

WSAA Indoor Multi-Color Championship Rules

GENERAL RULES

1. The official rules of the NFAA shall govern this tournament except as noted in these WSAA rules.
2. The Indoor Multi-Color Championship consists of two rounds shot on two different days using the Vegas multi-color 40 cm. indoor target or triangular three-spot target face. NASP archers shoot one round only.
3. The distance shot will be 20 Yards. Cub, PeeWee and NASP Elementary distances will be 10 Yards.
4. The round shot comprises 10 ends of 3 arrows each, total 30 arrows.
5. **Divisions:** Male and Female in all NFAA Divisions: Pro, Senior Pro (50+), Silver Senior Pro (60+), Master Senior Pro (70+), Adult (18+), Senior (50+), Silver Senior (60+), Master Senior (70+), Young Adult (15-17), Youth (12-14), Cub (8-11) and PeeWee (under 8).
 - a. Archers will use their age at the start of the tournament to determine their division.
 - b. An archer aged 50 and older may compete as an Adult or Senior. Archers aged 60 and older may compete as an Adult, Senior or Silver Senior. Archers aged 70 and older may compete as an Adult, Senior, Silver Senior, or Master Senior.
 - c. Junior archers may elect to compete in any higher age division up through Adult with written parental consent. This letter will be held by the Tournament VP. Once this option has been exercised, the archer may not revert.
 - d. Archers in the National Archery in the Schools Program (NASP) are invited to compete in this event, in the NASP equipment style and NASP age groups - Elementary (grades 4-5), Middle School (grades 6-8) and High School (grades 9-12).
6. **Styles:**
 - a. Adults, Seniors, Silver Seniors, and Master Seniors shoot Freestyle, Freestyle Limited, Barebow, Bowhunter Freestyle, Traditional, Freestyle Limited Recurve, and Barebow Recurve. Adults ONLY may shoot Longbow.
 - b. Juniors (under 18 years of age) shoot Freestyle, Bowhunter Freestyle, Barebow, Freestyle Limited Recurve, and Barebow Recurve.
 - c. All Pro Divisions shoot Freestyle only.
 - d. NASP Division archers shoot NASP equipment Style only. (Original Genesis Bow without modification, full-length 1820 Aluminum Arrows, NO Sights.)
7. NFAA equipment rules will apply to all styles. Equipment may be subject to inspection at any time during the tournament day.
 - a. Peak bow weight is limited to 80 pounds. Maximum arrow speed is limited to 300 feet per second, with a variance of 3%.
 - b. Maximum arrow speed is limited to 300 feet per second, with a 3% margin of error, as measured by the official on-site chronograph. If the average speed of three arrows exceeds 309 feet per second during or after a tournament round, that round's score will be immediately disqualified, with no exceptions.
 - c. Arrow shaft diameter is not to exceed .422" (27/64) with points no larger than .425". Lighted nocks are not allowed.
8. No archer shall draw a bow in any manner that if accidentally released could fly beyond a safety zone or a safety arrangement overshoot area, backstop, etc. A warning will be given on the first instance. Second instance will require removal of archer from event.
 - a. This judgement may be made by any Tournament Official, or by anyone else, who should then notify a Tournament Official.

- b. If the action persists after an official warning, the archer may, in the interest of safety, be asked to stop shooting immediately and to leave the course or range.
9. An archer may shoot additional rounds and compete in more than one Style and in more than one Division but may not compete in more than one Division within the same Style. Separate fees and a separate registration form are required for each category in which an archer shoots.
10. With the exceptions below, all competitors must be current WSAA members. Non-members will be permitted to join the WSAA prior to the start of the tournament or at the time of registration, including on-site.
 - a. USAA members who are residents of Washington State and are not members of WSAA are welcome to compete and must provide proof of USAA membership at time of registration.
 - b. NASP archers may compete in the NASP Style in this tournament regardless of WSAA membership.
 - c. Archers who do not meet the requirements above may participate as Guests, but will not be eligible for awards.

SHOOTING RULES

1. A Line Captain shall be selected and shall settle all doubtful issues pertaining to shooting and scoring.
2. There will be two official practice ends consisting of as many arrows as the archer wishes to shoot in 2 minutes each.
3. The round will be shot on the Vegas 40 cm target (individual's choice of single-spot or three-spot).
 - a. An end consists of three arrows. 10 ends will constitute the round.
 - b. There shall be a 2-minute time limit to shoot an end, with a 30 second warning before time expires.
 - c. Two sounds signals shall notify archers to advance to the shooting line. One sound will be the signal to begin shooting. Three sounds will signify the completion of the end and to stop shooting.
 - (1) If there is more than one line, two sounds will signal the first line to stop shooting and the second line to move to the shooting line. One sound will be the signal for the second line to start shooting and three sounds to stop.
 - (2) Five or more blasts will be a signal to stop shooting immediately, including letting down if a bow is drawn.
 - (3) Verbal announcements may be used in place of a sound signal.
 - d. Archers may nock an arrow, but may not raise their bow arm until the signal to begin shooting has been given.
4. Scoring area values shall be X (10 points), 10, 9, 8, 7, 6, 5, 4, 3, 2, 1.
 - a. If using the three-spot face, the scoring values shall be X (10 points), 10, 9, 8, 7, 6, then 0.
 - b. Arrow shafts touching the line shall be in the next higher scoring area. If the scoring ring has become distorted due to torn or missing paper, the scorer shall visually reconstruct the natural arc of the scoring ring to determine the value of the arrow(s).
 - c. Scorers will record X's and the value of each arrow on the scorecard. X rings shall be counted and used as tie breakers, and will be considered part of the official score.
5. All scoring must be double scoring. A running total MUST be kept. Failing to do so and causing delays could result in disqualification.
6. No archer may advance in front of the shooting line during normal shooting periods for ANY reason.
7. Archers will shoot their assigned target. Archers shooting the lower target will shoot first. After shooting five ends for score, archers shooting the bottom targets will move their target faces to the top and archers shooting top targets will move their target face to the bottom.

8. When using the three-spot face, one arrow is allowed per spot. If more than one arrow is in a single spot, the archer will lose the highest scoring arrow or arrows in that spot, before other penalties are initiated.
9. If an archer shoots more than the prescribed number of arrows in an end, the excess arrow or arrows of highest value will not be scored. A penalty of one point will be assessed for each arrow shot over the prescribed number of arrows.
10. Any archer shooting prior to beginning whistle or after the whistle signaling completion of the end will lose the highest scoring arrow or arrows equaling the number of discrepant arrows shot. This penalty will be assessed after penalties regarding excessive arrows are completed, and will result in fewer than three arrows being counted for score.
11. If an arrow is dropped while the archer is in the act of shooting, he/she may shoot another arrow in place of the dropped arrow if any part of the dropped arrow is within ten feet of the shooting line.
12. All scoring shall be completed before an arrow in the target face, or the target face itself may be touched. A questionable arrow touched by any person before it is scored must take the lower score.
13. Witnessed bounce outs and pass throughs will be re-shot at the end of the round after all other scoring is completed. An arrow embedded past the nock that cannot be scored must be reshot. No arrow may be pushed back through the target. This is subject to the discretion of the Line Captain.
14. An arrow embedded in the nock of another arrow will be scored the same as the arrow it struck.
15. Hits on the wrong target will be scored as misses.
16. The Line Captain will make all decisions on scoring questionable arrows and his/her decision is final.
17. Any archer who purposely disfigures a target face for any reason may be disqualified. Arrow holes may be repaired provided there is no delay to the round. Names may be written on the target if not in the scoring area.
18. The use of spotting scopes will be permitted both on and off the shooting line. However, on-line scopes will be restricted to small hand-held scopes. Archers will not be allowed to step on and off the line to use spotting scopes. No verbal communication between shooters and spotters will be allowed.
19. Any equipment that impairs the hearing of the competitor will not be allowed on the shooting line.
20. Any archer acting in an unsportsmanlike manner shall be IMMEDIATELY disqualified.
21. In the event of equipment failure, verified by the Line Captain, the archer shall have fifteen minutes to make repairs without holding up the tournament.
 - a. Backup bows may be used.
 - b. The archer shall be given one end (three arrows) for resighting.
 - c. Make-up arrows will be shot at the end of the round in the presence of the Line Captain.
 - d. The occurrence of repair or replacement may not happen more than once during a round.
22. It is the archer's responsibility to ensure scorecards are complete and accurate. Before submitting them to tournament officials, the archer should verify that:
 - a. Arrow values, target totals and X-counts have been fairly and accurately recorded. If there is a difference in an arrow value or a target value between the two score cards, the lower score must be taken.
 - b. The day's total score and total X-count have been accurately calculated and transcribed to the summary block on the scorecard as appropriate.
 - c. Scorecards have been signed by the shooter and two scorers in that group (three DIFFERENT signatures are required). The score caller is a scorer, along with the scorekeepers. All signers must be WSAA or USAA members.
23. All Youth, Cubs and PeeWees must have their scorecards checked and signed by an adult.
24. All scorecards must be turned in within one hour of the completion of the round. It is each archer's responsibility to ensure their scorecard is turned in to registration and that they are registered in the proper classification. Classification cannot be changed after the first day.

25. Once signed and submitted, a score cannot be changed. The signatures are a guarantee that the score is accurate and true. If scorecards are turned in not tallied or not properly signed, they may be disqualified, or the lower score used for official score.
26. The winners are the archers with the highest total score and X-count in each Division and Style, and awards will be presented according to the unit rule. (Silver Senior Pro and Master Senior Pro receive medals only.)
 - a. The unit rule determines the number of archers receiving awards in each Division and Style. One award for 1-3 shooters, two awards for 4-6 shooters, three if there are 7 or more. Places (1st, 2nd, 3rd) will be determined by the number of awards allowed and whether there are ties. The number of awards presented may be increased if there are ties for the last place allowed by the unit rule.
 - b. Ties in the overall score will be decided by the highest first round score, then first round X-count. Scores still tied will receive equal awards and the number of places shall be reduced accordingly.
27. Any rules not covered above shall be referred to the Tournament VP.
28. Any grievances must be presented in writing to the Tournament Committee and must be accompanied by a \$25.00 fee, which will be refunded if the grievance is upheld.