

# ARCHERY CLUB RULES

Revised October 2020  
Effective December 1, 2020



## OAKLAND COUNTY SPORTSMEN'S CLUB

**Archery at O.C.S.C. is intended to be a sport and as such, should at all times be conducted in a sportsman like manner. If there is no rule to cover a situation in the leagues then the league secretary will settle it to everyone’s satisfaction. If the secretary cannot settle the problem then the Board of Directors will make a ruling on it as soon as possible.**

**All rules not clearly covered under this document will default to NFAA Rules. Copies of NFAA Rules are stored in the Archery Club Office.**

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## LEAGUE SECRETARY INFORMATION

- A. League secretaries will be responsible and have total control of their league unless an officer of the archery board is present. An archery board member may over rule a league secretary.
- B. The League Schedule (shooting dates) shall be set the Archery Board. No changes to the schedule are allowed without prior Archery Board approval.
- C. League Secretaries are to drop league fees in the safe each week with a detailed explanation of the deposit. Seed money may be kept to make change – League Secretary is responsible for seed money. Charge slips shall be delivered in an envelope with a detailed explanation to the OCSC Office or bar cash box at the conclusion of each league night. If the Office and Bar is closed, the charge slips are to be dropped into the Archery safe.
- D. All league registration fees, Archery club card fees are to be given to the Archery Treasurer (the money stays with the Archery Club). The money can be dropped in the safe in an envelope with “Archery Treasurer – Archery Club fees” clearly written on it.

All league fees are to go the Main Club.

League fees include:      Shooting fees  
   Banquet fees  
   Awards and prizes  
   Target fees  
   Guest Fees

The Archery Club can keep:

All kitchen money  
Merchandise  
Board Approved fundraisers  
Registration and Archery Club fees

- E. The League Secretary MUST supply the Archery Club Secretary a list of the names of every shooter in the league indicating club members, non-club members, Jr members and those issued new archery cards. At week five place information sheets in the Archery Secretary’s mailbox. Identify anyone under 18 as a junior member.
- F. When a league secretary declares or banks their score, it must be witnessed and signed by another league member.
- G. League Standings sheets will be posted weekly once individual/team handicaps have established.
- H. All league nights that have 50% or more attendance will count as a shoot, less than 50% after third end will not count as a scoring shoot, and leagues will start at normal time. Exception to this would be the last few weeks of a league and attendance falls below 50% due to lack of interest. This rule is intended for conditions beyond our control such as weather. Banked and Declared scores will count toward the 50% attendance.
- I. All league records MUST be turned in to the Archery Club Secretary and all club keys to the key coordinator within two (2) weeks of the end of the league or at that league’s banquet.
- J. League secretary should print up a final standing sheet to be posted at the banquet. The sheet must show who is to receive awards and what for.
- K. The archery club secretary shall keep all league records for one year after the banquet. After two weeks all results are final.

## **LEAGUE SECRETARIES CAN EARN:**

League secretaries may receive free shooting or work hours, NOT BOTH.

League secretaries may acquire 6 hours per week (ie: 72 hours for a 12 week league, 60 hours for a 10 week league, 48 hours for an 8 week league) If two people want to share a league then they will share the hours.

Any additional helpers will receive actual hours worked and those hours must be recorded in the work bee logbook.

All hours earned counts as Archery Sub-Club hours.

## **INDOORS LEAGUES:**

- A. League Secretary shall post the schedule. Schedules will be supplied.
- B. When the number of teams has been determined, a shooting schedule will be made out. A league will use an even number of teams using a by-score (league average) if necessary.
- C. The same teams should not be first on the line each week, or the same targets.
- D. When possible every team will shoot every other team at least once. Using a systematic schedule it would repeat itself on the smaller leagues.
- E. Position nights should be shot every fourth week. The last night of league shooting is always position night.
- F. If two or more teams are tied prior to position night, the team with the high team average takes the position.
- G. A third line may be added if necessary on the late leagues, with 3 lines shooting, teams should move up in place and start shooting as soon as possible instead of the whole line at a time.
- H. Maximum of 24 shooters on the line at a time.
- I. SHOOTER will receive no score for shooting the wrong target.
- J. SHOOTER will receive no score for shooting from the wrong position unless agreed upon by opposition.
- K. BOUNCE-OUTS/REBOUNDS/PASS THROUGHES have no value and another arrow must be shot in its place providing the arrow hit the scoring area.
- L. EXTRA ARROWS SHOT:
  - 1. Single face targets pull the highest scoring arrows and count the lowest scoring correct number of arrows then subtract 1 point per extra arrow.
  - 2. Multi-face targets pull the highest scoring arrows and count the lowest scoring correct number of arrows then subtract 1 point for each extra arrow.
  - 3. Shooting less than required number of arrows will count as a complete target (NO MAKE UP).
- M. THERE ARE NO ADULTS ALLOWED TO SHOOT DURING ANY OF THE YOUTH ACTIVITES.

- N. Indoor animal round league shooters are limited to a stabilizer not exceeding 12 inches. Movable and magnified sights are allowed. Following NFAA rules for Bowhunter class.
- O. The “Shot Arrow” line shall be the 15 yard line.
- P. Lighted nocks are not allowed for 3D or Indoor leagues. Lighted nocks are allowed for Broadhead leagues only.
- Q. The house radio requires FULL league approval or it shall not be used. Personal devices require earbuds or headphones for use. Be courteous to other archers.
- R. You must score with someone other than you own team. No scoring by yourself.

## **EQUIPMENT FAILURE**

*In case of equipment failure (string breakage, nock, rest, sights, compound cables, mechanical release, pulley's), this equipment is not always repairable. The archer will be given two ends for repairs if possible or the previous shot score will be used. This is the archer's responsibility to have this equipment. After repairs are made there is one practice end, if needed. Problems with arrows are not considered equipment failure. In the event of an equipment failure the League Secretary shall be notified immediately.*

## **TEAM AND SHOOTER POSITIONS**

- A. There are four positions per team for leagues with 24 or more shooters. Leagues with less than 24 shooters shall form one or two person teams.
- B. #1 position is the highest shooter on the team.
- C. First line will shoot at the bottom target, and second line the top unless a 3<sup>rd</sup> line is required then second line would shoot the middle and third line the top target.
- D. All archers will receive one (1) target per league night. A second target will be issued if the league Secretary agrees the first one is shot out.
- E. Team members will shoot by their position on each team. High average #1 next highest #2 etc. If two team members have the same average, either the first to hold that spot will remain there; or the shooter with the highest X average, if available, then team number / shooter number.
- F. A new team member will shoot in the last position of his/her team the first night. His/her score will determine his/her position for the second night and so on.
- G. New team members added after the start of the league:
  - 1. Indoor Leagues – archers may make-up missed rounds during another league of the same format, prior to the next league date or:
    - i. At week 2
      - Average of weeks 2 and 3 is used for week 1.
    - ii. At week 3
      - Week 3 score is used for week 1, 2 & 3.
    - iii. After week 3
      - League average score is used for all previous weeks missed. The shooters average uses the best three of the last six weeks scores including league average scores.
  - 2. All leagues – in the first 3 weeks archers may make-up missed rounds during another league of the same type, prior to the next league date with the League Secretary's approval. The course must be shot as individual rounds.

## SHOOTING TIMES

### GENERAL INDOOR RULES

- A. An archer must be ready to shoot by the 4<sup>th</sup> scoring end target or be considered absent and will receive an absent score.
- B. A person needing to shoot early on league night may shoot up to six ends for score before league starts and then must begin shooting on the proper target for that night's league.
- C. After the 3<sup>rd</sup> end has been shot any shooters from the later league shall have preference to any practice shooter or any shooter who has declared his/her score. Shooters must check with the league secretary prior to shooting.
- D. It is the responsibility of the early evening league to start their league early enough to be completed no later than 7:55 pm. The league secretary can speed up shooting by some or all the methods below:
  - 1. Move the teams onto the line when the team in front of them is through shooting, instead of waiting for the whole line to move up at once.
  - 2. For small leagues only one line could be used.

### OUTDOOR LEAGUES

#### MORNING / EVENING COMBINED LEAGUES – WEATHER RELATED CANCELLATIONS

If one session is cancelled and the other is able to shoot, use the previous weeks scores for the cancelled session.

#### 2<sup>nd</sup> ARROW

There is no 2<sup>nd</sup> shot allowed. A MISS IS SCORED AS A ZERO.

### OUTDOORS STARTING TIMES

Shooting times will begin at 4:00 P.M. no one will be allowed to start shooting after 7:00 P.M.  
Morning league times will begin at 9:00 A.M. no one will be allowed to start shooting after 11:00 A.M.

### SCORING AND HANDICAPS

*THESE RULES ARE FOR ALL LEAGUES*

**AN ARCHER VIOLATING LEAGUE RULES WILL RECEIVE A ZERO (0) SCORE FOR THAT NIGHT.**

**MAKE UP** – After the 3<sup>rd</sup> week a score cannot be made up after league night is over. **NO EXCEPTIONS.**

### DECLARED SCORE

- A. If an archer knows he/she will be absent on the next scheduled league night, he/she may declare his/her score for that shoot.
- B. Declared scores can run *only* for a maximum of three consecutive weeks.  
Archers must notify the league secretary that the archer is declaring that score for the following weeks. It must be declared before shooting starts.
- C. If an archer shows up to shoot on the date he/she has declared for, the declared score still must count for that week's shoot. Any score shot that night will be for practice only and shall not be used for any reason (ie. Additional banks or declares).
- D. A declared score is the same as having been shot and will be used in figuring handicaps.

- E. If an archer has a score declared and the league is cancelled due to weather or other unforeseen circumstances, the score will be discarded and the archer allowed to shoot on the next scheduled date.
- F. If an archer declares for multiple weeks, the second or later weeks may be cancelled by giving the secretary a seven day notice.

### **BANKED SCORES**

- A. An archer may bank up to 3 scores to be used in case he/she is unexpectedly absent. The league secretary must be notified and paid in advance before starting to shoot. A banked score will cost an additional \$1.00 (NON-REFUNDABLE! – to go to the Archery Club Treasurer at the end of the league).
- B. If more than one score is banked they will be used in the same order in which they were shot.
- C. There will be NO BUY BACKS.

### **ABSENT SCORES**

- A. Absent score for weeks 1, 2 or 3 will be the average of scores shot in weeks 1, 2 and 3. If no score is available, the league average shall be used.
- B. For all absences after the third week, an absent score will be the archer's average minus 10 plus handicap. This also applies to the Traditional Leagues.
- C. Any archer not finishing a round will receive the score at the time they quit shooting, except in the case of an equipment failure – archer receives the last actual score shot.
- D. Any archer not finishing a round due to emergency, not equipment failure, will receive an absent score
- E. In the case of an archer not being able to shoot and does not have a declared score or a banked score on record, an ABSENT SCORE shall be used.

### **HANDICAPS**

- A. Handicap is based on 90% of the difference of average and possible score you can shoot. (280 in Field and Hunter and Flint Round and 600 FITA and 300 for most other leagues). For 3D and broad head leagues see the 3D/Broad head section that follows.
- B. A handicap is based on three (3) types of scores. An actual score shot, a declared score, and a banked score. Absent scores are not considered as shot, therefore absent score will not be used when figuring handicaps
- C. When calculating individual points, the archers score including handicap, shall be capped at the league maximum score (ie. 300 for NFAA, 600 for FITA). When calculating the team point, all scores shall be used (no cap).
- D. Handicaps should be rounded off to the nearest point. Example: 120.5 rounds to 121.
- E. Handicaps shall be calculated using the best/highest three (3) of the last/previous six (6) scores posted. All league secretaries must use the same standardized manual/computer programs set by the board throughout the league.
- F. At the end of the third week of the league, handicaps will be calculated for all archers and results posted for the three week period.

- G. Failure to notify the secretary of a change in your shooting style before shooting will result in a 15-point penalty.

A shooting style change would be from:

1. Instinctive to freestyle or back.
2. To release or back to fingers.
3. From one hand to another.
4. Or any other combination.
5. For 3D and broad head leagues see the 3D/broad head section that follows.

- H. Any archer absent 3 consecutive weeks without cause or notification will be dropped from the league and a by-score will be posted the fourth week. The archer may return to the league by paying for the lost time. A league average score is to be used for all remaining weeks. Anyone dropping out of a league without paying for all nights shot must pay for those nights before joining another league.

- I. Long term absences due to a doctor verified illness or injury:

1. Before the end of the first half of the league the league average shall be used.
2. After the first half, the archer's average less 5 shall be used.

- J. Short term absence of 2–4 weeks due to illness or injury: Use last score shot.

#### **INDOOR AND OUTDOOR TARGET LEAGUES AND F&H:**

- A. The average shall be taken from section D & E, HANDICAPS above. If the archer has declared a score of up to three consecutive weeks, then the declared score will be the same as if they were shot. Absent scores are not considered as shot.
- B. Indoor animal leagues are based on 90% of the difference of average and possible score you can shoot (300). Refer to section D, HANDICAPS above.
- C. BYE-SCORE shall be the league average plus handicap for that score. This shall apply to all leagues except 3D and broad head.
- D. When not using the approved program, the "League Average" score for that night shall be calculated by taking the average of all scores used that night (shot, banked and declared). Do not include absent scores. Handicap is handled the same as all other shooters. This shall apply to all leagues except 3D and Broadhead.
- E. The "League Average" score for the final night shall be the previous weeks "League Average" score. This allows the secretary to determine if there is a tie for positions 1, 2, or 3 quicker.

#### **3D and BROADHEAD**

- A. Handicap is to be team handicap only.
- B. Team average to be the average of previous 3 nights (NOT NECESSARILY SHOT).
- C. Subtract team average from the team maximum and multiply the difference by 90% for team handicap.
- D. Bye-score to be league average.



## TROPHIES

### INDOOR AND OUTDOOR LEAGUES, INCLUDING 3D, BROADHEAD, F&H AND FITA

- A. All leagues, unless noted in this section, will receive 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place trophies; high game actual for each division and style, and (1) high game handicap.
- B. For Target Leagues high game actual scores, the trophy will go to the high game actual. Tie- breaker will be "X" or "Spot" count then high average.
- C. A shooter shall not receive more than one individual trophy per league.
- D. The Divisions for Adult / Family leagues will be:

Adult	Male and Female (18 and over)
Junior	Male and Female (17 and under)
- E. The Divisions for Youth leagues will be:

Young Adult	Male and Female (15 thru 17)
Youth	Male and Female (12 thru <b>14</b> )
Cub	Male and Female (11 and under)

The styles for Adult / Family Indoor Target leagues will be:

- Freestyle (FS) – any sights, mechanical release
- Freestyle limited (FSL) – any sights, finger release
- Bare Bow (BB) – No sights, finger release

The styles for Youth Indoor Target leagues will be:

- Compound
- Recurve
- Bare Bow (BB) – No sights, finger release

- F. Only one award will be given per team per position. If a team places, actual and handicap, only the actual will be awarded.
- G. Anyone shooting 2/3 of a league and paying all league fees is eligible for an individual award or trophy. Archers must shoot 2/3 of the league in the same style for awards. A shot score consists of a banked score, a declared score or physically shooting the score.
- H. Individual ties will be broken using the "X" or "Spot" count.
- I. High game handicap is to be calculated to not include the first three weeks scores.
- J. Indoor Animal League
  - 1. Shooting style is to be Freestyle only.
  - 2. Division is to be Adult and Youth only
  - 3. No individual trophies are to be awarded.

K. Broadhead / 3D

- 6 or less teams: 1<sup>st</sup> place team with the most accumulated actual score.  
1<sup>st</sup> place team with the most accumulated score with handicap.
- 7-10 teams: 1<sup>st</sup> and 2<sup>nd</sup> place teams with the most accumulated actual score.  
1<sup>st</sup> and 2<sup>nd</sup> place teams with the most accumulated score with handicap.
- 11 + teams: 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place teams with the most accumulated actual score.  
1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place teams with the most accumulated score with handicap.

Do not include “ghost” teams when determining league size for trophies.

No individual trophies are to be awarded.

- L. Monday night Traditional league winner will have his/her name added to a plaque located in the indoor range house. In addition, the winner may request and receive a trophy.

### TEAM TIES INDOOR

- A. In NFAA and MAA leagues there will be a shoot-off. Handicap will be 1/3 of that night handicap, rounded off, and 4 ends will be shot. This will continue until the tie is broken.  
A flip of a coin can also be used if all archers involved agree.
- B. In FITA leagues a shoot-off will occur. Handicap will be ¼ of that night’s handicap, rounded off, and 5 ends will be shot. This will continue until the tie is broken.  
A flip of a coin can also be used if all archers involved agree.
- C. In a Flint round a walk-up and walk-back will be shot using 1/7<sup>th</sup> of that night’s handicap. .  
A flip of a coin can also be used if all archers involved agree.
- D. In the Animal round a shoot-off will occur to break team ties for trophies. This will be a 5 target 15 arrow per team member shoot between tied teams and 50% of the last night’s handicap will be used. A flip of a coin can also be used if all archers involved agree.
- E. In a Traditional league a 12 arrow shoot-off will occur. Handicap will be 1/5 of each archers established handicap.  
A flip of a coin can also be used if all archers involved agree.
- F. If a team is tied and the whole team is absent then that team forfeits. If part of a tied team is absent then use absent score for the shoot-off for those who are absent or who have declared a score for the last night.

### TEAM TIES OUTDOORS

In the event of a tie on the last night of league the team with the most accumulated score including handicap for the last night wins. A flip of a coin can also be used if all archers involved agree.

### INDIVIDUAL AWARD TIES OUTDOORS

First high score shot takes the award

NO AWARDS FOR SUNDAY BROADHEAD SHOOT  
NO AWARDS FOR SUNDAY 3D SHOOT

# **SHOOTING FEES**

## **LEAGUE REGISTRATION FEES**

Upon registering for a league all archers shall pay for the first and the last two nights of shooting.

There will be a \$5.00 registration fee for each league. This fee will be waived for members with a valid Archery Club Card. This does not apply to junior members.

## **ARCHERY CLUB CARDS**

Membership cards shall run from March 1<sup>st</sup> to February 28/29<sup>th</sup> of each year.

Cards are required:

Shoot club championship.

Be eligible for big game patches.

Vote at Archery Club Meetings (adults only).

Only members of the main club and their spouses are eligible for archery club cards and must show their main club membership card when asked.

## **ARCHERY CLUB CARD FEES**

\$5.00 for adults

No fees for youth. Also, they do not get an Archery Club card.

Archery club card fees are to be given to the Archery Treasurer (the money stays with the Archery Club).

The Archery Secretary is to be given a list of the names of every individual that receives an Archery card.

## **WHO MAY JOIN A LEAGUE**

- A. Both club members and non-club members may join the league but if the league fills up then it will be club members first. The last non-member registered will be the first person that forfeits their position. After the first nights registration and shooting begins, then it will be first come first served.
- B. Nobody may join a league the last three weeks of the league.

## LEAGUE FEES

18 years of age and over at the start of the league will pay adult rates.  
Shooters will pay full league fees whether or not they are present. This includes declared and absent weeks.

Anyone dropping out of a league without paying for all nights shot must pay for those nights before joining another league.

All shooters must pay league fees before shooting. If league fees are not paid, absent score will be used for that week. This is up to the league secretary's discretion. All league fees must be paid in full, three weeks prior to the end of the league. Anyone not paying in full will not be eligible for awards **or** the league banquet.

All youth must be junior members of O.C.S.C. to shoot as a junior archer.

Junior archers, who turn 18 during the course of a league, will continue paying junior league fees for that league only.

## INDOOR LEAGUES

\$6.00 Adult club members  
\$11.00 Adult non-club members  
\$5.00 Youth  
(If 3D animals are used on the league add \$1.00 per shooter).

## FIELD & HUNTER ROUND AND FITA

\$6.00 Adult club members  
\$11.00 Adult non-club members  
\$5.00 Youth

## BROAD HEAD LEAGUES

\$8.00 Adult members  
\$13.00 Adult non-club members  
\$5.00 Youth  
(\$2.75/person/week toward prizes)

## 3D LEAGUES

\$7.00 Adult members  
\$12.00 Adult non-club members  
\$5.00 Youth

## SUNDAY SHOOTS

\$7.00 Adult members  
\$12.00 Adult Non-members  
\$5.00 Youth

## **OUTDOOR PRACTICE SHOOTERS**

All practice on league nights is limited to practice range unless room is available. Check with secretary, members will pay full league fee.

League members: Warm up time is 30 minutes prior to the start of your league. Prior to this time members must sign book. Non-members must be accompanied by a member and must pay the range guest fee.

## **INDOOR RANGE PRACTICE SHOOTERS**

- A. Non-members will pay the appropriate league fees.
- B. Members will pay for the price of a new target.
- C. Target used must be the same type as the league is shooting.
- D. If an archer wishes to establish an average, they may do so by paying the appropriate league fee.
- E. No practice shooters shall start in the middle of the early leagues. Start at the beginning of the league or not at all. Also must pay the appropriate league fee if you shoot. Practice shooters may not hold up the league and may be asked by the league secretary to stop practicing if they do. *\*Exception- for indoor paper target leagues, club members may shoot and only pay the price of a new target.*
- F. League members: Warm up time is 30 minutes prior to the start of your league. Prior to this time members must sign book. Non-members must be accompanied by a member and must pay the range guest fee.

## **INSTRUCTIONAL PROGRAMS**

All who participate will comply with the guidelines explained by the Instructional Program Secretary

# INDOOR RANGE RULES

THERE WILL BE ABSOLUTELY NO INSTRUCTIONAL PROGRAMS, LEAGUES, OR INDEPENDENT COACHING FOR PRIVATE PROFIT CONDUCTED ON THE INDOOR RANGE WITHOUT SPECIFIC APPROVAL BY THE ARCHERY BOARD.

1. No shooter will nock an arrow in his/her bow while behind the shooting line.
2. Anyone under the influence of alcohol or anyone who is an obvious danger to other shooters safety will be asked to stop shooting.
3. When shooters are on the line, anyone not shooting should be at least 6 feet behind the line, and avoid making a disturbance to the shooters.
4. One person at a time will pull arrows for top and bottom targets. The other shooter will keep score. Persons not pulling or scoring will stay at least 6 feet back from the targets.
5. The person pulling arrows should stand to the left side of the target and be sure no one is in the way of arrows when pulling. The top arrows should always be pulled first.
6. The Maximum draw weight of a bow on all ranges shall be 80 pounds (except crossbows).
7. NO ARROWS shorter than 26 inches, this includes crossbows.
8. OVERDRAWS may be used but the arrow tip must not draw back past the center of the riser unless overdraw is protected 360 degrees at the ARROW REST.
9. No non-shooters in the target area.
10. Children must have adult supervision. No children under 12 will be allowed upstairs during leagues unless supervised.
11. No Alcoholic Beverages on Archery Club Grounds
12. During non-scheduled events, ALL members and guest entering the Archery Building to shoot must sign in to the Guest book and pay guest fee. No Exceptions.
13. Lighted nocks are not allowed for 3D or Indoor leagues. Lighted nocks are allowed for Broadhead leagues only.
14. House radio usage: When using the radio, shoot on lanes nearest the radio. Keep the volume at a low level. Be courteous to other archers.
15. Per O.C.S.C. Board of Directors and Range Safety Committee, NO SHOOTING BEYOND the 30 yard line.

# OUTDOOR RANGE RULES

THERE WILL BE ABSOLUTELY NO INSTRUCTIONAL PROGRAMS, LEAGUES, OR INDEPENDENT COACHING CONDUCTED FOR PRIVATE PROFIT ON THE OUTDOOR RANGE WITHOUT SPECIFIC APPROVAL BY THE ARCHERY BOARD.

1. When looking for lost arrows have one person or your bow in front of the target backstop, both when possible or remove the target.
2. When looking for lost arrows, allow 2 minutes then let waiting shooters shoot through.
3. All practice on league nights is limited to practice range unless there is room available. Check with secretary and pay range fee as required.
4. No Alcoholic Beverages on Archery Club Grounds
5. Allow faster group to shoot through.
6. All 4 shooters shoot at the same time when possible.
7. If intoxicated you will not be allowed on the shooting range.
8. No non-members will be allowed on the ranges at any time other than league nights or special shoots unless accompanied by a member.
9. Non-members must sign in and pay range fee.
10. No five-somes.
11. Cheater straps, locking arms and prop sticks are not allowed on the range during leagues except for physically impaired archers with a medical verification from a physician.
12. Lighted nocks are not allowed for 3D or Indoor leagues. Lighted nocks are allowed for Broadhead leagues only.
13. Trackers to be used on practice range only providing that the archer using it cleans up the string.
14. For 3D and Broadhead shoots, you must touch the stake.
15. ON ALL ranges OVERDRAWS may be used but the arrow tip must not draw back past the center of the riser unless overdraw is protected 360 degrees at the rest.
16. The Maximum draw weight of a bow on all ranges shall be 80 pounds (except crossbows).
17. Binoculars and Range Finders are allowed on the broad head and 3D ranges.
18. During non-scheduled events, ALL members and guest entering the Archery Grounds to shoot must sign in to the Guest book and pay guest fee. No Exceptions.

THE ABOVE RULES WILL BE ENFORCED AT ALL TIMES.

REPORT ALL RANGE VIOLATIONS

ANY VIOLATIONS OF RANGE RULES WILL RESULT IN AN APPEARANCE IN FRONT OF THE O.C.S.C. BOARD OF DIRECTORS MEETING TO EXPLAIN THE VIOLATIONS OBSERVED.

# **CLUB CHAMPIONSHIP**

1. All club championship shooters should be pre-registered.
2. Indoor championship will be shot on the SPOT targets using the class system.
3. All archers must have a valid archery club card to shoot club championship.
4. The first (1<sup>st</sup>) score shot will be the only score to qualify for an award. An individual may win only one award.
5. The winner of each division of the club championship will be given an award at the Spring League Banquet.
6. In case of a tie the tie will be broken with scorecard if possible. In the following order:
  - 1<sup>st</sup> – total spots
  - 2<sup>nd</sup> – Inside outs on the last two ends.
7. Anyone declaring up in class must do so when registering.

## **DIVISIONS AND STYLES OF SHOOTING FOR CLUB CHAMPIONSHIP**

Divisions and Styles will follow NFAA Guidelines



# ARCHER OF THE YEAR

This honor is to go to the archer who has worked the hardest throughout the year for Archery at Oakland County Sportsmen's Club.

1. Name to be engraved on Club Trophy.
2. To receive a patch stating O.C.S.C. archer of the year and the year chosen.
3. The last three recipients chosen plus the board of directors in office for that year will select the new one by secret ballot to be counted by the last three winners only.
4. Can be either male or female. Must practice good sportsmanship.
5. Does not have to be a good shooter to win.
6. He/she probably would not be able to participate in every activity at the club so archer should be chosen by their combined participation in all club activities. Some of the activities to consider are:
  - A. Shoot in our leagues
  - B. Shoot in our club championships
  - C. Shoot in our Sunday shoots
  - D. Shoot in Tri-County shoots
  - E. Shoot in State shoots
  - F. Attend work bees
  - G. Attend archery meetings
  - H. WORKING IN EXTRA FUNCTIONS SUCH AS:
    1. League secretary
    2. Tri-County representative
    3. Club officer or secretary
    4. Write articles for magazine
    5. Run club shoots
  - I. PROMOTE ARCHERY BY:
    1. Teaching young people
    2. Demonstrations
    3. Bringing in new member
7. An archer may not win this prestigious award more than once.
8. This award will be given at the spring banquet.

## ARCHERY CLUB BOARD OF DIRECTORS

The Archery Club Board of Directors will be the nominating committee for the Archery Club Representatives to the Main Club Board of Directors.

These rules are to be reviewed each August for approval at the September Archery Club meeting. Any changes will take effect on December 1<sup>st</sup>.