFAB President, and NYFAB 1st VP, and designated SLDH Representative.

13. All archers who compete in the Professional division, or Semi-Professional division in the NFAA, ASA, or IBO MUST compete in the "Money Division".
14. All equipment rules will be followed based on the IBO

Shoot Off - Team Round- SATURDAY 4pm

1. To be eligible, archers must have paid the extra \$10 Team round fee per person PRIOR to shooting their 20 target qualification round
2. A separate score card will be kept for the Team score
3. Scoring is the better of the two teammate arrows per target (11-10-8-5-0)
4. Only 1 Division, all teams compete against each other
5. Top 10 teams will shootoff
6. 100% Payback, purse determined based on participation, payout based on NFAA payback chart
7. Top 10 teams will be determined based on team qualification round, ties broken by:
 - a. 1st - Highest number of 11's for the team round
 - b. 2nd - Highest individual qualification score on the team, 11's if needed
 - c. 3rd - Higher score of the lower individual, 11's if needed
8. Scores DO NOT carry over, ALL SCORES START AT ZERO
9. 10 Targets will be shot on the Trap Field
10. Scoring will include 14 rings. 14-11-10-8-5-0
 - a. Scoring will follow the same format as qualification, better of 2 arrows per target
 - b. Bonus rings (11's and 14's) will break all ties, except for 1st place
 - i. If still tied for 1st, a final target will be chosen by the Tournament Chairperson, closest to center 11 wins.
 - ii. All other ties will combine money winnings and divide evenly

Shoot Off - Funanza Round - SUNDAY

1. All Divisions will shootoff. Top 5 archers in each class will shoot off (**Money Div. see #2**)
 - a. See posted schedule onsite for times
 - b. Top 5 archers in each class will be determined based on qualification round, ties will be broken by:
 - i. 1st - Highest number of 11's
 - ii. If 5th place is still tied, the extra archer(s) will be allowed to be in the shootoff
2. Money Division shootoff - Top **HALF** of archers will shootoff. Ties broken by the number of 11's. If last place is tied in the number of 11's, the extra archer(s) will be allowed to be in shootoff.
3. Scores DO NOT carry over, ALL SCORES START AT ZERO
4. 10 Targets will be shot
 - a. Scoring 11-10-8-5-0
5. Let down rule, 2 let downs allowed, 3rd arrow must be shot
6. Ties for FIRST PLACE only will be broken by an additional one arrow shootoff, closest to the center of the 11 ring. Bonus ring counts will not determine 1st place.
7. All other ties will be broken based on bonus ring count.
 - a. Ties within the money division will combine money winnings and divide evenly

Moon Shoot - FRIDAY EVENING

1. Archers will shoot 12 targets on Trap Range under lights
2. Max 30 yards distance for everyone
3. IBO scoring 11-10-8-5-0
4. Partners will be randomly selected immediately AFTER all scores have been shot
5. All glance out/bounce out/robin hood/pass through rules from the qualification round rules apply.
6. No additional flashlights allowed to shine on the targets
7. All tied scores for 1st-10th will be determined by:
 - a. 1st - Total Team number of 11's
 - b. 2nd - Highest individual on the team score
 - i. Base score, and 11's if needed
 - c. 3rd - If still tied, higher of the lower individual score
 - i. Base score, and 11's if needed