

INDOOR 3D CHAMPIONSHIP RULES

Article 1 - Bidding

The National Indoor 3D Championship will be sanctioned by the FIARC Board and awarded to an archery club or a group of archery clubs. The bid must be in accordance with FIARC rules.

Article 2 - Format

The Indoor 3D Championship will consist of:

Day 1	Bowcheck and registration 3D Indoor Animal / 3D Indoor Standard Qualifying Rounds
Day 2	3D Indoor Animal / 3D Indoor Standard Qualifying Rounds
Day 3	Finals Awards and closing ceremony

Article 3 - Qualifying Rounds

On Day 1 and Day 2 of competition the archers will shoot two Indoor Rounds, a 3D Indoor Animal round and a 3D Indoor Standard round, each consisting of 20 targets.

There shall be a separate lane for each target and the archers shall go from the correspondent mark on the shooting line to his next mark on the shooting line.

A group of a maximum of four archers can be formed by the host for each target of a qualifying round. Pairing of archers shall be done daily by the Shoot Director. New pairing will be done after each round.

The time limit per end shall be one minute.

An archer shall stand so that he has one foot on either side of the shooting line.

It is prohibited to shoot in more than one style/division.

A Shoot Director shall be appointed to give starting and finishing signals per end.

Article 4 - 3D Indoor Standard Round

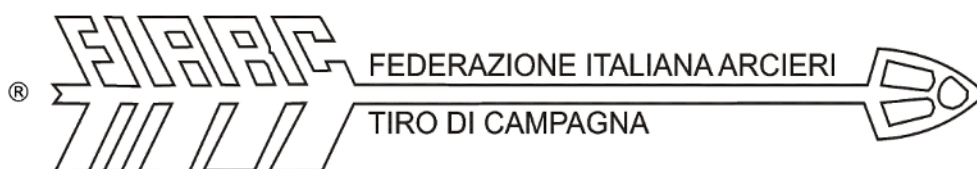
The 3D Indoor Standard Round is 20 targets. Only 3D targets can be used. The standard round shall consist of the following shots and shooting positions shall have the following maximum distances:



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Target Group	Number of shots	Maximum distances
1	4	40 meters
2	6	40 meters
3	6	30 meters
4	4	30 meters

Scoring:
Both arrows are counted for score.

	Superkill	Kill	Vital	Wound
1 st arrow	16 points	14 points	12 points	8 points
2 nd arrow	14 points	12 points	10 points	6 points

Article 5 - 3D Indoor Animal Round

The 3D Indoor Animal Round is 20 targets. Only 3D targets can be used. The round shall consist of the following shots and shooting positions shall have the following maximum distances:

Target Group	Number of shots	Maximum distances
1	4	40 meters
2	6	40 meters
3	6	30 meters
4	4	30 meters

Scoring:
A maximum of three shots is allowed, but an archer shoots only until a hit is made. If the first arrow hits the scoring area, no more arrows have to be shot.

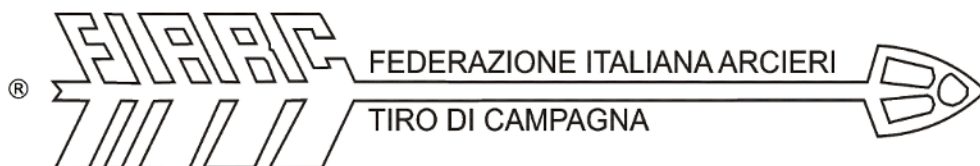
	Superkill	Kill	Vital	Wound
1 st arrow	22 points	20 points	18 points	16 points
2 nd arrow	16 points	14 points	12 points	10 points
3 rd arrow	10 points	8 points	6 points	4 points



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Article 6 - Finals

Only the archers ranked in the first six positions after the qualifying rounds, in each division and style, will shoot in the finals.

Finals will be shot on a round of 6 targets. Only 3D targets can be used.

The final round shall consist of the following shots and shooting positions shall have the following maximum distances:

Target Group	Number of shots	Maximum distances
1	1	40 meters
2	2	40 meters
3	2	30 meters
4	1	30 meters

Scoring:

One arrow only is shot per target.

Superkill	Kill	Vital	Wound
16 points	14 points	12 points	8 points

Article 7 - Tie Break

In the event of a tie for a spot in the finals or for any award, the archers concerned will break the tie by a shoot-off over three 3D targets (one arrow per target) set up on one of the ranges with the supervision of the Tournament Director. If the tie is not then broken they will continue shooting a single arrow "sudden death" on another target chosen by the Tournament Director. Scoring as specified under Article 6.

Article 8 - Cubs

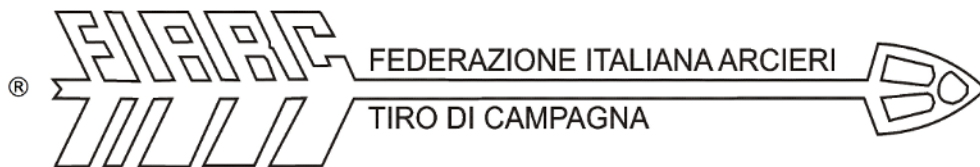
A specific shooting line just for Cubs will be placed closer to the targets in each round.



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Article 9 - Styles

In the National 3D Indoor Championship only the following style are permitted:

- Barebow Recurve (no sights, no clickers, levels or 12 inches longer's stabilizers permitted)
- Bowhunter Compound
- Bowhunter Limited
- Bowhunter Unlimited
- Freestyle Unlimited
- Freestyle Recurve
- Instinctive Recurve (no sights, no clickers, no levels, no stabilizers, no berger button, maximum bow length 64 inches, only mediterranean loose, one fixed anchor point)
- Longbow
- Historical Bow

Article 10 - Cross reference

The general rules for Tournament Officials, Protest Committee, Technical Control, Official Rounds, Targets, Equipment, Style and Division, Position & Scoring as well as Insurance; will be those rules contained in the FIARC By-Laws and Policies as applicable.



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