

3- DI. RULES

I – GENERAL RULES

1.Scorecards and Scoring

1.1 All score cards must be shuffled and no more than two members from the same team will be allowed to shoot together. Any special conditions will be handled by the Shoot Director (DOS.) or range official.

1.2 Double scoring is required. Score cards will be collected at the completion of each course. All score cards must be legible, completed and signed to be accepted. When score cards are turned in to range official, they will not be subsequently changed.

Mistakes that are not in the shooters favor will be recorded with the lower score. Inaccurate total that benefits the shooters score will result in the elimination of that shooter's card.

Anyone who alters without authorization, or falsifies a score, or knowingly has a score altered or falsified will be disqualified and shall be ineligible to compete in any 3 -DI. sanctioned event for one year.

1.3 Shooters are responsible for their own scorecards. Duplicate cards will not be issued for any lost, damaged or stolen cards.

1.4 All score cards will be kept by the host organization for one (1) year.

1.5 To score, arrows must be stuck in the target. A witnessed pass through or a bounce out will be scored as agreed on by the majority of the group, or re-shot if the group cannot agree before shooters advance to the target. A pass through is defined as an arrow passing completely through a target, with target material 360 degrees around the arrow, leaving both an entrance and exit hole.

1.6 An arrow that is embedded into the nock end of an arrow that is embedded in the target will be scored the same as the embedded arrow.

1.7 Any arrow released accidentally or deliberately will be, if not in scoring area of target, scored as an O. Any arrow, which is dropped and can be recovered while touching the stake may be re-nocked and re-shot.

1.8 For all sanctioned 3-DI. shooting events, the scoring must be as follows:

X – Small circle centered within the ten ring. Approximately 25% of the ten ring will be used. Arrow must at least touch the circle. This score would reflect X-10 on the scorecard.

10 – Circle inside vital area. Arrow must at least touch circle.

8 – Vital area other than the 10 point circle. Arrow must at least touch the vital area line.

5 – Remainder of the animal touching body color.

0 – A hit in the horn or hoof not touching body color, any other miss, or glance off.

1.9 All scoring zones shall/can be used unless otherwise noted at shooting stake.

1.10 Both scorekeepers score targets before arrows are pulled. Early pulled arrows score -0. Repeated offense will result in the shooter being disqualified.

2. Range Completion

2.1 Once a shooter begins shooting a course he/she must finish with his/her own group, or as assigned by range official ,except as described under rule #7. Any shooter or group that leaves a range without the authorization of a range official will not be allowed to continue.

3. Shooting stakes:

3.1 Blue: Men and Ladies Traditional Recurve, Men and Ladies Longbow, 30 meter maximum distance (33 yards).

Red: (MC) male compound ,(FC) female compound. 45 meter maximum distance(50 yards).

3.2 Stakes farthest from the target must be shot first, unless directed otherwise by a shoot official.

3.3 When shooting, the shooter must touch the stake with a portion of his/her body.

4. Allotted shooting time

4.1 Two minutes for the first shooter in the group. This time will begin when the group in front of yours clears the target.

Each following shooter in the group will have two minutes to shoot his or her arrow. This two minute time limit begins when the shooter before you in your group releases his or her arrow. A shooter found in violation of this rule will have five points deducted from his or her score.

4.2 Each group is responsible for the shooters within their group. If another group points out the time violation to your group, then it is your responsibility to speed up and stay within the allotted time. If another shooter protests you or your group, the entire group can have five points deducted from each shooters score.

4.3 There will be one arrow (only) per shooter shot at each target.

5. Protests by Shooters

5.1 A committee assigned by D.O.S will handle all protests.

The committee can be made up of judges, range officials, and or competitors.

6. Yardage Discussion

6.1 There is to be *no* discussion of yardage until target has been scored. Discussion is restricted to shooters that have already shot said target.

Discussion of yardage with shooters that have not shot said target is considered un-sportsmanlike conduct.

7. Equipment Failure

7.1 Equipment failures must be visible and agreed upon by the majority of the group. Upon agreement, the shooter must have his/her score cards initialed by the entire group as an equipment failure. The score cards of the shooter with the equipment failure will be totaled and initialed by the score keepers before leaving the range. At that time, the shooter (with the failure) only must proceed forward through the course to the range tent, and notify a range official.

7.2 If there are three or more shooters remaining in the group, they may continue shooting. If two or less shooters remain, they must join the following group (unless, by joining the following group it will make a group of 6 or more) or step aside and await a range official before continuing.

7.3 The range official will hold the individual's score cards until the repair is completed and he/she is escorted back onto the range. The range official will determine the amount of time necessary to make the needed repair. The time element will not be abused. A Range official must escort all persons re-entering the range to the designated target.

7.4 Equipment may not be exchanged during a course except as pertaining to rule #7.

7.5 Equipment may be re-checked as the individual returns to the range. Any shooter leaving the range without following the guidelines of rule #7 will be disqualified.

8. Tournament Year

8.1 The 3 D.I. shoot calendar is defined from World Championship to World Championship.

9. Alcohol or Intoxicating Substance

9.1 No alcoholic beverages may be carried or consumed on any range or practice area by anyone during shooting hours. (Note: If in the opinion of a range official it is decided a shooter is under the influence of alcohol or any intoxicating substance, that range official can deny your participation in said 3- DI. competition).

10. Tie Scores

10.1 In order to decide tied scores, a shoot-off will be held using a 3-D animal target set at an unknown yardage with a X placed in the center of the highest scoring area. The arrow closest to the center of the X will determine the winner. If only one shooter is present at the shoot-off, he/she will be declared the winner.

11. Unsportsmanlike Conduct

11.1 Un-sportsmanlike conduct will not be tolerated. Such conduct by a competitor or anyone deemed to be assisting a competitor will result in disqualification and may further result in suspension from sanctioned events for period deemed appropriate by the governing body of said event.

II - COMPETITORS' EQUIPMENT

This section lays down the type of equipment competitors are permitted to use when shooting in 3-DI competitions. It is the competitor's responsibility to use equipment in accordance with the rules. If in doubt the competitor will show this equipment to the Judge(s) before using it in competition.

Any competitor found to be using equipment contravening 3DI Rules may have his scores disqualified

Described below are the general regulations that apply to all divisions followed by the special regulations that only apply to certain divisions.

Bows:

1 Compound:

A Compound Bow, (may be of a shoot-through type) is where the draw is mechanically varied by a system of pulleys and/or cams. The bow is braced for use by bowstring(s) attached directly between the two string nocks of the bow limbs, or attached to the bow cables, wheels or cams as may be applicable to the particular design.

The peak draw weight must not exceed 70 lb. for men, 60lb. for women

Cable guards are permitted.

Limb bolts.

Once a shooter begins a course, their limb bolts may not be adjusted until after the equipment can be checked by range officials at the completion of that course.

2 Traditional Recurve

A bow of any type provided it subscribes to the accepted principle and meaning of the bow used in target archery, e.g. an instrument consisting of a handle (grip), riser, (no shoot-through styles are permitted) and two flexible limbs each ending in a tip with a string nock. The bow is braced for use with a single string attached directly between the two string nocks, and in operation it is held in one hand by its handle (grip) and while the fingers of the other hand, draw, hold back and release the string.

Multi-colored risers, and trademarks located on the inside of the upper limb are permitted.

The bow as described above must be bare, except for the arrow rest and free from protrusions, sightmarks, marks or blemishes or laminated pieces (within the bow window area) which could be of use in aiming. The un-braced bow complete with permitted accessories must be capable of passing through a hole or ring of 12.2 cm. Inside diameter +/- 0.5 cm.

Maximum bow weight for Traditional recurve and barebow will be 60 # at 28" draw. Measured to the front face of the shelf.

3 Longbow

The bow shall correspond to the traditional form of a longbow. It can be made from any material or combination of materials. The shape of the grip and limbs are not restricted.

When strung the string may not touch any other part of the bow but the string notches.

A bow at the shelf may be cut no closer than 1/8" to the centerline of the bow. In case a bow is cut within 1/8" of the centerline it may be re-qualified with the addition of a leather pad of a thickness that will bring the bow within the rule.

Bow String:

A bow string of any number of strands.

All Divisions:

The string strands may be of different colors and of the material chosen for the purpose. The string may have a center serving to accommodate the drawing fingers, a nocking point to which may be added serving(s) to fit the arrow nock as necessary, and to locate this point, one or two nock locators may be positioned, and at each end of the bowstring a loop to be placed in the string nocks of the bow when braced.

Longbow and Traditional Recurve Division:

The serving on the string must not end within the competitor's vision at full draw. The bow string must in no way offer aid in aiming through a peephole, marking, or any other means.

One attachment on the string to serve as a lip or nose mark is permitted in Traditional Recurve Bow.

One (only) nock locator may be used in Longbow classes, with no other devices or marks on the string.

Compound Division:

Attachments on the string are permitted to serve as a lip or nose mark, a peep-hole, 'hold-in-line' device, bowstring loop, etc.

There are no limitations to the center serving for this division.

Arrow Rest

Traditional Recurve

An arrow rest, which can be adjustable, any moveable Pressure Button, Pressure Point or Arrow plate may all be used on the bow provided they are not electric or electronic and do not offer any additional aid in aiming.

There will be no overdraw

Longbow

Arrow shall be shot from the hand or from the shelf with no elevated rest. The shelf may be covered by any soft material to a thickness no greater than 1/8". No other types of rest will be allowed

Compound Division:

The pressure point may be no further back from the throat of the handle.

Draw Check Device:

Traditional Recurve and Longbow

No draw check device may be used.

Compound:

A draw check that is, audible or visual may be used, provided there is no electronic mechanism involved.

Bowsight:

Compound Division:

Any type of movable sight, scope can be used. Multiple pins and/or circle pins may be used, as long as they are all the same size, and do not include any additional means of range finding.

Traditional Recurve and Longbow

No sight mark(s) or aiming help is allowed

Stabilizers and Torqueflight Compensators (TFC):

Compound Division:

Stabilizers and Torque flight compensators on the bow are permitted, providing they do not:

- Extend more than 36in. for a stabilizer or 12in. for a v-bar or secondary stabilizer, from the nearest point of attachment to the bow.
- Serve as a string guide;
- Touch anything but the bow;
- Represent any obstacle to other competitors as far as space at the shooting peg is concerned.

Traditional Recurve and Longbow

The bow as described above must be bare, except for the arrow rest ,and free of protrusions, sightmarks, marks or blemishes or laminated pieces (within the sight window area)which could be of use in aiming. The un-braced bow complete with

permitted accessories must be capable of passing through a hole or ring of 12.2cm inside diameter \pm 0.5cm.

No stabilizers, v-bar, or any other counter balance devices allowed.

Arrows:

Traditional Recurve and Compound Divisions:

Arrows of any type may be used provided they subscribe to the accepted meaning of the word arrow as used in target archery, and that such arrows do not cause undue damage to the 3D targets.

The maximum diameter of an arrow shaft will not exceed 9.3mm, the point of these arrows may have a maximum diameter of 9.4mm. An arrow consists of a shaft with a head (point), nock, fletching and, if desired, cresting. The arrows of each competitor will be marked on the shaft or fletching with the competitor's name or initials, and all arrows used at any one tournament will carry the same pattern and colour(s) of fletching, nocks and cresting.

Minimum Arrow weights or requirements:

5 grains per pound or 280 FPS (shooters choice)

Shooter's arrows must weight at least 5 grains per pound of shooting weight. *Shooting weight* is defined as the peak draw weight (maximum draw weight or thrust weight, whichever is greater) that is obtained within the maximum draw cycle. Shooters will be allowed 5 grains for scale differences. Shooters at the maximum end of a weight allowed for a class will be allowed two pounds for scale variation, but arrow weight must follow bow weight. Equipment will be checked at random. The 5 grains per pound limit will not apply if the shooters bow and arrow combination generates less than 280 FPS of arrow speed. If the arrow speed is higher than 280 FPS the shooters equipment will be subject to the 5 grains per pound limitation. Shooters will be allowed a 3% grace for chronograph differential. When a shooter is asked to have his or her equipment checked they will be required to choose which way they would like it checked. One way or the other, not both.

Please note: It is the shooter's responsibility to maintain their equipment within this rule.

Further note: Check manufacturer's recommendation concerning arrow weight per pound of bow weight. It is recommended that you do not shoot an arrow weighing less than the minimum recommendation for your bow.

Long bow division

Only wooden shafts are allowed.

Only natural feathers as fletchings

Arrows shall be identical in length, weight, and color, except for normal wear

Finger and Hand Protection:

All Divisions:

The following equipment is permitted :

- Finger protection in the form of finger stalls or tips, gloves, or shooting tab or tape (plaster) to draw, hold back and release the string is permitted.
- A separator between the fingers to prevent pinching the arrow.
- On the bow hand an ordinary glove, mitten or similar item may be worn but must not be attached to the grip.
- An anchor plate or similar device attached to the finger protection (tab) for the purpose of anchoring is legal in Compound or Recurve Traditional Divisions. An anchor plate or similar device is not permitted in the Longbow Division.

Longbow Division

One anchor point is permitted

In the longbow divisions an archer shall shoot with one finger touching the nock. That is defined as either a split anchor (such as the Mediterranean style) or with three fingers under the nock.

Recurve Traditional division

String walking and face walking are permitted.

Compound Division:

The following equipment is permitted:

A mechanical release aid, provided it is not electronic or electric.

Recurve Traditional and Longbow

The following restriction apply : Finger protection must not incorporate any device to hold, draw and release the string.

Optical Aids:

All Divisions:

A. Cameras or range finding devices are not allowed on any of the shooting ranges regardless of use. Binoculars (hand held) will be allowed with a maximum of 8,5X magnification per manufacturer's specification.

- B. It is noted there are slight variations in manufacturing tolerances and the maximum allotted variation would be to 8.5 X. or less
- C. No range finders or any other means of estimating distances are allowed on the range at any time. These means will include any part of the archer's equipment or body.
- D. In consideration of time, no shooter may glass the target from shooting stake after taking his or her shot. Shooters may glass the target prior to shooting, but are reminded of the time restriction for their shot. A shooter found in violation of this rule would have five points deducted from his or her score.

III – PLANNING of the WORLD CHAMPIONSHIPS

III – 1 Registration of the Teams

1° The Member Associations wishing to register competitors in the 3DI World Championships, must send back to the organizers the completed registration forms as follow :

- At the latest, sixty (60) days before the first day of shooting for the provisory forms.
- At the latest, twenty (20) days before the first day of shooting for the definitive forms.

2° For the 3DI World Championships, an Association can only register three (3) archers for each class and division.

Meaning : 3 Women archers Compound Bow
3 Women archers Longbow
3 Women archers Traditional Recurve Bow
3 Men archers Compound Bow
3 Men archers Longbow
3 Men archers Traditional Recurve Bow

III - 2 Qualifying Rounds

The Organizer must plan 3 courses of 20 targets, one course for each shooting class.

The groups are formed separately for each shooting class, thus by drawing lots, making sure that two archers of the same nation are not part of the same group.

The archers do a course of 20 targets a day, and 20 targets the day after.

The departures are given, as far as possible, simultaneously.

The scores of the two days are added.

III - 3 The qualified nations

Each Nation's score is the score obtained by the best archer of each shooting class.

Best score for Compound bow + best score for Longbow + best score for Traditional Recurve bow

The first 8 nations are selected for the Final Rounds.

In case of a tie, the selection will be made with a shoot-off, a shooting of three (3) arrows, one (1) arrow per archer of each shooting class. If there is still a tie, three more arrows are shot, if the scores are then equal, the nearest arrow to the central X of the little circle will determine the selection.

The selections for the women's teams are independent of the selections for the men's teams.

III - 4 The Finals

They take place on a course of 6 targets, all of them seen by the spectators.

The team captain chooses 3 archers for each nation, one for each shooting class, there is no obligation for the chosen archer to be the one with the best score the day before.

The shootings are made by groups of national team, so the 3 archers of the same nation shoot together.

There is no addition of the results of the qualification shootings to the results of the final shootings.

In case of a tie, the selection will be made with a shoot-off, a shooting of three (3) arrows, one (1) arrow per archer of each shooting class. If there is still a tie, three more arrows are shot, if the scores are then equal, the nearest arrow to the central X of the little circle will determine the winner.

III - 5 Awarded titles

Women's World Champion Team
Men's World Champion Team