



National Archery *in the Schools* Program

## 2024 KyNASP®/IBO 3D Challenge Local, State Qualifying & State Tournament Rules

**KyNASP® State Tournament: March 28 - 30, 2024, Louisville, KY**

NASP®/IBO Western National: Sandy, Utah, April 26 - 27, 2024

NASP®/IBO Eastern National: Louisville, KY, May 9 – 11, 2024

NASP®/IBO Open Championship: Daytona, FL, June 6 - 8, 2024

Registration dates & hotel information will be posted at [www.naspschools.org](http://www.naspschools.org) under events

NASP®/IBO Outdoor World Championship: Cacapon Resort State Park, WV: August 7-10, 2024

### The Archery Way

#### Competing with Honesty and Integrity

*As archers, we strive to shoot our best while competing with integrity. Honesty is an expectation, sportsmanship and composure, an obligation. We encourage others and understand our responsibility to self-officiate and protect the field with an overall goal of bringing the archery way into everyday life.*

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## **NASP®/IBO TOURNAMENT SANCTIONED RULES & PROTOCOLS**

National Archery in the Schools Program (NASP®)/IBO 3D Challenge National Rules are the governing rules for the Western and Eastern National and Open Championship tournaments. NASP®/IBO states within the United States and other NASP® countries have the freedom to manage their programs within these rules. Although the NASP®/IBO 3D Challenge National Rules are the minimum guide for states and countries to follow when conducting NASP® tournaments, each state or country may add to or increase the NASP®/IBO rules to fit local requirements. Standard safety protocols and operating principals create a familiar field for NASP®/IBO 3D Challenge students, so they are prepared and understand what is expected at each event. **KENTUCKY: KyNASP® specific additions will be noted or highlighted in blue.** KyNASP rules and protocols for all KyNASP® tournaments/events are set by expectations from The Kentucky Department of Fish and Wildlife Resources and may be stricter than National NASP® rules and protocols.

**New for 2024:** Except for inconsequential language edits, rule changes are in **yellow** highlights.

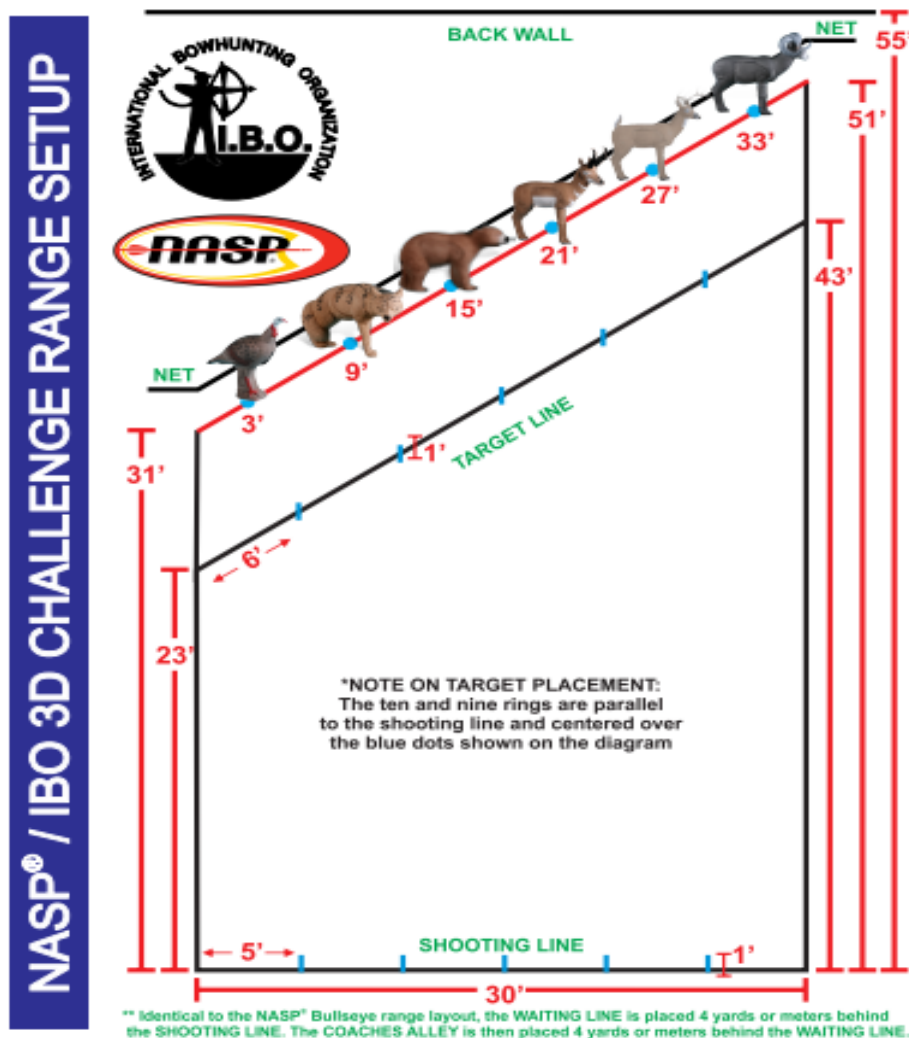
- The NASP®/IBO 3D Challenge logo is a registered trademark and may only be used on t-shirts, banners, or any other items, with written permission from NASP®/IBO.

**Special Note Concerning Distance Learning:** The school of *enrollment* determines a students' NASP®/IBO school. If schools are allowing students to participate in distance learning through on-line education to maintain their progress and grades, those students are still members of the school in which they are enrolled.

**National 3D Challenge:** For teams that competed in a state level NASP®/IBO 3D Challenge, qualification tiers will be in place for national registration that will give qualifying team's priority registration over states without a state level 3D tournament.

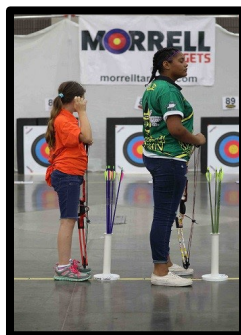
1. **KyNASP®/IBO PARTICIPATION: See bullseye rules section 1. All of section one KyNASP®/IBO Participation is the same as KyNASP® bullseye rules, with the following exceptions.**
  - 1.1. **The only exception for 3D is in the Number of Archers Per Team section.**
    - 1.1.1. NASP®/IBO 3D archery teams must contain 6-24 students, at least 2 of which must be of the opposite gender.
2. **NASP®/IBO 3D Challenge Western and Eastern Nationals; Open and Championship Tournament Registration Protocols: See bullseye rules section 2.**
3. **Equipment: See bullseye section 3. – The only equipment specified for use in NASP® may be used in the tournament. All of section 3 is the same as bullseye rules, with the following exceptions.**
  - 3.1. Only exceptions for 3D are in the accessory section. The following two items are in addition to Section 3.5. of bullseye rules.
    - 3.1.1. Rangefinders and/or Range-finding binoculars are prohibited.
    - 3.1.2. The use of binoculars is permitted on NASP® IBO 3D Challenge ranges.
    - 3.1.3. Target Zone cards are also permitted on NASP®/IBO Challenge ranges.
4. **Competitive Format:**
  - 4.1. **Range Set-Up**
    - 4.1.1. Each range will have 6 shooting lanes and 6 targets, 1 target per lane.
    - 4.1.2. Targets will be placed along a diagonal line ranging in distance from 10 meters (32' 10") to 15 meters (49' 2") from the shooting line. Target 1 will be approximately 10 meters from the shooting line and target 6 will be approximately 15 meters from the shooting line.
    - 4.1.3. The 10-meter target will be a turkey. The 15-meter target will be a stone sheep. Between 10 meters and 15 meters, at increasing distances, will be a coyote, bear, pronghorn antelope, and deer. The only targets allowed for the NASP®/IBO 3D Challenge are manufactured by Rinehart Targets and are available for purchase on the NASP® website.  
**Each target may be facing right or left in order that both sides of the target insert may be used. Targets may be shot from the shortest distance to the longest; or from the longest distance to the shortest, depending on individual range layout.**
    - 4.1.4. The diagonal target line will be approximately 3 yards or meters from the targets.
    - 4.1.5. A single line, horizontal to the back wall, will be divided into 6, 5-foot-wide shooting lanes, each accommodating 2 archers.
    - 4.1.6. The waiting line will be horizontal to the shooting line at least 4-5 yards or meters up-range from the shooting line.
      - 4.1.6.1. A 'Coach's Alley' will be delineated between the waiting line and spectators
      - 4.1.6.2. Only three coaches from each team may be in the coach's alley.
      - 4.1.6.3. We encourage alley coaches to be seated as much as possible to prevent blocking the view of spectators in the audience.
      - 4.1.6.4. Coaches in the alley must wear credentials provided at registration (wrist strap, etc.)
      - 4.1.6.5. For teams, at least one coach must be immediately available and located with his or her team during bow inspection and while the team is shooting in case issues must be resolved. Coaches must display positive sportsmanship at all times.
    - 4.1.7. Spectator seating will be placed behind the coaches' alley.
    - 4.1.8. The shooter's label specifies with "Left" or "Right", indicating which half of the 5' wide shooting lane each archer is assigned.
      - 4.1.8.1. Crowding across the middle of the lane is considered unsportsmanlike conduct and could result in the offending archer being disqualified.
      - 4.1.8.2. Placement of any items or marks on the floor or target as a reference or aiming point is prohibited.
      - 4.1.8.3. Shooters occupying a lane will be from different schools where possible.

- 4.1.8.4. Coaches assigned to a group of lanes for their team can move archers within their assigned lanes if needed. But must indicate a lane change on the score cards. Each lane should still have archers from two different schools.
- 4.1.8.5. Solo shooters will be combined where possible to promote integrity
- 4.1.9. NASP®/ IBO 3D Challenge competition ranges may only be utilized during scheduled flight times. Any shooting or practicing on competition ranges prior to an archer's scheduled flight time will result in the disqualification of that archer.



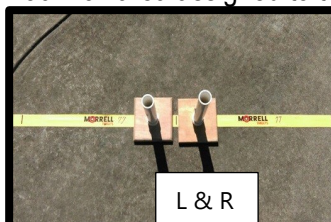
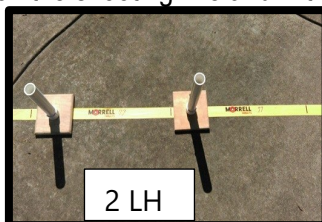
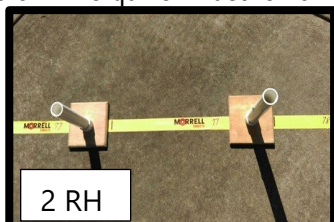
- 4.2. **Whistle Signals:** NASP® whistle commands will be used to operate the range.
- 4.2.1. 5+ whistles for an emergency
  - 4.2.2. 2 whistles to 'get bow'
  - 4.2.3. 1 whistle to 'shoot'
  - 4.2.4. 3 whistles to 'go get arrows'
- 4.3. **Arrow Handling and Movement About the Range:** NASP® safety rules must be followed.
- 4.3.1. Archers must walk when moving about the range.
  - 4.3.2. Archers must have one foot on each side of the shooting line with 'bows on toes' before shooting begins.
  - 4.3.3. While shooting, the archer must straddle the shooting line with the non-target foot behind the back edge of the shooting line. NO PART of the shooting line will be covered by the archer's foot.
  - 4.3.4. The tournament-provided arrow quiver must be placed ON the shooting line in FRONT of the archer.
  - 4.3.5. Shooter and quiver must remain in each archer's half of the assigned lane when on the shooting line. No part of the archers' body or the quiver may cover, or be past, their lane marks.
  - 4.3.5.1. Crowding across the middle of the lane, or into an adjacent lane, is unsportsmanlike conduct.

4.3.5.2. Crowding is defined as any part of the archer's body or equipment extending past the 30-inch area assigned to the archer.



**Archers must remain entirely within their half of the lane.**

4.3.5.3. The quiver must remain on the shooting line and within 30-inch area assigned to the archer.



4.3.6. While both archers may approach the target when scoring, only one archer may remain at the targets when arrows are pulled. The other archer must be safely behind the target line while arrows are being pulled from the target.



**When pulling arrows, only one archer may be forward of the Target Line. All archers must remain standing.**

4.3.7. Archers must remain on their feet (standing) and off their knees when scoring and pulling arrows.

4.3.8. Arrow points must be covered with one hand and shafts grasped below the vanes with the other hand when walking with arrows.

#### 4.4. Order of Shooting

4.4.1. Archers will shoot one practice end of 5 arrows at the target placed in their shooting lane.

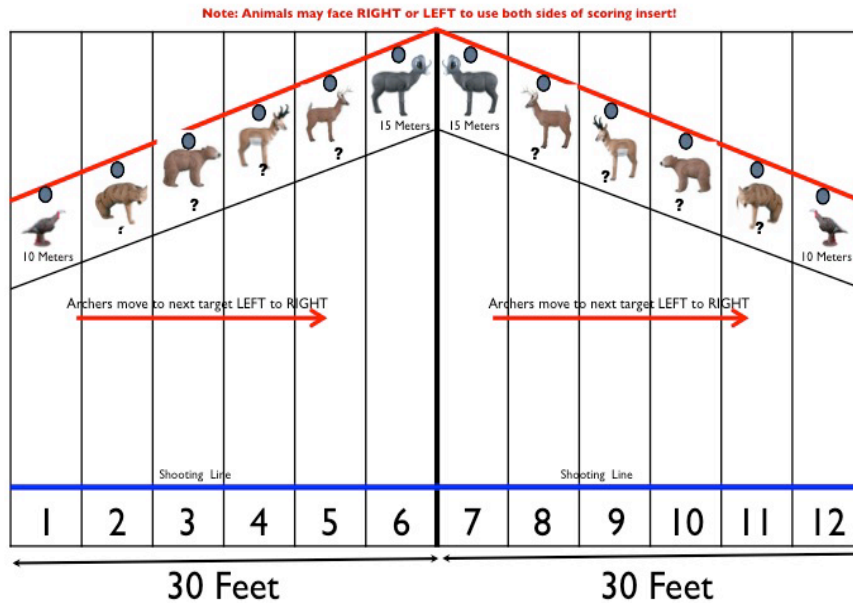
4.4.2. Archers then shoot the first scored end of 5 arrows at this same starting target.

4.4.3. After shooting and scoring an end of 5 arrows, the archer will move the scorecard **from left to right**, to the **target line** at the next target and move arrows to the next quiver.

4.4.4. When the archer comes to the right end of the range and has not yet shot all 6 targets, the archer will move to the opposite end of their 6-target range and continue shooting and moving to the right until the flight concludes.

## Schematic for NASP® IBO 3D Challenge

Each range (2 below) contains 5, 5' wide lanes, 2 archers/lane and one 3D target



4.5. Archers will have 2 minutes to shoot each 5-arrow end.

4.5.1. Dropped arrows will be left on the floor and replaced by a range official.

4.5.2. An arrow that bounces off the target may be shot again as instructed by range officials, except for practice arrows.

4.5.3. Replacement arrows will only be provided for bounce outs on scoring ends. Practice bounce outs will remain as shot.

4.5.4. An arrow that reaches the target line without hitting the target is considered a shot rather than a dropped or bounced-out arrow and will be scored zero points.

4.5.5. If an archer is unable to safely use the equipment and follow range protocols, that archer may be removed from the competition.

4.5.6. If the archer's draw weight and draw length aren't sufficient to perform on par with other archers in the tournament the archer may be removed. Shot arrows that fail to reach or stick in the target butts are symptomatic of insufficient performance.

4.5.7. After shooting the last arrow the archer must immediately leave the shooting line, rack the bow, and return behind the waiting line. This is NASP®-specific range management protocol.

4.5.8. Lost vane, arrow rest damage or failure, broken nock - if any occur during the release of an arrow and that arrow makes it to the target line and doesn't bounce off of the target, it is a shot arrow.

4.5.9. If during a tournament there is a delay in shooting exceeding 10 minutes, the tournament director has the discretion to allow archers to shoot 5 practice arrows at the target they are on prior to restarting the scoring ends. Examples of a delay could be but not limited to: (Indoor) power outage, fire alarm or medical emergency. (Outdoors) Weather such as heavy rains or lightening.

### 4.6. Coaching

4.6.1. A team shall have no more than 3 coaches in Coaches Alley during the flight. Individual groups may have 1 coach in Coaches Alley.

4.6.1.1. Any coach in Coaches Alley must have a coach's wrist band or tournament credentials (when supplied). Clearly identifying them as a NASP® coach.

4.6.1.2. At least one coach must be immediately available and located with his or her team lanes while the team is shooting in case they are needed. Coaches must display positive sportsmanship while in this alley.

4.6.2. Coaches of special needs archers may be allowed (with prior approval of range officials) to stand with the archer on the shooting line. However, they must do so safely and without distracting the other archers.

4.6.3. Coaches must withhold coaching and communication with their archer while the archer is on the shooting line. Such communication may take place only when the archer is up range of the waiting line.



## 5. Scoring:

- 5.1. Only archers and tournament officials will be allowed downrange of the waiting line.
- 5.2. All arrows should be scored before any arrow, or the target is touched.
  - 5.2.1. Moving or pushing an arrow into the target to affect an arrow's score violates 5.2.
- 5.3. The scoring rings are 10, 9, & 8. Any arrow outside the 8-ring but on the animal is scored a 7. Arrows in the horns (sheep & antelope), antlers (deer), or stump (turkey) are scored zero.



- 5.3.1. An arrow **shaft** (not the hole) touching a scoring ring line is awarded the higher point value.



**The dark (top) arrow shaft is touching the 10-ring. It is scored a "10". The gold shaft (bottom) is in a hole that touches the "10" ring, but the shaft is not touching "10" ring. It**

- 5.3.2. An arrow scores zero (0) points if.
  - 5.3.2.1. The arrow misses the target.
  - 5.3.2.2. The arrow deflects off and **past** the target. (A deflection back towards the archer is a bounce out and a replacement arrow may be shot.)
- 5.3.3. An arrow that 'robin-hoods' (sticks in the back of another arrow) receives the value of the arrow in the target.
- 5.3.4. An arrow that deflects off another arrow and sticks in the target is scored where it sticks.
- 5.3.5. An arrow that deflects off another arrow and fails to stick in the target is treated as a bounce out.
- 5.3.6. An arrow that skips off the floor and imbeds in the target is scored where it sticks.
- 5.3.7. An arrow that skips off the floor and bounces off the target is treated as a bounce out.
- 5.3.8. An arrow that sticks in the target but falls completely out as shooting continues is treated as a bounce-out and a replacement arrow may be shot
- 5.4. Scannable (bubble-type) scorecards will be used. Archers should practice with this type of scorecard before coming to the tournament. [CLICK HERE](#) for a practice scorecard.
- 5.5. Both archers' scorecards will be on the same score board.
  - 5.5.1. The score board will be placed on the target line.
    - 5.5.1.1. The score board may be placed anywhere on the target line within the archers' lane.
- 5.6. Both archers will walk to the target in their lane to record arrow scores.
  - 5.6.1. One or both archers may approach the target face to score arrows.
  - 5.6.2. **OFFICIAL SCORING PROTOCOL:** One archer will CALL and BUBBLE the other archer's arrow.
    - 5.6.2.1. The scorecard has a "Check-Box" to the right of each 5-arrow end.
      - 5.6.2.1.1. The archer should check this box indicating he or she has examined each 5-arrow end to make sure the score has been correctly entered.
      - 5.6.2.1.2. Also check to assure that ALL ARROW VALUES are bubbled.
    - 5.6.3. Then the archers will reverse roles.
    - 5.6.4. If archers cannot agree on an arrow's score, a range official must be asked for the final decision.

- 5.6.5. Only range officials may have erasers on the range. If the archer needs a score erased, the official will perform the task. The lane official **may** document such action on the back of the scorecard.
- 5.6.6. After both archers are satisfied that arrow values have been accurately recorded, scores are considered final.
- 5.6.7. One archer will move safely behind the Target Line while the other archer pulls his own arrows.
- 5.6.8. Then the archers will reverse positions, one behind the Target Line while the other pulls her own arrows.
- 5.6.9. At the conclusion of the flight both archers must sign the scorecard.
  - 5.6.9.1. If an archer fails to sign his or her scorecard, the scorecard will be considered approved and final.
  - 5.6.9.2. The archer represented by the unsigned scorecard will not be disqualified for neglecting to sign.
- 5.7. Scorecard deficiencies may be found in the scoring room:
  - 5.7.1. Scorecard has more than one value on a scoring line. The higher value will be erased.
  - 5.7.2. Scorecard has more than one value on a scoring line but there is a blank line among the 5 scoring lines. One of the double values will be moved to the blank line.
  - 5.7.3. A scoring line is blank. Except in 5.7.2 above, the blank line will be scored zero.
- 5.8. An archer's score may only be counted for a single team. The score will also be used to determine the archer's individual placement.
- 5.9. Range officials will gather signed scorecards after each flight at the target.
- 5.10. Disqualification may occur if an archer takes the scorecard up-range of the shooting line or to the coach or other unofficial person(s).
- 5.11. If an archer observes another recording a false score a range official **must** be alerted.
- 5.12. Summation of the team's highest 6 individual scores, with at least 2 of both genders will comprise the team score.
- 5.13. For single gender schools, all 6 individual scores will be from a single gender.

## **6. Tie Breakers:**

### **6.1. Individual Ties**

- 6.1.1. First by comparing the total score, then # of 10's, 9's, 8's, and 7's.
- 6.1.2. If ties remain, Overall and Runner-up female and male individual ties will be broken with a shoot-off that will take place prior to the awards ceremony. All other ties will remain and will receive duplicate awards.
- 6.1.3. Archers absent for tie breaking will be awarded the lower rank
- 6.1.4. Overall tied individuals will shoot a 5-arrow warm-up end at the sheep.
  - 6.1.4.1. Then a 5-arrow competitive end at the sheep.
  - 6.1.4.2. If the tie persists, a single arrow shot at the sheep, closest to the middle of the sheep's 10 ring will break the tie.

### **6.2. Team Ties**

- 6.2.1. Team ties, if they occur, will be broken.
- 6.2.2. First by comparing total score, then # of 10's, 9's, 8's, and 7's.
- 6.2.3. If necessary, tied teams will select one male and one female archer from their teams.
  - 6.2.3.1. These two archers from each team will shoot a 5-arrow warm-up end at the sheep and then a 5-arrow scoring end at the sheep.
    - 6.2.3.1.1. Combined scores of both boy and girl team members will be compared to break the tie.
    - 6.2.3.1.2. If the tie persists both the boy and girl from each team will shoot a single arrow at the same target. The arrow closest to the center of the target will win the tie.

## **7. Dress Code: See bullseye rules section 7.**

## **8. Sportsmanship: See bullseye rules section 8.**

## **9. Protest Procedure: See Bullseye rules section 9. The only exception is 9.6.**

- 9.1. (9.6.) Rule clarification or suggestions may be provided by contacting Ryan Bass at: [ryanb@ibo.net](mailto:ryanb@ibo.net).