



## 2017 Georgia NASP® 3D Tournament Rules

**NEW for 2017:** with the exception of inconsequential language edits, rule changes are in **blue highlights**. Georgia specific changes are in **pink highlights**.

### 1. PARTICIPATION- All State, Provincial, National, and World Tournaments/Championships

*To maximize the number of students who will discover their aptitude and interest for archery, NASP® is an in-school program. Because of this 77% of NASP® students first shot archery while taking lessons at their school. NASP® emphasizes team participation in order to maximize the number of students who will participate and to promote positive social interaction among students and faculty.*

**NASP® safety protocols must be followed by NASP® schools and teams to preserve the experience for current and future students.**

- 1.1. Every archer must attend a public, private, charter, magnet, or home school that **conducts NASP® lessons during normal school hours.**
  - 1.1.1. **NASP® lessons must be conducted as part of the in-school curriculum, a minimum of 10 hours per school year.**
  - 1.1.2. **In-school lessons are the priority in NASP®. Ideally these lessons should be thorough enough for the student to enjoy a safe and motivational experience.**
  - 1.1.3. **Classroom lessons must include at least the following subject material:**
    - 1.1.3.1. **Determine eye dominance**
    - 1.1.3.2. **String Bow® used to teach Eleven Steps to Archery Success®**
    - 1.1.3.3. **Safety Orientation and shooting of bows and arrows on a NASP® range.**
  - 1.1.4. **After-school-only archery programs or clubs are ineligible.**
  - 1.1.5. **The school principal's name & telephone # must be provided during tournament registration.**
  - 1.1.6. **NASP® may choose to contact the principal to confirm 1.1.**
- 1.2. **A NASP® school is one that adheres to the training, equipment, and safety requirements and protocols followed by NASP®.**
  - 1.2.1. **School lessons must be presented by NASP® certified faculty or volunteers.**
  - 1.2.2. **At least one coach of the team must be NASP® certified and employed at the school.**
  - 1.2.3. **Only NASP® certified teachers or coaches may register student archers for tournaments.**
  - 1.2.4. **Equipment use and range protocols must be followed.**
    - 1.2.4.1. **Only the standard Genesis bow & Easton 1820 arrows may be used during NASP® class or on a NASP® range.**
    - 1.2.4.2. **NASP® range specification and design must follow training provided in the NASP® Basic Archery Instructor's course.**
    - 1.2.4.3. **Failure to follow these protocols make the school ineligible to participate in NASP® tournaments. Failure to follow safety protocols such as bows, arrows, and curtain use, may also result in de-certification of the NASP® certified teacher or coach.**
- 1.3. **A 'school' (except Home Schools – see 1.4 below) for the purposes of participation in NASP® tournaments is a building or set of buildings on the campus where students at that school attend.**

- 1.3.1. For instance, a high school may have 9th grade and 10th-12th grade students on the same campus but in different buildings. This is one school.
- 1.3.2. In another school all students K-12, 6-12, etc. may be in the same building or buildings on the same campus. This is one school.
- 1.3.3. If schools with similar names but at separate address such as the 'North Middle School and North Elementary School' even if in the same district, they are separate schools and may not mingle shooters on teams unless shooting up.
  - 1.3.3.1. Except: If elementary grades (4th & 5th) are not in the same school the schools where the two grades are found may combine students to form elementary teams. Example: this could be a school with K-4 and a school combining with a 5-8 or 5-12 school.
  - 1.3.3.2. Except: If middle school grades (6-8) are not in the same school the schools where the three grades are found may combine students to form middle school teams. Example: this could be a K-6 school combining with a 7-8 or 7-12 school.
  - 1.3.3.3. Except: If high school grades (9-12) are not in the same school the schools where the four grades are found may combine students to form high school teams. Example: this could be a school with 9-10 combining with an 11-12 school.
- 1.4. A student who is home-schooled may only participate if the home school has enrolled in NASP® and provides NASP® archery lessons, by a NASP® certified instructor. **This also applies to other schools that are without buildings or campuses, such as certain "virtual" schools.**
  - 1.4.1. EXCEPT: Some home-schooled students receive Physical Education from public or private schools.
    - 1.4.1.1. If the home-schooled student receives NASP® lessons while attending classes at a NASP® public or private school that student may participate for the home school or the school where the archer receives NASP® classes IF the schools agree.
    - 1.4.1.2. The home-schooled student is ineligible if archery lessons are after-school only.
- 1.5. Only students who are in grades 4-12 by the date of the tournament may participate.
  - 1.5.1. Except: A student in 3rd grade may participate if a letter from the Principal is provided to NASP® indicating the student can safely perform all NASP® tournament procedures with specific equipment. K-2 students are ineligible.
  - 1.5.2. A student at a NASP® school who has graduated early during the current school year may, at the discretion of the school Principal, participate.
  - 1.5.3. A student who no longer attends a NASP® school due to having moved, promoted, etc. is ineligible to participate in this tournament until/unless the student's new school joins NASP® and may then only represent their NEW school.
- 1.6. If the school is single gender, the required opposite gender participants may come from other NASP® schools in the same city, county, or school district.
- 1.7. If the school contains fewer than 150 students (combination of grades 4-12) the team may be comprised of students from other participating NASP® schools in the same city, county, or school district. Eligible NASP® schools can join together until a total of 150 NASP® eligible students (combination of grades 4-12) is met.
- 1.8. Competitive Divisions are Elementary: 4th-5th, Middle: 6th 7th & 8th, & High: 9-12 grades.
- 1.9. When building a team for the state or provincial tournament: A student, who by grade would be in a younger division (elementary or middle), **may 'shoot up' for a team in an older division, provided all parties agree, including; archer, parents, administration, and head coaches.**
  - 1.9.1. To 'shoot up' the student must be from the same school or same local system and both schools offer NASP® as part of the school's curriculum
  - 1.9.2. Unless 'shooting up', students may only shoot on a team at the NASP® school they attend.
  - 1.9.3. If a student shoots up for a higher division team, that student will be competing for team rank in that older division, but retain individual rank according to the archer's actual grade.

1.9.4. NASP® is a school program. If a school administration deems a student unsuited to represent the school, NASP® will abide by the decision. Ineligibility generally occurs when a student has been disciplined or for academic reasons.

1.9.5. If a student archer is disqualified for cheating at a provincial, state, or regional tournament, the student is ineligible to participate in NASP® Nationals or Worlds until such time the student has regained good standing in his or her state or province. The NASP® coordinator would alert the national office of such disqualification.

## 2. REGISTRATION PROTOCOLS for NASP 3D State Tournament

2.1. All points under section #1 above apply unless otherwise stated below.

2.2. There is no minimum number of students from the state bullseye tournament roster required for the state 3D roster. Team size must be between 6-24 students with at least 2 of the opposite gender.

2.3. Substitutes for the state rosters may be students that did not participate in the state bullseye tournament but they must be from the same school and in the same division or must meet the requirements for shooting up.

2.4. Individuals that shot in certain divisions at their state bullseye tournament are not locked into those divisions for the state 3D tournaments. But they still must shoot for the same school or school district/system.

2.4.1. If they are shooting in their actual division (not shooting up) they must shoot for their NASP® School's team.

2.4.2. If they are shooting up they may shoot for their school, if their school has higher division grades or they may shoot for a higher division school in their district or system if their school doesn't have those grades.

2.4.3. Individuals may shoot in their actual division or shoot up in a higher division for state 3D.

2.5. A school may only register one team per division for the state 3D tournament.

2.6. Additional information including registration timelines is located in each year's Registration Document. <http://naspschools.org/events/>

## 3. EQUIPMENT -- Only equipment specified for use in NASP® may be used in the tournament.

*NASP® equipment has been selected to be as universal-fit as possible to make administration of the program most suitable for in-school teaching. The program would be too complicated if multiple bows, arrows, and accessories were allowed. Tournaments follow in-school program design as closely as practical.*

3.1. If after the practice end begins an archer is found to be using disallowed equipment, the archer is subject to disqualification.

3.2. **Bows:** Only the stock (original) unmodified Genesis™ bow approved for NASP® may be used.

3.3. All bows must be checked in at the Bow Check Station located near the registration table.

3.4. A non-compliant bow must be removed from the competition by the head coach until it is restored to a compliant condition before competition begins. Bows must be re-checked at the Bow Check Station for compliance before shooting begins or disqualification will occur.

3.5. Any bows found not being in compliance once the practice end begins will be disqualified and the shooter will be disqualified from the tournament.

3.6. At any time during the tournament bows can be chronographed, measured and/or tested for poundage weight.

3.7. All bows must be on bow racks for range official inspection before shooting begins. Once inspected, the bow must remain on the range unless a repair is needed and approved by a lane official.

3.8. The Genesis Mini, Pro, and GenX are not allowed for use in NASP®.

- 3.8.1. The bow's axle-to-axle length, measured from the center of each axle must be within  $\frac{1}{4}$ " of the manufacturer axle-to-axle specification of 35.5".
- 3.8.2. The bow's grip must be in place and unmodified. Changing the shape by removing material or adding material, including tape would be a disallowed modification.
- 3.8.3. Only tied on or heat shrink nock locators may be used.
  - 3.8.3.1. There may be up to one nock locator above and below the arrow nock.
  - 3.8.3.2. If using two nock locators the gap between them must be  $\leq 1-1.5$  nock widths.
  - 3.8.3.3. Brass nock locators are prohibited.
  - 3.8.3.4. Instructions for tying on a nock locator are available at [www.naspschools.org](http://www.naspschools.org).
- 3.8.4. The bow must be sight and sight-mark free.
  - 3.8.4.1. Tape or paint to cover sight marks must be applied to the face of the sight window at a point starting at the top of the bow's grip and running at least 6 "up the face of the sight window towards the top limb.
  - 3.8.4.2. Camouflage bows may be used, but the face of the sight window must be covered to prevent camouflage lines serving as sight marks.
  - 3.8.4.3. The face and inside of the sight window must be kept free of any marks and raised edges, such as tape, bubble logos. If an NWTF bubble logo it must be removed or placed elsewhere on the bow.

Tape or paint used to cover sight marks must remain throughout the competition.

    - 3.8.4.3.1. Archers and coaches must comply with this rule before their flight time.
    - 3.8.4.3.2. If sight marks are discovered the archer or coach will be asked to cover them at the Bow Check Station.
- 3.8.5. The bow must be free of draw stops or stabilizers.
- 3.8.6. The bowstring and cables may be 'after-market' but of the same approximate length.
- 3.8.7. The standard cable guard, grip, slide (black only), wheel, cam, bearings, riser, and limbs must be original and unmodified. Axle to axle length as specified in 3.8.1 must be met.
- 3.8.8. A bow may be personalized by painting, stickers, et cetera, but without sight-marks.
- 3.8.9. The arrow rest must be original and unmodified. The rest arm sleeve may be original, absent, or replaced with heat shrink tubing similar to the original rest arm sleeve.
- 3.8.10. Except for malfunction, bows must remain downrange of the waiting line once shooting begins.
- 3.8.11. The bow's draw weight must remain unchanged throughout the flight after the 1st scored arrow is shot.
- 3.8.12. Except for major malfunction the same bow must be used throughout the competition.
- 3.8.13. A non-compliant bow must be removed from the competition by the head coach until it is restored to a compliant condition before competition begins or resumes.
- 3.9. **Arrows:** Only the original unmodified Easton aluminum 1820 arrows approved for NASP® may be used.
  - 3.9.1. Archers must provide personal arrows and they must be official, unmodified NASP® arrows.
  - 3.9.2. A readily accessible supply of replacements must be on hand.
  - 3.9.3. Arrow nocks may be the NASP® glue-on or push-in nock or both.
  - 3.9.4. Arrow points must be the NASP® standard; glue-in, cone shaped and weighing 60 grains.
  - 3.9.5. Arrow vanes must be 3 soft plastic, 2.5-3.0" long and no more than .4-.6" in height and attached to the shaft with a straight off set of approximately 1.5 degrees. Vanes may be of any brand or shape but must be within the listed dimensions
    - 3.9.5.1. New Archery Products (NAP), the maker of the Genesis bow arrow rest, has developed a replacement vane system for NASP®. This system will be permitted in NASP® schools and tournaments. It meets our dimension specifications outlined in 2.2.5 above. It is called "NASP® SPEEDFLETCH (patents: 7,955,2901 & 6,142,896). This vane system will have the NASP® logo marking the index vane.

- 3.9.6. Personal arrows must have vanes marked for identification. The arrow shaft may be marked, crested, or taped above the mid-point (towards the nock) for identification.
- 3.10. **Accessories:** Very few accessories are allowed in NASP®
- 3.10.1. Archers may wear finger tabs, tape, or gloves to protect draw-hand fingers.
  - 3.10.2. Finger protection devices similar to the 'No-glove' and devices made by other manufacturers may be placed on the bowstring but these must be without locator buttons (also known as kisser buttons) discs or aiming aids.
  - 3.10.3. Heat shrink tubing may be placed on the bowstring to reduce finger strain but the tubing must cover the entire center serving above and below the nock locator(s).
  - 3.10.4. Archers may wear arm guards and chest protectors.
  - 3.10.5. Archers may wear eye patches, glasses or tape on glasses.
  - 3.10.6. Finger or wrist slings are allowed. Wrist slings may be attached using the bolt that comes with the strap. The bolt must be made of steel or plastic and must only protrude one inch or less beyond the bow's accessory hole.
  - 3.10.7. Mechanical release aids are prohibited.
  - 3.10.8. The bow must remain free of any devices designed to dampen vibration.
  - 3.10.9. Potential special allowances for physically challenged archers are evaluated on a case-by-case basis. While participation by the challenged archer is important, other competitors must not be negatively impacted. Commonly approved allowances include:
    - 3.10.9.1. Wheel chairs are permitted if needed.
    - 3.10.9.2. In the case of hearing or visually impaired archers, a coach or parent may provide assistance at the shooting line. A lane official must be alerted before shooting begins.
    - 3.10.9.3. Mouth tabs are permitted for archers whose physical challenges make drawing the bowstring impossible.
    - 3.10.9.4. Archers who use crutches may shoot from a chair or have coach assistance to stand.
- 3.11. At official discretion, any bow, arrow, or accessory may be subjected to inspection, including dismantling and weighing. Anyone found using disallowed equipment or modifications will forfeit awards and be disqualified. Disqualification may affect their team's rank.

## 4. COMPETITIVE FORMAT

### 4.1. Range Set-up

- 4.1.1. Each range will have 6 shooting lanes and 6 targets, 1 target per lane.
- 4.1.2. Targets will be placed along a diagonal line ranging in distance from 10 meters (32' 10") to 15 meters (49' 2") from the shooting line. Target 1 will be approximately 10 meters from the shooting line and target 6 will be approximately 15 meters from the shooting line. Targets 2, 3, 4 and 5 will be between targets 1 and 6.
- 4.1.3. The 10-meter target will be a turkey. The 15-meter target will be a mountain sheep. Between 10 meters and 15 meters, at increasing distances, will be a coyote, bear, pronghorn antelope, and deer. All targets are manufactured by Rinehart and available for purchase on the NASP® website. **Each target may be facing right or left in order that both sides of the target insert is used. Targets may be shot from the shortest distance to the longest; or from the longest distance to the shortest, depending on individual range layout.**
- 4.1.4. The diagonal target line will be approximately 3 yards or meters from the targets.
- 4.1.5. The single, straight or horizontal shooting line, will be divided into 6, 5-foot-wide shooting lanes, each accommodating 2 archers.
- 4.1.6. The waiting line will be at least 4-5 yards or meters beyond the shooting line.
- 4.1.7. A 'Coach's Alley' may be delineated between the waiting line and spectators.
  - 4.1.7.1. Up to three coaches from each team may be in the coach's alley.

4.1.7.2. For teams, at least one coach must be immediately available and located with his or her team while the team is shooting in case issues must be resolved. Coaches must display positive sportsmanship while in this alley.

4.1.8. Spectator seating will be placed as close as possible behind the waiting line.

#### 4.2. **Archer positioning within the lanes.**

4.2.1. Each team member will start in a lane number assigned by the registration program. Some will start at the turkey, others the coyote, bear, pronghorn, deer, or sheep.

4.2.1.1. Archers occupying a lane will be from different schools where possible.

4.2.1.2. The shooter's label will indicate with "Left" or "Right" which half of the 5' wide shooting lane each archer is assigned.

4.2.1.3. Crowding across the middle of the lane will be treated as unsportsmanlike conduct.

4.2.1.4. Solo archers will be combined where possible to maintain flight integrity.

#### 4.3. **Whistle Signals** – NASP® whistle commands will be used to operate the range.

4.3.1. 5+ whistles for an emergency

4.3.2. 2 whistles to 'get bow'

4.3.3. 1 whistle to shoot

4.3.4. 3 whistles to 'go get arrows'

#### 4.4. **Safe Arrow Handling & Movement** – all NASP® safety rules must be followed.

4.4.1. Archers must always walk when moving about the range.

4.4.2. Archers must have one foot on each side of the shooting line with 'bows on toes' before shooting begins.

4.4.3. The tournament-provided arrow quiver **MUST** be placed **ON** the shooting line in **FRONT** of the archer and remain there.

4.4.4. Shooter and quiver must remain in their half of the assigned lane when on the shooting line.

4.4.5. While both archers may approach the target when scoring, only one archer may remain at the target when arrows are being pulled from the target.

4.4.6. Archers must remain standing on their feet and off their knees when pulling arrows.

4.4.7. Arrow points must be covered with one hand and the shafts grasped below the vanes with the other hand when walking with arrows.

#### 4.5. **Order of Shooting**

4.5.1. The archer must nock, pre-draw, draw and aim in a manner keeping the arrow pointed safely towards the target, below the top of the backstop curtain, and away from the floor at all times.

4.5.2. Archers will shoot one practice end of 5 arrows at the target placed in their shooting lane.

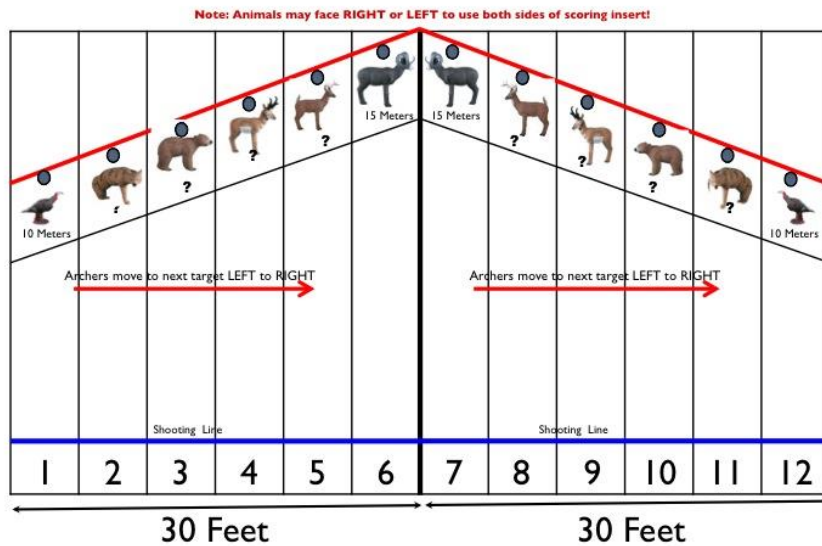
4.5.3. Archers then shoot the first scored end of 5 arrows at this same starting target.

4.5.4. After shooting and scoring an end of 5 arrows, the archer will move the scorecard **from left to right**, to the **target line** at the next target and move arrows to the next quiver.

4.5.5. When the archer comes to the right end of the range and has not yet shot all 6 targets, the archer will move to the opposite end of the 6-target range and continue shooting and moving to the right until the flight concludes.

## Schematic for NASP® IBO 3D Challenge

Each range (2 below) contains 5, 5' wide lanes, 2 archers/lane and one 3D target



4.5.6. Archers will have 2 minutes to shoot each 5-arrow end, including bounce outs and dropped arrows.

4.5.7. Dropped arrows will be left on the floor and replaced by a range official.

4.5.8. An arrow that bounces back from the target toward the shooter, may be replaced and shot again within the two minute shoot time.

4.5.9. An arrow that reaches the target line without hitting the target is considered a shot rather than a dropped or bounced-out arrow and will be scored zero points.

4.5.10. If an archer is unable to safely use the equipment and follow range protocols, that archer may be removed from the competition.

4.5.11. If the archer's draw weight and draw length aren't sufficient to perform on par with the other archers in the tournament the archer may be removed. This is generally indicated by arrows that repeatedly fail to reach or stick in the target.

4.5.12. After shooting the last arrow the archer must immediately leave the shooting line, return the bow to the bow rack, and return behind the waiting line. This is NASP®-specific range management protocol.

## 5. SCORING ARROWS

5.1. Only archers and tournament officials will be allowed downrange of the waiting line.

5.2. All arrows should be scored before any arrow or the target is touched.

5.3. The scoring rings are 10, 9, & 8. Any arrow outside the 8-ring but on the animal is scored a 7. Arrows in the horns (sheep & antelope), antlers (deer), or stump (turkey) are scored zero.



5.4. Moving or pushing an arrow into the target to affect an arrow's score violates 5.2. of this section.

- 5.5. An arrow **shaft** (not the hole) touching a scoring ring line is awarded the higher point value.
- 5.6. An arrow scores zero (0) points if:
  - 5.6.1. If the arrow misses the target.
  - 5.6.2. If the arrow deflects off and **past** the target. (A deflection back towards the archer is a bounce out and a replacement arrow may be shot.)
- 5.7. An arrow that 'robin-hoods' another arrow receives the value of the arrow in the target.
- 5.8. An arrow that skips off the floor and imbeds in the target is scored where it sticks.
- 5.9. An arrow that skips off the floor and bounces off the target is treated as a bounce out.
- 5.10. An arrow that hits the target but doesn't stick and comes back towards the archer is a bounce out.
- 5.11. An arrow that sticks in the target but falls completely out as shooting continues is treated as follows:
  - 5.11.1. If BOTH archers agree what the arrow's score was BEFORE it fell out, the arrow can receive that value.
  - 5.11.2. If BOTH archers are uncertain what the arrow's score was BEFORE it fell out, the arrow is treated as a bounce-out and a replacement arrow may be shot.
- 5.12. Each lane should have two archers, one in the **left** half of the lane and the other in the **right** half of the lane.
- 5.13. Scannable (bubble-type) scorecards will be used. Archers should practice with this type of scorecard before coming to the tournament. [See nasptournaments.org](http://nasptournaments.org) for a practice scorecard.
- 5.14. Scoring protocol: Both archers should walk to the target in their lane to score their arrows.
  - 5.14.1. One or both archers may approach the target to score arrows.
  - 5.14.2. **NEW PROTOCOL:** One archer will **CALL** and **BUBBLE** the **other** archer's arrow.
    - 5.14.2.1. The scorecard will be modified to have a "Check-Box" to the right of each 5-arrow end.
      - 5.14.2.1.1. The archer should check this box indicating he or she has examined each 5-arrow end to make sure the score has been correctly entered.
      - 5.14.2.1.2. Also check to assure that **NO ARROW VALUE LINES** are left blank.
    - 5.14.3. Then the archers will reverse roles.
  - 5.14.4. If archers cannot agree on an arrow's score, a range official must be asked for the final decision.
  - 5.14.5. After both archers are satisfied that arrow values have been accurately recorded, they may then approach the target, one archer at a time, and pull their arrows. Recorded scores are considered final at this point. The waiting archer must remain safely behind the Target Line.
  - 5.14.6. Only range officials may have erasers at the targets. If the archer needs a score erased the official will perform the task. The lane official will document such action on the back of the scorecard.
  - 5.14.7. One archer will move safely behind the Target Line while the other archer pulls his own arrows.
  - 5.14.8. Then the archers will reverse positions, one behind the Target Line while the other pulls her own arrows.
  - 5.14.9. At the conclusion of the flight both archers must sign the scorecard.
    - 5.14.9.1. If an archer fails to sign his or her scorecard, the scorecard will be considered approved and final.
    - 5.14.9.2. The archer represented by the unsigned scorecard will not be disqualified for neglecting to sign.
- 5.15. Scorecard deficiencies may be found in the scoring room:
  - 5.15.1. Scorecard has more than one value on a scoring line. The higher value will be erased.
  - 5.15.2. Scorecard has more than one value on a scoring line but there is a blank line among the 5 scoring lines. One of the double values will be moved to the blank line.
  - 5.15.3. A scoring line is blank. Except in 5.15.2 above, the blank line will be scored zero.
- 5.16. An archer's score may only be counted toward the team score for a single team. The score will also be used to determine the archer's individual placement.
- 5.17. Range officials will gather signed scorecards after each flight at the target.



5.18. Disqualification will occur if an archer takes the scorecard up-range of the shooting line or to the coach or any other unofficial person(s).

5.19. Scorecards without shooter numbers properly bubbled in will not be scored. An automatic disqualification will occur.

5.20. If an archer observes another recording a false score, a range official must be alerted.

5.21. Summation of the team's highest 6 individual scores, with at least 2 of both genders will comprise the team score.

## 6. BREAKING TIES

### 6.1. Individual Ties

6.1.1. First by the computer by comparing total score, then # of 10's, 9's, 8's, & 7's.

6.1.2. If necessary, a shoot-off will take place prior to the awards ceremony. KEEP YOUR BOW NEAR BY!

Archers absent for tie breaking will be awarded the lower rank

6.1.3. Tied individuals will shoot a 5-arrow warm-up end at the sheep and then a 5-arrow competitive end at the sheep.

6.1.3.1. If the tie persists, a single arrow shot from 15 meters, closest to the middle of the target's ten ring will break the tie.

### 6.2. Team Ties

6.2.1. Tied teams will select one male and one female archer from their teams.

6.2.1.1. These two archers from each team will shoot a 5-arrow warm-up end at the sheep and then a 5-arrow scoring end at the sheep.

6.2.1.1.1. Combined scores of both boy and girl team members will be compared to break the tie.

6.2.1.1.2. If the tie persists both the boy and girl from each team will shoot a single arrow at the same target. The arrow closest to the center of the target will win the tie.

## 7. DRESS CODE: NASP®/IBO 3D Challenge tournaments are an extension of the educational experience

7.1. It is important that students remain safe and comfortable. Therefore, all student archers must wear close-toed shoes. (Bare feet and sandals are disallowed)

7.2. All coaches should make sure their student archers adhere to their school's dress code at the tournament except for the total ban of open-toed shoes above in 7.1.

7.3. Use of personal music playing devices, ear buds and headphones are prohibited on the range.

7.4. Ear plugs to block distractions are permitted as long as the archer remains able to hear and follow range commands.

7.5. All mobile phones must be powered off before archers cross the waiting line. Any violation in this rule will result in immediate disqualification.

## 8. SPORTSMANSHIP: Archers, coaches, volunteers, and spectators are expected to respect others. Acts of unsportsmanlike conduct will result in disqualification and or removal from the event.

8.1. These are a few examples of unsportsmanlike conduct:

8.1.1. Purposefully disturbing another archer with excessive touching or talking

8.1.2. Failure to follow lane official direction

8.1.3. Physical or verbal abuse of any person at the event

8.1.4. Using disallowed equipment

8.1.5. Attempts to cheat include:

8.1.5.1. Using disallowed equipment

8.1.5.2. Improper call-out of arrow value.

8.1.5.3. Improper bubbling of arrow value.

8.1.5.4. Failure to bubble in an archer's arrow value.

8.1.5.5. Erasure of anything on the scorecard. Only lane officials may use erasers.

8.2. Behavior considered disruptive, unsafe, offensive, or otherwise inappropriate may result in disqualification and or expulsion of the archer, coach, and observers. Examples include:

8.2.1. Intentional or repeated bumping of another archer or archer's bow.

8.2.2. Encroaching beyond the archer's assigned half of the 30" in the shooting lane.

8.2.3. Ignoring the L vs. R assignment in the shooting lane.

8.2.4. Vulgar or otherwise offensive language used while shooting or on shirts or banners.

## 9. PROTEST PROCEDURE

9.1. Coaches may visit the scoring area following the conclusion of each flight.

9.2. Only the officially registered coach of the team or individual may register a protest.

9.3. Any protest must be registered with the registration table within 30 minutes following flight conclusion.

9.4. Protests may concern an archer or team score or equipment compliance.

9.5. Video or other photographic evidence regarding the protest will not be considered.

9.6. Rule clarification or suggestions may be provided by going to "Contact" at: [www.naspschools.org](http://www.naspschools.org)

## 10. AWARDS

10.1. One trophy will be awarded to the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place teams in each division.

10.2. One trophy will be awarded to the 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place individuals in each division.

10.3. One trophy will be awarded to the highest overall scoring team, regardless of division.

10.4. Students in the 3<sup>rd</sup> grade who participate according to the outlined rules, will be included in the elementary division for individual awards.

10.5. There will be a drawing for two (2) Genesis bows to be given away to one male and one female NASP archers present at the awards ceremony. Names will be drawn until the 2 archers are present to receive the bows.

### NASP-GA 3D Tournament Registration Information

Tournament Registration: [www.nasptournaments.org](http://www.nasptournaments.org)

March 6-11, 2017- Pre-registration 11:00 AM- 11:00 PM

March 13- 31, 2017- Full Registration (Flight Selection) 11:00 AM- 11:00 PM

March 31, 2017 12:00 PM- Deadline for **online payment** (only payment option) of state registration fees to NASP Inc.

**April 21, 2017- 3D State Tournament**

### Qualifying Teams to the State 3D Tournament

Any NASP school can register and participate

Only one team per division per school may register and participate

Individuals may not attend the State 3D Tournament

### Flight Schedule for State 3D Tournament

Welcome, Opening Ceremony/National Anthem at 8:40

Flight 1 starts at 9:00- 10:00

Flight 2 starts at 10:15- 11:15

Flight 3 starts at 11:30- 12:30

Break 12:30- 1:00

Flight 4 starts at 1:15- 2:15

Flight 5 starts at 2:30-3:30 (*Overflow flight. Will not open until all other spots are filled*)

Awards start at 4:15 or 45 minutes after the last flight whichever comes first

- Flights will be on a first-come, first serve basis.
- The maximum number of archers will be 240.
- Only teachers with a current BAI number may register the school team and only these teachers may pick up registration packets at the tournament with picture identification.
- Coaches will be able to select their desired flight times as they register archers until flights are full.
- There must be at least one NASP certified coach per team, which is employed at the school.
- No flight times will be held until the team registration is completed online.
- Substitutions are done online or at the registration table the day of the tournament. It is the coach's responsibility to insure all NASP rules are followed.
- All questions the day of the tournament should be directed to the registration table.

### **Location**

- Southern Pines Regional Park
- 575 Southern Pines Road, Dublin, GA 31021
- <http://www.dlcra.org>
- Southern Pines is a covered outside facility
- Gates will open at 8:00 am for archers to begin arriving.
- Parking is free for all visitors
- All teams must register at the registration table.
- Archers must be in their lanes 15 minutes before their flight times.
- Scorecards must have the shooter number bubbled in and archers' label attached prior to their flight. Archers will not be allowed to shoot if cards are not properly filled out and will be disqualified. It is the archers'/coaches' responsibility to correctly fill out the cards.
- Schools should arrive at the tournament's registration table at least 45 minutes before their flight time.
- Flights will not be held for late arrivals. Archers will be disqualified if he/she is not on the line with their score cards filled out when the flight is called.

### **Weather**

- There is no contingency for weather. Schools must follow their weather plan for closing, delays, etc.
- Teams should plan and dress for the temperature as the tournament is in an outside covered facility.

### **Food/Refreshments**

- There will be food vendor(s) onsite that will be selling food and beverages during the tournament. No food will be provided.