

WSAA Safari Championship Tournament Rules

GENERAL

1. The official rules of the NFAA shall govern this tournament except as noted in these WSAA rules.
2. The Safari Championship is a 70-target round, 2 arrows per target, shot over 2 days. The number of targets shot per day is flexible, at tournament host option, provided a total of 70 targets is shot, (e.g., 35 + 35, 40 + 30, 42 + 28).
3. Target distances will be based, without variation, on the 2012 NFAA Marked 3-D Championship (Redding Western Trail Shoot.) These are laid out on the chart below. The target order may be arranged to suit the host club.
 - a. For Adults, all Senior divisions and Young Adults, the maximum distance is 101 yards. Youths will shoot from the Adult stakes unless the distance is over 50 yards. Cubs and PeeWees will have their own shooting stakes. The Cub stake should be set at approximately one-half the distance of the Youth stake, up to the Cub maximum of 30 yds. The PeeWee stake should be approximately one-half the distance of the Cub stake, up to the maximum PeeWee distance of 15 yards. If distance is less than 10 yards, all shoot from the same stake. The minimum distance for the tournament is 4 yards.
 - b. Colored stakes shall be used for the following shooting positions: Orange - Adult, all Seniors, Young Adult; Blue - Youth; Black - Cubs, NASP High School; Green - PeeWees, NASP Elementary and Middle School.
 - c. The official distance for the Traditional style shall be the Adult stakes.
4. Distances will be measured with a tape, pulled taut from target to shooting stake, or more accurate measuring device. Handheld range finders may not be used.
5. The targets will be primarily commercially printed Safari targets. Longer distances may be shot on appropriately sized 3-D animals (e.g., caribou, moose, bison) or custom-made paper targets with appropriately sized spot and kill. Shorter distances may be shot on appropriately sized paper targets from other sources, including computer art.
 - a. The target will have a BRIGHT ORANGE aiming spot, either a sticker, painted on or printed on, placed over the center of the kill ring. Other colors are not allowed.
 - b. There will be a circular 10-ring (kill ring) around the orange spot except on targets closer than 10 yards.
 - c. Target size, kill ring and spot size shall be in proportion to the distance.
 - Under 10 yards - 4 cm diameter spot with no kill ring
 - 10-19 yards - 4 cm diameter spot with 3-6" kill ring
 - 20-30 yards - 7 cm diameter spot with 6-9" kill ring
 - 31-60 yards - 10 cm diameter spot with 9-12" kill ring
 - 61-90 yards - 13 cm diameter spot with 10-15" kill ring
 - Over 90 (101 yards) - 20 cm diameter spot with 16-24" kill ring

The kill ring is pre-printed on most of the Finwood and all the Spot-Hogg animals. The kill ring should be 2-3 times the diameter of the spot.

6. The following table shows the distances shot, the number of targets at that distance and the appropriate spot and kill ring sizes. The black numbers are the distance in yards and the red numbers (in parentheses) are the number of targets at that distance over the 2 days.

Distance (Yards)	Spot Size	Kill Size
4 (1), 8 (1), 9 (1)	4 cm	none
10 (1), 11 (2), 13(1), 14 (2), 15 (2), 16 (1), 17 (1), 18 (2), 19 (2),	4 cm	3 - 6"
20 (3), 22 (1), 25 (4), 26 (1), 27 (1), 28 (2), 29 (1), 30 (1),	7 cm	6 - 9"
31 (1), 32(2), 34 (2), 35 (3), 36(1), 37 (2), 40 (3), 41 (4), 42 (1), 45 (4), 46 (1), 47(2), 49 (2), 50 (2), 55 (1) 56 (1), 57 (2)	10 cm	9-12"
63 (2), 73 (1), 77 (1), 88 (1)	13 cm	10-15"
101 (1)	20 cm	16-24"

7. **Divisions:** Male and Female in all NFAA groups: 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. The Tournament VP will hold this letter. 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. NASP age groups are Elementary (grades 4-5), Middle School (grades 6-8) and High School (grades 9-12). NASP Division shoots Saturday only.
8. **Styles:**
 - a. Adults, Seniors, Silver Seniors, and Master Seniors shoot Freestyle, Freestyle Limited, Bowhunter Freestyle, Barebow, Traditional, Freestyle Limited Recurve. and Recurve Barebow. 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.)
9. 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. Arrow shaft diameter is not to exceed .422" (27/64) with points no larger than .425". Lighted nocks are not allowed.
10. 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, or backstop. 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.
11. All competitors must be current WSAA members. Non-members are welcome to join at any time prior to the start of the tournament or with their registration, including on-site.
 - a. Non-members are welcome to shoot as Guests but will not be eligible for awards.
 - b. NASP archers may compete in the NASP Style in this tournament regardless of WSAA membership.
12. On the first day of competition, the archers will be grouped at the discretion of the Tournament Director and might not be grouped with others in their own Division or Style. Requests by archers to shoot with specific others will be accommodated, if possible, at the option of Tournament Director.
 - a. Cubs and PeeWees will be grouped with a minimum of one adult and at least two more adults and/or young adults, shooting or not, who are WSAA members. If a parent or guardian is not accompanying their Cub or PeeWee, they must assign responsibility for their child to an adult in that group.
 - b. On the second day of competition archers will be flighted with their competition except as necessary for accompanying Cubs and PeeWees at the discrimination of the tournament director. Archers who choose not to comply with this will be re-grouped if possible but will shoot as Guests and not be eligible for awards.

SHOOTING AND SCORING RULES

1. Shooting distances for each target shall be marked by a stake on the shooting lane. There may be more than one shooting stake on a lane; either AM / PM or Sat / Sun. Archers must shoot from the correct stake. Two or more archers are encouraged to shoot at the same time if there is room to do so. The archers must straddle an imaginary line which is marked by the distance stake and is parallel to the target face. Arrows shot from the wrong position will be scored as misses.
2. There may be more than one face posted on a bale, or there may be more than one spot and kill ring on an animal. Both arrows must be in the same face for score and must be in the same kill ring for the higher score. On targets less than 10 yards, if there are multiple spots on same animal the archer may shoot two different spots on that animal; otherwise, two different animals may be shot.
3. This is a two-arrow-per-target shoot. Score 11 for an orange spot, 10 for the kill ring, and 8 anywhere else on the body. Any part of the animal scores, including horns and hooves, but it must be a part of the animal. Detached animal parts printed on the target face do not score. The arrow shaft need only touch the spot, line, or animal to score the higher value. Targets without a kill ring will be scored 11 for the spot, 10 for the body. The score for the target is the combined value of the two arrows. Maximum score per target is 22.
4. Archers shoot in groups of 3 to 6, with 4 being the preferred number. No group of less than 3 shall turn in an 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. If there is an open target in front of a group and two or more groups are backed up behind, that group must let the backed-up groups shoot through.
7. If there is a dispute that cannot be settled at the target or place of incident and a range official is not available, the scorecard and target number should be marked, and a tournament official consulted later to resolve the dispute before turning in the scorecard. Once it is submitted, the scorecard cannot be changed.
8. The three let-down per arrow rule is in effect. The fourth let-down will be a shot arrow and scored as a miss.
9. No archer may practice any shot on a course to be used for tournament shooting later the same day, except that the first target each day will be for practice, two arrows only.
10. Targets must be shot in numerical order. An intentionally skipped target(s) may not be shot later and the archer will record a score of zero for all targets skipped.
11. If an archer shoots more than two arrows at a target, only the lowest two arrows will be scored. A penalty of one point will be assessed for each arrow shot over the prescribed number of arrows.
12. No archer may advance in front of the shooting line before everyone in their group has shot. No archer may approach the target and then return to the stake to shoot again except in the case of an unsuspected pass through.
13. All arrows must be in the target to score, except witnessed pass-throughs.
 - a. Bounce-outs shall be re-shot if they appear to have struck a scoring area.
 - b. Unwitnessed pass-throughs can be re-shot if their location and the condition of the butt are consistent with their having passed through a scoring area. If a pass-through is witnessed, score as seen. A suspected pass-through may be re-shot with a marked arrow, which will not be scored if the first arrow is found and is scoreable.
 - c. Arrows that bounce off the ground or an object to the side of the shooting lane are scored as misses. Arrows striking objects over the shooting lane may be reshot.
 - d. Arrows embedded past the nock may be pushed back until the shaft can be seen for scoring.
 - e. An arrow embedded in the nock of another arrow will be scored the same as the arrow it struck.
14. Scoring of questionable arrows is to be decided by the shooting group using this procedure:
 - a. The caller must make an initial call.
 - b. If someone in the group disputes the call, another archer in the group is to make a third call. This should not be the archer whose arrow is in dispute, although in groups with only three shooters it may need to be. This call is final.
15. An arrow inadvertently dropped while transferring from the quiver to the bow in preparation of a shot, which falls off the arrow rest, accidentally releases from the string in preparation of making a shot or falls during a controlled let-down, may be recovered or another arrow may be shot.
16. All scoring shall be completed before any 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.

17. Binoculars, range finders and spotting scopes may be used. However, tripods are not allowed.
18. An archer leaving the range for any reason other than an emergency or equipment failure, confirmed by a tournament official, may return to shoot with his group, but will not be allowed to make up any targets missed.
19. In the case of equipment failure, the archer may have up to 45 minutes, as granted by a tournament official, for repair or replacement and re-sighting. The archer will then re-join his/her group and shoot the remaining targets. Missed targets will be made up in the presence of a tournament official. An arrow released as a result of equipment failure will be considered a shot arrow and scored as it lies. Each archer is limited to one claim of equipment failure per tournament day.
20. Any archer conducting himself in an unsportsmanlike manner shall be IMMEDIATELY disqualified.
21. 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. Target totals 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 members.
22. All Youth, Cubs and PeeWees must have their scorecards checked and signed by an adult.
23. 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.
24. 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.
25. The winners are the archers with the highest score 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 for first place will be broken by a shoot-off at the longest distance allowed for the age group, either on the course or on the practice range. If the 101-yard target is not practical (e.g., too far away), an 88-yard target may be substituted. The target should be the appropriate size for the distance. One arrow closest to center.
 - c. If a competitor is not present for a shoot-off, he/she will place below the other archer(s) tied for first, as allowed by the unit rule.
 - d. Ties for second and third place will be given equal awards, and the number of places shall be reduced accordingly.
26. For each Championship Tournament, the Tournament Vice President will appoint a three-member protest committee
 - a. Prior to filing any protest concerning another competitor, the person filing the protest must verbally inform the person that a protest is being filed against him or her. The formal protest must then be submitted in writing, accompanied by a \$25 fee, to the protest committee within one hour of the end of the day's shooting and prior to the beginning of the awards ceremony. The person submitting the protest and other shooter(s) involved will each present their position to the protest committee. If the protest is upheld, the fee will be returned to the protester. If the protest is not upheld, the fee will be retained by the WSAA treasury.
 - b. In case of a dispute concerning the range setup or event management or operation, the formal protest must be submitted in writing, accompanied by a \$25 fee, to the protest committee within one hour of the end of the day's shooting and prior to the beginning of the awards ceremony. The protest committee will review the written report and may request the person who submitted the protest and/or the host officials to present their position. If the protest is upheld, the fee will be returned to the protester. If the protest is not upheld, the fee will be retained by the WSAA treasury.

- (1) If an error results in a course that is more difficult than standard (e.g., posted target is too small, distance is measured and marked correctly but is longer than it is supposed to be) any records set or broken will stand. Records may not be set or broken on a course which is easier than standard.
- (2) If the error concerns a mismarked distance, all archers in the division(s) affected may record a perfect score for that target and adjust their total score to reflect that adjustment. In this case, no records may be set or broken by the affected archers.