

# Osceola Rod and Gun Club

## Archery League Rules and Guidelines – 2018

### General Rules and Setup

- League planning meeting.
  - Previously held the first Wednesday of April.
  - Determine chairperson and co-chairperson (optional).
    - Voluntary position, unpaid, serves on advisory board.
    - See Chairperson Duties.
  - Appoint secretary.
    - Voluntary, paid position.
    - Appointed by chairperson.
    - See Secretary Duties.
  - Nominate and vote for Advisory Board.
    - Unpaid.
    - 4 league members.
    - Decides on matters regarding substitutions, league conflicts, etc.
  - Appoint prize and banquet committee.
    - Voluntary, unpaid.
    - 3 league members.
    - Responsible for prizes and trophies at league banquet.
    - Responsible for menu/activities at league banquet.
    - Work with chairperson and secretary for budgeting and dates.
  - Decide/vote on league rules, setup, and dates.
    - Previously the league started on the 1<sup>st</sup> Wednesday of May and ran for fourteen weeks.
    - There was no shooting the week of July 4.
    - Shoot-Off.
      - Date(s).
      - All teams or by league placement.
      - Etc.
    - For additional rules and setup see the following sections.
  - Assign teams to set the course for the 1<sup>st</sup> two weeks.
  - Set date(s) for work days
    - Build targets.
    - Course maintenance.
    - Fix and repair bunkers.
  - Pre-register members and teams.
- Team setup.
  - There are 4 members per team.
  - Divisions will be created depending on the number of teams.
  - All registration forms, team rosters, and fees must be turned in to the league secretary on or before the 3<sup>rd</sup> Wednesday of league.

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- Fees:
  - Club membership: \$50
    - This is a family membership.
    - A membership is required for juniors, cadets, and cubs if their parents are not club members.
  - Sponsor Fee: \$35
  - Archery Dues: \$25
    - Cubs and cadets do not pay this fee if they are not on a team, then a \$10.00 league fee.
    - Not required for juniors if they are not shooting for team score.
- Substitutions made after week 3 must be approved by the advisory board.
- Teams are responsible for setting and maintaining the course.
  - The course is setup on Tuesday night of each week.
    - See the club bartender for the key to the shed.
    - Replace all the scoring targets each week.
      - Dispose of the previous targets in the ‘Cardboard and Paper’ bin near the south parking lot shed.
    - Be considerate of all shooters when setting the course; right and left handed, compound and traditional, etc.
    - Try to simulate hunting conditions.
    - Maximum range is 35 yards for adults and juniors.
    - Maximum range is 15 yards for cubs and cadets.
  - Course maintenance is done the same week the team sets the course.
    - Mow bunker area.
    - Inspect and repair bunkers as needed.
    - Inspect practice targets and replace as necessary.
  - Depending on the number of teams each team may have to set and maintain the course more than once.
  - If a team does not set the course when they are scheduled, they will get a 0 for the team score.
    - The team that shoots against this team does not automatically get all the possible points. They will get the actual points won based on scores.
  - If a team does not maintain their bunker a notice will be posted on the board and the advisory/grievance committee will be notified.
    - If this continues than the committee will decide what to do about this issue.

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- Classes, Handicaps, and Scoring.
  - Shooter classes:
    - Adult (Shoot from numbered, pink/red ribbon)
      - Hunter 1: Finger release, stationary sight.
      - Hunter 2: Mechanical release, stationary sight.
      - Hunter 3: Mechanical release, moveable sight.
      - Hunter 4: Crossbow
    - Women (Shoot from numbered, pink/red ribbon)
    - Juniors (Shoot at the yellow stake)
      - Ages 13 to 16.
      - May shoot as team member.
    - Cadets (Shoot from orange ribbon)
      - Ages 10 to 12.
      - Can shoot as member on a team but must shoot handicap.
      - Does not pay league fees, unless on a team; then \$10.00 league fee.
    - Cubs (Shoot from orange ribbon)
      - Ages 9 and under.
      - Can shoot as member on a team but must shoot handicap.
      - Does not pay league fees, unless on a team; then \$10.00 league fee.
  - Handicaps:
    - **Red:** 265 average or higher.
    - **Yellow:** 240 average to 264.9.
    - **Green:** less than a 239.9 average.
    - Cadets and cubs always shoot **green**, unless shooting on a team; then normal handicap will apply.
    - The first week of the league adults and juniors shoot a **yellow** handicap.
    - If a shooter does not shoot the first week of the league, when they do shoot they must shoot a **red** handicap for their 1<sup>st</sup> score.
  - Scoring:
    - Shooting for score is between 4:00PM Wednesday of each week until dark on Sunday.
      - The league secretary may extend the cut-off time.
    - If a team has a bye week, they will shoot against the “Average Score” of the adult shooters.
    - Shooter rankings are based on actual year-to-date average.
    - If a shooter does not turn in a score, their score will be their actual year-to-date average minus 20 points for every consecutive week they missed.
      - This is used for scoring points only and does not affect Y-T-D average.

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## Archery League Rules and Guidelines – 2018

- Target scoring:
  - 20 points – vital zone.
  - 16 points – kill zone.
  - 12 points – body hit.
  - If the first arrow scores zero, a second arrow can be shot for ½ points; 10, 8, 6.
  - Arrows that touch a line will count for that zone.
  - **Red** Handicap: R = 20 Y,G,K = 16 Body = 12
  - **Yellow** Handicap: R,Y = 20 G,K = 16 Body = 12
  - **Green** Handicap: R,Y,G = 20 K = 16 Body = 12
- Team vs. Team:
  - The top ranked shooter from team A will be matched against the top ranked shooter from team B.
  - The second ranked shooter from team A will be matched against the second ranked shooter from team B.
  - The third ranked shooter from team A will be matched against the third ranked shooter from team B.
  - The fourth ranked shooter from team A will be matched against the fourth ranked shooter from team B.
  - Ranking is based on actual year-to-date average.
- Points:
  - Total of 12 points per week.
  - 2 points for each shooter (4 shooters per team \* 2 points = 8).
  - 4 points for highest team score.

### Shooting Rules

- Any style of archery equipment may be used. Crossbows may be used.
  - Crossbows are automatically included in Hunter Class 4.
- Range finders are NOT allowed when shooting for score or any persons with group while shooting for score.
- Binoculars are allowed when shooting score round.
- No pacing off yardage before shooting for score.
  - Shooters may walk up to the target to look at the vitals.
- Team members may discuss yardage.
- Shooting location is marked by a stake; one stake for adults and juniors, one stake for cadets and cubs.
- Archer must be in physical contact with the stake when shooting.
  - When the stake is placed in a stand, the archer may choose to not climb into the stand to shoot but must be in contact with the stand.
- No practice shots at a target before shooting for score are allowed.
- Scoring is done by the shooter and/or team during league shoots.

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- During the league shoot-off an impartial person (non-team member, non-family member) will score each shot.
- All disputes will be settled by the advisory board.
- All scorecards must include the archer's first and last name, the team name (if applicable), and the date.
- Scorecards must be left in the card box attached to the archery course bulletin board.
- No person can clear brush, sticks or debris from shooting stake to target after the course is set Tuesday Night. Course must be left the way the team set it.
  - The advisory board will handle all disputes.

### Shoot-Off's

- All teams will shoot that day.
- Must shoot on the set day.
- Scoring will be done by an unbiased, non-family member, non-team member.
- Winning and placement based on total team score only.
  - In case of a tie, the total number of red 20's for the team will determine the winner.
- Shooters may not walk up to target to inspect vital markings.

### Trophies

- Trophies are allocated based and limited to budget.
- If a person misses more than 3 scores (weeks), they are not eligible for an individual (shooter class) trophy.
- A minimum of three archers in a class are required before a trophy will be given for the class.
- Trophies are awarded to:
  - All Cubs
  - All cadets
  - Hunter 1 High Average
  - Hunter 2 High Average
  - Hunter 3 High Average
  - Women High Average
  - Junior High Average
  - Sponsor's Trophy (for each division) 1<sup>st</sup> Place
  - Shoot Off winners, 1<sup>st</sup> Place, each team member
  - Hunter 1,2,3 2<sup>nd</sup> High Average
  - Women 2<sup>nd</sup> High Average
  - Etc.

### Chairperson Duties

- In February/March put up adds and flyers for league meeting.
- Contact previous year's teams and remind them of the league meeting.
- Order targets (if needed).

# **Osceola Rod and Gun Club**

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- Buy 3M 77 spray adhesive or other adhesive for gluing the targets.
- Buy black markers if needed.
- Run the league meeting.
- League contact person with the club.
- Work with the secretary and committees for shoot-off's, banquet, scheduling, and budgeting.
- Announcements and award trophies/plaques at the league banquet.
- Help at & organize Indianhead Archery Shoots.

### **Secretary Duties**

- Paid position. \$5.00 per shooter
- Know the league rules.
- Take minutes at the meeting.
- Be at the club the first three weeks of the league and available to league members during the league.
- Collect scorecards and post scores every week.
  - Scores must be posted before 4:00PM on Wednesday.
  - Archer scores for each week with Y-T-D average and current handicap.
- Team rosters, team points and team standings for the 1<sup>st</sup> three weeks of the league are to be posted by 4:00PM on the fourth Wednesday of league and will be updated each week by 4:00PM Wednesday with the previous week's scores.
- Post rules and notices for league members.
  - League rule summary.
  - Schedule for setting course.
  - Bunker maintenance assignments.
  - Team rosters.
- Establish league schedule.
  - The team schedules are not posted in advance.
- Ensure scorecards and pencils are available every week.
- Provide budgets to club treasurer: trophy, banquet prizes and food, secretary fee, etc.
- Work with the chairman and committees for shoot-off's, banquet, scheduling, and budgeting.
- After the 3<sup>rd</sup> Wednesday of league, work with the club secretary to verify all archers have a valid and current club membership.