



2020 Kiwi 3D Rules



1) General

- a) A Kiwi 3D Series Round consists of two 20-target courses. The host club will set two separate 20-target courses for each event, both of which must be shot by each entrant. One course will feature marked distances (yards), and the other course will be unmarked. Courses will be constructed in such a way to test skills other than distance judgment, ie using a variety of other challenging factors such as elevation, lighting, hazards, footing, wind etc. Multiple difficulties or challenges should be avoided on the same target. Two courses will be set, and a coin toss should be used to choose the Marked Course. The target and heart size will reflect the set distance.
- b) Each Marked Course will contain 17 single 3D targets and three Technical Targets. The choice of technical targets is limited and detailed under Article 9: "Rounds".
- c) It is intended that the courses will be designed with the following Red Peg specifications in order to accommodate a full spread of shooting distances:

For safety there will be no targets set at less than 5 yards

5 targets between 5 and 20 yards

5 targets between 20 and 30 yards

5 targets between 30 and 40 yards

5 targets between 40 and 50 yards

- d) The course may be made up of any combination of commercially available 3D targets such as McKenzie, Reinhart, Delta etc. All targets when erected shall be vertical or within 10 degrees of vertical.
- e) Targets will have two molded scoring zones equating to Kill – Heart and Lung – Wound. A third zone will be scored from the outside of the Lung to the bodyline. The Inner Heart 12-ring, if present, is to be ignored. Arrows embedded in hooves, antlers or scenery on the 3D do not score.
- f) Both rounds will consist of 2-arrow shoots, first scoring arrow counts.
- g) There will be three pegs catering for all Divisions:

Red 50 yards max: All Senior Divisions (other than Senior Women's Stringbow).

White 35 yards max: All Recurve, Longbow, Senior Women's Stringbow and Junior divisions.

Yellow 25 yards max: Cubs
- h) An archers' foot / knee must touch the marker and body must be behind the marker.

- i) Each archer shall be allowed a maximum of two (2) minutes to complete their shot. The time will begin for the first archer when the previous group clears the target. Time will begin for the next archer when the previous archer releases their final arrow.
- j) The group shall ensure the target they are about to shoot is clear.
- k) There is to be no discussion of yardage until the target has been scored. Discussion is restricted to shooters that have already shot the target.
- l) Foliage shall not be removed from the shooting lane unless it is deemed a hazard.
- m) Pre-registration is strongly encouraged and is actively advertised. **Pre-registration attracts a \$15 discount per person. Pre-registration MUST be accompanied by the entry fee.**

Families wishing to shoot together (or apart) should state this on the Entry Form, otherwise groups will be assembled using the host club's judgement.

- n) Events will start on time:

Sign in	0830
Muster	0900
On the courses	asap

Late arrivals will pay the late fee and be grouped together and will probably be sent to the furthest target to start.

- o) The Fees are set for 2019:

	Pre-registration	Pay on the Day
Family	\$45	\$60
Senior	\$30	\$45
Junior / Cub	\$15	\$30

- p) The confirmed dates for the Series are:

Round 1	TVDA	March 1
Round 2	Pine Ridge	April 5
Round 3	Massey	May 3

2) Scoring

- a) No arrows in the target may be touched until the arrows have been scored. Early pulled arrows score zero, repeat offences will result in the shooter being disqualified.
- b) An arrow touching a scoring zone line shall score the higher value.
- c) Hooves, horns and scenery do not score.
- d) Witnessed bounce-outs and pass-throughs are to be scored as agreed on by the majority of the group, or re-shot before shooters advance to the target.
- e) Skids or ricochets into the target count.

- f) Arrows may be withdrawn from a target to minimise arrow damage.
- g) To resolve tied scores for the final Series placings a fresh 3D target will be shot at an unmarked distance.

3) Equipment

a) Binoculars of any magnification are permitted.

b) Rangefinders are permitted in the two Rangefinder Divisions.

- i) All competitors in the Rangefinder Divisions will be grouped together and will shoot the Marked Course first.
- ii) If there is a non-rangefinder competitor in a group, there is to be no discussion of the distance and the competitor without rangefinders shoots first.

4) Course

- a) This Series is intended to be a friendly interclub shoot and target distances should reflect this goal.
- b) Special consideration is to be given to the placement of Cub pegs to avoid repeated misses and the possible loss of the participant from future rounds.
- c) Targets may be placed in a representative area of natural growth. A degree of technical difficulty is permissible in the senior divisions; however, all archers must have a clear view of the vital areas.
- d) Targets must not be placed so that misses constitute a hazard to other groups of archers.

5) Disputes

All Disputes should be referred to the Host Club Shoot Director and shall be resolved at his / her discretion. Disputes must be referred within 30 minutes of the archer finishing their round.

6) Safety

- a) Safety is paramount and courses should be constructed to reflect this. Course safety is the responsibility of the Host Club.
- b) No competitor shall consume or be under the influence of alcohol or drugs during a Kiwi 3D event until their shooting is finished for the day. A complaint should be made to the Host Club's Shoot Director or President should any person believe that a competitor has consumed or is affected by alcohol, drugs or behavioural issues. The Host Club is responsible for investigating the complaint immediately and deciding on the continued involvement of the archer. The Host Club's judgement is final, and all competitors agree to abide by the decision.

7) Timing

The first competitor in the group has 2 minutes to shoot, timing starts from when the group ahead has cleared the target. Each subsequent shooter has 1 minute to shoot the target.

8) Divisions

Note:

Once registration is accepted no competitor is permitted to switch divisions on the day. The only time a competitor may change divisions is as a result of an equipment change or having genuinely registered in an incorrect division.

Cubs and Juniors may be required to provide proof of age. Cubs become Juniors at 13 years of age. Juniors become Seniors at 18 years of age. Competitors having birthdays during the Series can finish the Series in the Division they first started in.

- All Senior, Veterans and Rangefinder Divisions (other than Senior Women's Stringbow) shoot from the Red Peg, 50 yards maximum
- All Recurve, Longbow, Senior Women's Stringbow and Junior divisions, shoot from the White Peg, 35 yards maximum
- Cub Divisions shoot from the Yellow Peg, 25 yards maximum
- Archers in the Non-competitive Division must shoot in line with the pegs but may shoot from any distance, and not less than 5 yards from the target.

Veterans: 60+ years, any style

Rangefinder Unlimited: Any rangefinder, bow, sight, release or age. Male and female. Shoot from Red Peg.
See (3) Equipment b)

Rangefinder Hunter: Any rangefinder, bow, release, age. Any sight without magnification, arrows used from attached bow quiver. Male and female. Shoot from Red Peg.
See (3) Equipment b)

Senior Men's Unlimited: Sighted Compound Bow, Release Aid, adjustable sight or scope, any stabiliser

Senior Women's Unlimited: Sighted Compound Bow, Release Aid, adjustable sight or scope, any stabiliser.

Senior Men's Bowhunter Release: Sighted Compound Bow, Release Aid, fixed pin sights, no magnification, any stabiliser.

Senior Women's Bowhunter Release: Sighted Compound Bow, Release Aid, fixed pin sights, no magnification, any stabiliser.

Senior Men's Limited: Sighted Compound or Recurve Bow, Finger Release, any sight, scope or stabiliser

Senior Women's Limited: Sighted Compound or Recurve Bow, Finger Release, any sight, scope or stabiliser.

Senior Men's Barebow: Compound Bow, Finger release, unsighted

Senior Women's Barebow: Compound Bow, Finger release, unsighted.

Senior Women's Stringbow: any Longbow, Barebow Recurve.

Longbow: Longbow only, unsighted, seniors and juniors. Competitors must shoot a wooden shaft. Points and fletches are free. Longbow competitors using a carbon, aluminium or composite shaft shoot in Recurve Division.

Recurve: any recurve bow, unsighted, seniors and juniors

Junior Unlimited: Sighted Compound Bow, Release Aid, adjustable sight or scope, any stabiliser, 13 – 17 years

Junior Bowhunter Release: Sighted Compound Bow, Release Aid, fixed pin sights, no magnification, any stabiliser, 13 – 17 years

Junior Limited: Sighted Compound or Recurve Bow, Finger Release, any sight, scope or stabiliser, 13 – 17 years

Junior Barebow: Compound or Recurve Bow, Finger release, 13 – 17 years

Cubs Unlimited: up to 13 years, Sighted Compound Bow (any pin, adjustable or scope sight), Release Aid, any stabiliser

Cubs Sighted: up to 13 years, compound or recurve, sighted, fingers only

Cubs Barebow: up to 13 years, compound or recurve, unsighted

Non-Competitive: for the Novice archer shooting any style. It is designed to attract and encourage novice archers to compete in a fun Series without the fear of losing or damaging equipment.

NC competitors shoot from their respective age group peg (Red Peg 18 years and over, White Peg 13 – 17, Yellow Peg < 13 years), but have the option to walk up and shoot from any position in line with the target that provides a safe shot. This Division does not attract points and does not compete for Championship status, medals, certificates or trophies.

9) Series Points

Points will be awarded within each Division as follows:

First Place	20 points
Second Place	19 points
Third Place	18 points
Fourth Place	17 points
Fifth Place	16 Points
Sixth Place	15 Points
Seventh Place	14 Points
Eighth Place	13 Points
Ninth Place	12 Points
Tenth Place	11 Points
All Subsequent Places	10 Points

10) Rounds

2-Arrow Round

A maximum of two arrows is allowed, and if the first arrow hits the scoring area no more arrows need to be shot

	Heart	Lung	Body
1 st Arrow	20	18	16
2 nd Arrow	14	12	10

a) Technical Targets

Each course must include three technical targets, each technical target is to be accurately detailed at the Senior Peg.

Compulsory Kneel:-

Both knees must be on the ground when shooting. Some part of the body must be touching the peg, body must be behind the peg. Maximum distance 30 yards.

Herd:- one stag and a minimum of one hind

Shoot the Stag. 20 - 18- 16, 14 - 12 - 10 scoring applies to the Stag only. Any hit on the hind scores 10 no matter where on the target the arrow lands and no further arrows can be shot. An arrow that hits the hind and passes through and sticks into the Stag will score the highest scoring value of the two animals. Maximum distance 30 yards.

Mob:- a tusked boar and a minimum of one small pig / javelina

Shoot the boar. 20 - 18 - 16, 14 - 12 - 10 scoring applies to the boar only. A hit on any target other than the boar scores 10 no matter where on the target the arrow lands, and no further arrows can be shot. An arrow that hits the smaller pig and passes through and sticks into the boar will score the highest scoring value of the two animals. Maximum distance 30 yards.

11) Pre-registration Prize Draw

To encourage pre-registration and participation, those who pre-register, pay and shoot all rounds, go into a draw for a special prize. The prize will be announced before the Series begins. The draw will be made after the final Round and the winner must be in attendance to uplift the prize.