



SECTION

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I PSAA ARCHERY SHOOTING STYLE RULES (or DIVISIONS):

A. GENERAL: Rules applicable to all divisions.

1. These articles lay down the type of equipment archers are permitted to use when shooting in PSAA sponsored tournaments. Items of equipment not mentioned or covered in these articles are consequently not allowed without prior approval of the PSAA Board of Governors. At the direction of the tournament director, equipment checks may be made prior to the first line of competition. Stickers may be placed on your bow indicating compliance. Non-compliance will result in removal from the competition.
2. Archers shall stand to shoot and shall shoot "off hand." Physically handicapped or incapacitated archers may be granted permission to shoot while seated.
3. In the process of drawing a bow, with or without an arrow, it must always remain in a position no higher than the top of the target butt or wind flag.
4. Any archer may retire from the shooting line to avoid proximity to equipment or a shooting practice that he considers unsafe and may resume shooting when safe conditions prevail. This unsafe situation should be reported to the Range Captain as soon as possible.
5. The Range Captain (Field Captain) may, at his discretion, reprimand or even bar from further competition a shooter who exhibits carelessness in handling his weapon. The Range Captain may also bar from competition any equipment, including the bow, he considers dangerous to other shooters or spectators.
6. Provisions may be made for the relief of equipment rules restrictions by any Regional Board Member of the PSAA for good and adequate reasons. This relief must be made in writing and then submitted to the PSAA Board at the next scheduled meeting.
7. The Protest Committee shall be the final authority in settling disputes that may arise over the interpretations of these articles.

B. BAREBOW (female, male, and youth): Equipment

1. BOW: Bows may be of a conventional or compound type as described in the glossary. Bow finishes may not be defaced to aid in sighting/aiming.

2. BOW STRING: Defined in the glossary.

a. The bow string center serving must not, in any way, serve as a sighting aid. The bow string must not, in any way, offer aid in aiming through peepholes, markings, or by any other means.

b. The bow string shall be one color only. A serving of one other color may be used. The nocking point must be stationary. Any marks, ties, or string attachments in the sight window area shall invalidate its use in the Barebow Division.

3. KISSER BUTTONS: Kisser buttons are not permitted in this division.

4. ARROW REST: Any arrow rest, as defined in the glossary, may be used as long as it does not extend more than 1/2 inch above the arrow. An adjustable plunger may be used. Flipper one type rests are illegal in the Barebow Division.

5. CLICKER or OTHER DRAW CHECK INDICATOR: A clicker may be used as long as it does not extend above the arrow in the sight window. Draw check indicators may be used provided they are not electric or electronic and do not offer an additional aid in aiming and are not present in the sight window above the arrow.

6. SIGHT WINDOW: The sight window may not be altered from standard production of the manufacturer.

7. ARROWS: Any type arrow, as defined in the glossary, may be used. All arrows must be identical size, including length, width/diameter, nock size, and fletching with allowances for wear and tear.

8. FINGER PROTECTION: Any type of finger stalls or tips, gloves, shooting tab or tape (plastic) to draw, hold or release the string, as per the definitions of such in the glossary, are permitted. On the bow hand, an ordinary glove, mitten or similar item may be used.

9. **RELEASE AIDS:** Release aids, mechanical or otherwise, as defined in the glossary, are illegal in the Barebow Division.

10. **ACCESSORIES:** Armguard, chest protector, bow sling, finger sling, bow saddle and locator, a belt, back, bow, or ground quiver, and tassels are permitted. Field glasses and spotting scopes may be used at any time to locate hits. Spotting between shots is permitted so long as the archer does not leave the shooting line. Memoranda that assists in improving scores is illegal in this division.

11. **GLASSES:** Regular glasses or shooting glasses may be used. None may be fitted with micro-hole lens or markings of any type.

12. **STABILIZERS:** An unlimited number of stabilizers may be used provided they do not touch anything but the bow, provided they do not represent any obstacle to other archers as far as place on the shooting line is concerned, and provided they are not used as a sighting device. Anti-shock suppressors that stop the string and/or cable are permitted.

13. **CABLE GUARDS:** Legal cable guards shall be mounted on the opposite side of the window. They may be used on the upper and/or lower part of the riser. Cable guards mounted in the riser by the manufacturer are legal.

14. **ANCHORS AND NOCKING POINTS:** Multiple anchors and/or nocking points and string walking will be permitted.

C. FREESTYLE (female, male, and youth): Equipment

1. BOW: Bows may be of a conventional or compound type as described in the glossary.
2. BOW STRING: Defined in the glossary.
3. KISSER BUTTONS: Any kisser button, as defined in the glossary, may be used.
4. STRING PEEP: Any string peep or a power peep, as defined in the glossary, may be used.
5. ARROW REST: Any arrow rest, as defined in the glossary, may be used. An adjustable plunger, and draw check indicators may be used on the bow.
6. CLICKERS or OTHER DRAW CHECK INDICATORS: A clicker of any type may be used. A draw check indicator of any type may be used.
7. SIGHTS: Any bow sight, as defined in the glossary, may be used. Scopes and levels are permitted. Lighted pins and/or a sight lighting device may be used. Laser sights are not permitted.
8. ARROWS: Any type arrow, as defined in the glossary, may be used. All arrows must be identical size, including length, width/diameter, nock size, and fletching with allowances for wear and tear.
9. FINGER PROTECTION: Any type of finger stalls or tips, gloves, shooting tab or tape (plastic) to draw, hold or release the string, as per the definitions of such in the glossary, are permitted. On the bow hand, an ordinary glove, mitten or similar item may be used.
10. RELEASE AIDS: Release aids, mechanical or otherwise, as defined in the glossary, are illegal in the Freestyle Division.

11. ACCESSORIES: Armguard, chest protector, bowslings, finger sling, bow saddle and locator, a belt, back, bow, or ground quiver, and tassels are permitted. Field glasses and spotting scopes may be used at any time to locate hits. Spotting between shots is permitted so long as the archer does not leave the shooting line. Memoranda that assists in improving scores is legal in this division.

12. GLASSES: Regular glasses or shooting glasses may be used. None may be fitted with microhole lens or markings of any type.

13. STABILIZERS: An unlimited number of stabilizers may be used provided they do not touch anything but the bow and provided they do not represent any obstacle to other archers as far as place on the shooting line is concerned. Anti-shock suppressors that stop the string and/or cable are permitted.

14. ANCHORS AND NOCKING POINTS: Multiple anchors and/or nocking points and string walking will be permitted.

D. UNLIMITED (female, male, and youth): Equipment

1. BOW: Bows may be of a conventional or compound type as described in the glossary.
2. BOW STRING: Defined in the glossary.
3. KISSER BUTTONS: Any kisser button, as defined in the glossary, may be used.
4. STRING PEEP: Any string peep or a power peep, as defined in the glossary, may be used.
5. ARROW REST: Any arrow rest, as defined in the glossary, may be used. An adjustable plunger, and draw check indicators may be used on the bow.
6. CLICKERS or OTHER DRAW CHECK INDICATORS: A clicker or any type may be used. A draw check indicator of any type may be used.
7. SIGHTS: Any bow sight, as defined in the glossary, may be used. Scopes and levels are permitted. Lighted pins and/or a sight lighting device may be used. Laser sights are not permitted.
8. ARROWS: Any type arrow, as defined in the glossary, may be used. All arrows must be identical size, including length, width/diameter, nock size, and fletching with allowances for wear and tear.
9. FINGER PROTECTION: Any type of finger stalls or tips, gloves, shooting tab or tape (plastic) to draw, hold or release the string, as per the definitions of such in the glossary, are permitted. On the bow hand, an ordinary glove, mitten or similar item may be used.

10. **RELEASE AIDS:** Release aids, mechanical or otherwise, as defined in the glossary, are legal in the Unlimited Division.

11. **ACCESSORIES:** Armguard, chest protector, bow sling, finger sling, bow saddle and locator, a belt, back, bow, or ground quiver, and tassels are permitted. Field glasses and spotting scopes may be used at any time to locate shots. Spotting between shots is permitted so long as the archer does not leave the shooting line. Memoranda that assists in improving scores is legal in this division.

12. **GLASSES:** Regular glasses or shooting glasses may be used. None may be fitted with micro-hole lens or markings of any type.

13. **STABILIZERS:** An unlimited number of stabilizers may be used provided they do not touch anything but the bow and provided they do not represent any obstacle to other archers as far as place on the shooting line is concerned. Anti-shock suppressors that stop the string and/or cable are permitted.

14. **ANCHORS AND NOCKING POINTS:** Multiple anchors and/or nocking points and string walking will be permitted.

E. BOWHUNTER BAREBOW (female, male, and youth):
Equipment

1. BOW: Bows may be of a conventional or compound type as described in the glossary so long as it is 64 inches (AMO) or less. Bow finish may not be defaced to aid in sighting.
2. BOW STRING: Defined in the glossary.
 - a. The bow string center serving must not, in any way, serve as a sighting aid. The bow string must not, in any way, offer aid in aiming through peepholes, markings, or by any other means.
 - b. The bow string shall be one color only. A serving of one other color may be used. The nocking point must be stationary. Any marks, ties, or string attachments in the sight window area shall invalidate its use in the Bowhunter Barebow Division
3. KISSER BUTTONS: Kisser buttons are not permitted in this division.
4. ARROW REST: Any arrow rest, as defined in the glossary, may be used as long as it does not extend above the arrow. Flipper one type rests are illegal in this division. An adjustable plunger may be used.
5. CLICKER or OTHER DRAW CHECK INDICATOR: A clicker may be used as long as it does not extend above the arrow in the sight window. Draw check indicators may be used provided they are not electric or electronic and do not offer an additional aid in aiming and are not present in the sight window above the arrow.
6. SIGHT WINDOW: The sight window may not be altered from standard production of the manufacturer.
7. ARROWS: Any type arrow, as defined in the glossary, may be used. The tip (point) or tip assembly must weigh at least 100 grains. All arrows must be identical size, including length, width/diameter, nock size, and fletching with allowances for wear and tear. No broadheads or parts of broadheads are permitted.

8. FINGER PROTECTION: Any type of finger stalls or tips, gloves, shooting tab or tape (plastic) to draw, hold or release the string, as per the definitions of such in the glossary, are permitted. On the bow hand, an ordinary glove, mitten or similar item may be used.

9. FINGER POSITION: Of the fingers placed on the string for the purpose of drawing the string prior to releasing and shooting the arrow, one of the above mentioned fingers must touch the nock of the drawn arrow at all times prior to release and of the fingers placed on the string for purpose of drawing the string prior to releasing and shooting the arrow, one of the above mentioned fingers must touch the corner of the mouth at all times prior to release.

10. RELEASE AIDS: Release aids, mechanical or otherwise, as defined in the glossary, are illegal in the Bowhunter Barebow Division.

11. ACCESSORIES: Armguard, chest protector, bow sling, finger sling, bow saddle and locator, a belt, back, bow, or ground quiver, and tassels are permitted. Field glasses and spotting scopes may be used at any time to locate hits. Spotting between shots is permitted so long as the archer does not leave the shooting line. Memoranda that assists in improving scores is illegal in this division.

12. GLASSES: Regular glasses or shooting glasses may be used. None may be fitted with micro-hole lens or markings of any type.

13. STABILIZERS: A stabilizer no longer than 12 inches, including a coupler if used, may be used provided it does not touch anything but the bow. This stabilizer may have one or more weights attached to it. No other weights or counter balances are permitted other than anti-shock suppressors that stop the string and/or cable. The measurement of the stabilizer is made as per the sight/stabilizer diagram page listed in the index.

14. CABLE GUARDS: Legal cable guards shall be mounted on the opposite side of the window. They may be used on the upper and/or lower part of the riser. Cable guards mounted in the riser by the manufacturer are legal.

15. ANCHORS AND NOCKING POINTS: Multiple anchors and/or nocking points and string walking will not be permitted.

16. MAKING ADJUSTMENTS: No adjustments may be made on the bow after the round has started.

**F. BOWHUNTER FREESTYLE (female, male, and youth):
Equipment**

1. **BOW:** Bows may be of a conventional or compound type as described in the glossary so long as it is 64 inches (AMO) or less. Bow finishes may not be defaced to aid in sighting/aiming.
2. **BOW STRING:** Defined in the glossary.
3. **KISSER BUTTONS:** Any kisser button, as defined in the glossary, may be used.
4. **STRING PEEP:** Any string peep as defined in the glossary, with only one sighting hole may be used.
5. **ARROW REST:** Any arrow rest, as defined in the glossary, may be used. An adjustable plunger may be used.
6. **CLICKER or OTHER DRAW CHECK INDICATOR:** A clicker may be used as long as it does not extend above the arrow in the sight window. Draw check indicators may be used provided they are not electric or electronic and do not offer an additional aid in aiming and are not present in the sight window above the arrow.
7. **SIGHT WINDOW:** The sight window may not be altered from standard production of the manufacturer.
8. **SIGHTS-BOWHUNTER:** Any bow sight with five fixed pins of aim, as defined in the glossary, may be used. Lighted pins and pin guards are permitted. The bow sight, including an extension if used, must not exceed 6 inches. The measurement is made as per the sight/stabilizer diagram page listed in the index.
9. **ARROWS:** Any type arrow, as defined in the glossary, may be used. All arrows must be identical size, including length, width/diameter, nock size, and fletching with allowances for wear and tear. No broadheads or parts of broadheads are permitted.
10. **FINGER PROTECTION:** Any type of finger stalls or tips, gloves, shooting tab or tape (plastic) to draw, hold or release the string, as per the definitions of such in the glossary, are permitted. On the bow hand, an ordinary glove, mitten or similar item may be used.

11. **RELEASE AIDS:** Release aids, mechanical or otherwise, as defined in the glossary, are illegal in the Bowhunter Freestyle Division.
12. **ACCESSORIES:** Armguard, chest protector, bow sling, finger sling, bow saddle and locator, a belt, back, bow, or ground quiver, and tassels are permitted. Field glasses and spotting scopes may be used at any time to locate hits. Spotting between shots is permitted so long as the archer does not leave the shooting line. Memoranda that assists in improving scores is illegal in this division.
13. **GLASSES:** Regular glasses or shooting glasses may be used. None may be fitted with microhole lens or markings of any type.
14. **STABILIZERS:** A stabilizer no longer than 12 inches, including a coupler if used, may be used provided it does not touch anything but the bow. This stabilizer may have one or more weights attached to it. Counter balances are permitted including anti-shock suppressors that stop the string and/or cable. The measurement of the stabilizer is made as per the sight/stabilizer diagram page listed in the index.
15. **CABLE GUARDS:** Legal cable guards shall be mounted on the opposite side of the window. They may be used on the upper and/or lower part of the riser. Cable guards mounted in the riser by the manufacturer are legal.
16. **ANCHORS AND NOCKING POINTS:** Multiple anchors and/or nocking points and string walking will not be permitted.
17. **MAKING ADJUSTMENTS:** No adjustments may be made on the bow, the kissor button or draw check indicator, the peep sight, or the sight or any of its parts after the round has started.

G. BOWHUNTER UNLIMITED (female, male, and youth):
Equipment

1. BOW: Bows may be of a conventional or compound type as described in the glossary so long as it is 64 inches (AMO) or less. Bow finishes may not be defaced to aid in sighting/aiming.
2. BOW STRING: Defined in the glossary.
3. KISSER BUTTONS: Any kisser button, as defined in the glossary, may be used.
4. STRING PEEP: Any string peep as defined in the glossary, with only one sighting hole may be used.
5. ARROW REST: Any arrow rest, as defined in the glossary, may be used. An adjustable plunger may be used.
6. CLICKER or OTHER DRAW CHECK INDICATOR: A clicker may be used as long as it does not extend above the arrow in the sight window. Draw check indicators may be used provided they are not electric or electronic and do not offer an additional aid in aiming and are not present in the sight window above the arrow.
7. SIGHT WINDOW: The sight window may not be altered from standard production of the manufacturer.
8. SIGHTS-BOWHUNTER: Any bow sight with five fixed pins of aim, as defined in the glossary, may be used. Lighted pins and pin guards are permitted. The bow sight, including an extension if used, must not exceed 6 inches. The measurement of the bow sight is made as per the sight/stabilizer diagram page listed in the index.
9. ARROWS: Any type arrow, as defined in the glossary, may be used. All arrows must be identical size, including length, width/diameter, nock size, and fletching with allowances for wear and tear. No broadheads or parts of broadheads are permitted.
10. FINGER PROTECTION: Any type of finger stalls or tips, gloves, shooting tab or tape (plastic) to draw, hold or release the string, as per the definitions of such in the glossary, are permitted. On the bow hand, an ordinary glove, mitten or similar item may be used.

11. **RELEASE AIDS:** Release aids, mechanical or otherwise, as defined in the glossary, are legal in the Bowhunter Unlimited Division.
12. **ACCESSORIES:** Armguard, chest protector, bowslings, finger sling, bow saddle and locator, a belt, back, bow, or ground quiver, and tassels are permitted. Field glasses and spotting scopes may be used at any time to locate hits. Spotting between shots is permitted so long as the archer does not leave the shooting line. Memoranda that assists in improving scores is illegal in this division.
13. **GLASSES:** Regular glasses or shooting glasses may be used. None may be fitted with microhole lens or markings of any type.
14. **STABILIZERS:** A stabilizer no longer than 12 inches, including a coupler if used, may be used provided it does not touch anything but the bow. This stabilizer may have one or more weights attached to it. Counter balances are permitted including anti-shock suppressors that stop the string and/or cable. The measurement of the stabilizer is made as per the sight/stabilizer diagram page listed in the index.
15. **CABLE GUARDS:** Legal cable guards shall be mounted on the opposite side of the window. They may be used on the upper and/or lower part of the riser. Cable guards mounted in the riser by the manufacturer are legal.
16. **ANCHORS AND NOCKING POINTS:** Multiple anchors and/or nocking points and string walking will not be permitted.
17. **MAKING ADJUSTMENTS:** No adjustments may be made on the bow, the kissers button or draw check indicator, the peep sight, or the sight or any of its parts after the round has started.

H. LONGBOW (female and male): Equipment

1. BOW: The bow must be of a conventional design. The bow may be of a straight limb design or of a reflex-deflex design such that when the bow is strung, the string touches only the nocks of the bow. Take-down longbows are legal. No added weights are allowed either on the inside or the outside of the bow.

2. BOW STRING: Defined in the glossary.

a. The bow string center serving must not, in any way, serve as a sighting aid. No ties or string attachments are allowed in the sight window.

b. Servings may be added at the nocking point to make the string fit the arrow nocks. One or two nock locators may be positioned on the string to locate this nocking point. Only one nocking point is allowed, either above, below, or between the nock locator(s).

3. ARROW REST: Arrows shall be shot from the shelf or hand. No elevated rests are allowed. Permanently attached shelf-leveling blocks are permitted. A piece of leather or rest-rug may be on the shelf and on the inner side of the sight window. Matchstick bumps may be under rugs and leathers.

4. ARROWS: Any type arrow, as defined in the glossary, may be used. All arrows must be identical size, including length, width/diameter, nock size, and fletching with allowances for wear and tear. No broadheads or parts of broadheads are permitted.

5. FINGER PROTECTION: Any type of finger stalls or tips, gloves, shooting tab or tape (plastic) to draw, hold or release the string, as per the definitions of such in the glossary, are permitted. On the bow hand, an ordinary glove, mitten or similar item may be used.

6. FINGER POSITION: Of the finger placed on the string for the purpose of drawing the string prior to releasing and shooting the arrow, one of the above mentioned fingers must touch the nock of the drawn arrow at all times prior to release. Only one finger position on the string may be used at a shoot which means that no string walking is permitted.

7. ACCESSORIES: Armguard, chest protector, wristsling, finger sling, bow saddle and locator, a belt, back, or ground quiver, and tassels are permitted. Memoranda that assists in improving scores is illegal in this division.

8. GLASSES: Regular glasses or shooting glasses may be used. None may be fitted with a microhole lens or markings of any type.

9. RELEASE AIDS: Release aids, mechanical or otherwise, as defined in the glossary, are illegal in this division.

I. TRADITIONAL RECURVE (female and male): Equipment

1. BOW: The bow must be of a conventional design. Takedown bows are legal.

2. BOW STRING: Defined in the glossary.

a. The bow string center serving must not, in any way, serve as a sighting aid. No ties or string attachments are allowed in the sight window.

b. Servings may be added at the nocking point to make the string fit the arrow nocks. One or two nock locators may be positioned on the string to locate this nocking point. Only one nocking point is allowed, either above, below, or between the nock locator(s).

3. ARROW REST: Arrows shall be shot from the shelf or hand. No elevated rests are allowed. Permanently attached shelf-leveling blocks are permitted. A piece of leather or rest-rug may be on the shelf and on the inner side of the sight window. Matchstick bumps may be under rugs and leathers.

4. ARROWS: Any type arrow, as defined in the glossary, may be used. All arrows must be identical size, including length, width/diameter, nock size, and fletching with allowances for wear and tear. No broadheads or parts of broadheads are permitted.

5. FINGER PROTECTION: Any type of finger stalls or tips, gloves, shooting tab or tape (plastic) to draw, hold or release the string, as per the definitions of such in the glossary, are permitted. On the bow hand, an ordinary glove, mitten or similar item may be used.

6. FINGER POSITION: Of the finger placed on the string for the purpose of drawing the string prior to releasing and shooting the arrow, one of the above mentioned fingers must touch the nock of the drawn arrow at all times prior to release. Only one finger position on the string may be used at a shoot which means that string walking is not permitted.

7. ACCESSORIES: Armguard, chest protector, wrist sling, finger sling, bow saddle and locator, a belt, back, or ground quiver, and tassels are permitted. Memoranda that assists in improving scores is illegal in this division.

8. GLASSES: Regular glasses or shooting glasses may be used. None may be fitted with a microhole lens or markings of any time.

9. RELEASE AIDS: Release aids, mechanical or otherwise, as defined in the glossary, are illegal in this division.

J. TRADITIONAL YOUTH (pre-cadet, cadet, junior, and intermediate):
Equipment

1. BOW: The bow must be of a conventional design. Takedown bows are legal.
2. BOW STRING: Defined in the glossary.
 - a. The bow string center serving must not, in any way, serve as a sighting aid. No ties or string attachments are allowed in the sight window.
 - b. Servings may be added at the nocking point to make the string fit the arrow nocks. One or two nock locators may be positioned on the string to locate this nocking point. Only one nocking point is allowed, either above, below, or between the nock locator(s).
3. ARROW REST: Arrows shall be shot from the shelf or hand. No elevated rests are allowed. Permanently attached shelf-leveling blocks are permitted. A piece of leather or rest-rug may be on the shelf and on the inner side of the sight window. Matchstick bumps may be under rugs and leathers.
4. ARROWS: Any type arrow, as defined in the glossary, may be used. All arrows must be identical size, including length, width/diameter, nock size, and fletching with allowances for wear and tear. No broadheads or parts of broadheads are permitted.
5. FINGER PROTECTION: Any type of finger stalls or tips, gloves, shooting tab or tape (plastic) to draw, hold or release the string, as per the definitions of such in the glossary, are permitted. On the bow hand, an ordinary glove, mitten or similar item may be used.
6. FINGER POSITION: Of the finger placed on the string for the purpose of drawing the string prior to releasing and shooting the arrow, one of the above mentioned fingers must touch the nock of the drawn arrow at all times prior to release. Only one finger position on the string may be used at a shoot which means that no string walking is permitted.

7. ACCESSORIES: Armguard, chest protector, wristsling, finger sling, bow saddle and locator, a belt, back, or ground quiver, and tassels are permitted. Memoranda that assists in improving scores is illegal in this division.

8. GLASSES: Regular glasses or shooting glasses may be used. None may be fitted with a microhole lens or markings of any type.

9. RELEASE AIDS: Release aids, mechanical or otherwise, as defined in the glossary, are illegal in this division.

K. FITA BAREBOW (female, male, and youth): Equipment

1. BOW: Bows must be of a conventional type as described in the glossary. Bow finishes may not be defaced to aid in sighting. Compound bows are illegal in this division.

2. BOW STRING: Defined in the glossary.

a. The bow string center serving must not, in any way, serve as a sighting aid. The bow string must not, in any way, offer aid in aiming through peepholes, markings, or by any other means.

b. The bow string shall be one color only. A serving of one other color may be used. The nocking point must be stationary. Any marks, ties, or string attachments in the sight window shall invalidate its use in the FITA Barebow Division.

3. KISSER BUTTONS: Kisser buttons are not permitted in this division.

4. STRING PEEPS: String peeps are not permitted in this division.

5. ARROW REST: Any arrow rest, as defined in the glossary, may be used as long as it does not extend more than 1/2 inch above the arrow. An adjustable plunger may be used on the bow.

6. CLICKER or OTHER DRAW CHECK INDICATOR: All clickers and/or draw check indicators are illegal in this division.

7. SIGHTS: Any bow sight is illegal in the FITA Barebow Division.

8. ARROWS: Any type arrow, as defined in the glossary, may be used. All arrows must be identical size, including length, width/diameter, nock size, and fletching with allowances for wear and tear. No broadheads or parts of broadheads are permitted.

9. FINGER PROTECTION: Any type of finger stalls or tips, gloves, shooting tab or tape (plastic) to draw, hold or release the string, as per the definitions of such in the glossary, are permitted. On the bow hand, an ordinary glove, mitten or similar item may be used.

10. RELEASE AIDS: Release aids, mechanical or otherwise, as defined in the glossary, are illegal in the FITA Barebow Division.

11. ACCESSORIES: Armguard, chest protector, bowslings, finger sling, bow saddle or locator, a belt, back, bow, or ground quiver, and tassels are permitted. Field glasses and spotting scopes may be used at any time to locate hits. Spotting between shots is permitted so long as the archer does not leave the shooting line. Memoranda that assists in improving scores is legal in this division.

12. GLASSES: Regular glasses or shooting glasses may be used. None may be fitted with microhole lens or markings of any type.

13. STABILIZERS: No stabilizers or counter balances are permitted. Weights, whether factory option or other, must not create a horizontal measurement greater than the otherwise widest part of the riser.

14. ANCHORS AND NOCKING POINTS: Multiple anchors and/or nocking points and string walking will be permitted.

L. FITA FREESTYLE (female, male, and youth): Equipment

1. BOW: Bows must be of a conventional type as described in the glossary. Compound bows are illegal in the FITA Division.
2. BOW STRING: Defined in the glossary.
3. KISSER BUTTONS: Any kisser button, as defined in the glossary, may be used.
4. STRING PEEP: String peeps of any type are illegal.
5. ARROW REST: Any arrow rest, as defined in the glossary, may be used. An adjustable plunger, and draw check indicators may be used on the bow.
6. CLICKER or OTHER DRAW CHECK INDICATOR: Any type clicker may be used. Draw check indicators may be used provided they are not electric or electronic.
7. SIGHTS: Any bow sight, as defined in the glossary, may be used. Scopes and levels are not permitted.
8. ARROWS: Any type arrow, as defined in the glossary, may be used. All arrows must be identical size, including length, width/diameter, nock size, and fletching with allowances for wear and tear. No broadheads or parts of broadheads are permitted.
9. FINGER PROTECTION: Any type of finger stalls or tips, gloves, shooting tab or tape (plastic) to draw, hold or release the string, as per the definitions of such in the glossary, are permitted. On the bow hand, an ordinary glove, mitten or similar item may be used.
10. RELEASE AIDS: Release aids, mechanical or otherwise, as defined in the glossary, are illegal in the FITA Division.

11. ACCESSORIES: Armguard, chest protector, bowslings, finger sling, bow saddle and locator, a belt, back, bow, or ground quiver, and tassels are permitted. Field glasses and spotting scopes may be used at any time to locate hits. Spotting between shots is permitted so long as the archer does not leave the shooting line. Memoranda that assists in improving scores is legal in this division.

12. GLASSES: Regular glasses or shooting glasses may be used. None may be fitted with microhole lens or markings of any type.

13. STABILIZERS: A maximum of six (6) stabilizers may be used provided they do not touch anything but the bow and provided they do not represent any obstacle to other archers as far as place on the shooting line is concerned.

14. ANCHORS AND NOCKING POINTS: Multiple anchors and/or nocking points and string walking will be permitted.

M. CROSSBOW (female, male, and youth): Equipment

1. **CROSSBOW:** The crossbow and parts may be made of any safe material. The maximum draw weight is 100 pounds.

2. **SIGHTS:** Any sight, as defined in the glossary, may be used. Telescopic or magnifying sights are illegal. Laser sights are not permitted.

3. **ARROWS (or BOLTS):** Any type arrow (or bolt) as defined in the glossary, may be used. All arrow/bolts must be identical size including length, width/diameter, nock size, and fletching with allowances for wear and tear. No Broadheads or parts of Broadheads are permitted.

4. **SLINGS:** Rests (for the crossbow), slings, or straps of any description are illegal, if used during the act of shooting.

5. **ACCESSORIES:** Field glasses and spotting scopes may be used at any time to locate hits. Spotting between shots is permitted so long as the archer does not leave the shooting line. Foot stirrups attached to the stock or foot plates on the ground are permitted. Any mechanical device for spanning the bow is illegal. Memoranda that assists in improving scores is legal in this division.

6. **LOADING A CROSSBOW:** Crossbows shall be drawn by hand. The archer will keep the crossbow when drawn, whether loaded or not, pointed in the direction of the target. During the act of loading, and while being adjusted to the aiming position, the crossbow barrel should be directed downward or pointed in the direction of the target.

N. SENIOR CITIZENS (52 through 61 years of age, female and male): Equipment

1. The senior citizens division includes all PSAA shooting styles ie. Barebow, ,Freestyle, Unlimited, Bowhunter Barebow, Bowhunter Freestyle, Bowhunter Unilimited, Traditional Longbow, Traditional Recurve, FITA Barebow, FITA Freestyle, and Crossbow. These shooting styles will not be divided into classes.
2. Barebow and Bowhunter Barebow will compete as one division, Freestyle and Bowhunter Freestyle will compete as one division, Unlimited and Bowhunter Unlinited will compete as on division, Traditional Recurve and Longbow will compete as one division, and crossbow. Regular PSAA division records will be maintained.

O. SENIOR PLUS CITIZENS (62 years of age or older, female and male): Equipment

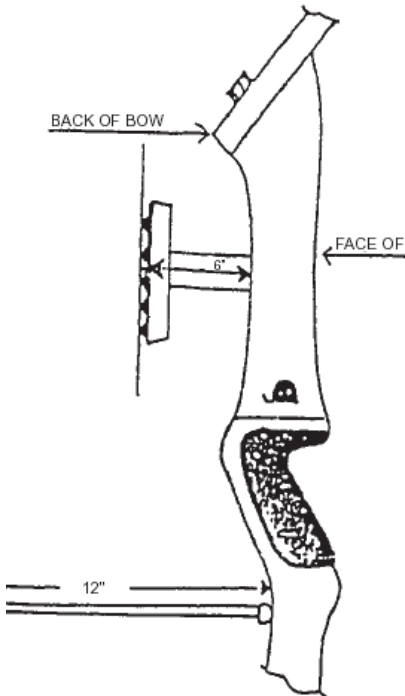
1. The senior plus citizens division includes all PSAA shooting styles ie. Barebow, ,Freestyle, Unlimited, Bowhunter Barebow, Bowhunter Freestyle, Bowhunter Unilimited, Traditional Longbow, Traditional Recurve, FITA Barebow, FITA Freestyle, and Crossbow. These shooting styles will not be divided into classes.
2. Barebow and Bowhunter Barebow will compete as one division, Freestyle and Bowhunter Freestyle will compete as one division, Unlimited and Bowhunter Unlinited will compete as on division, Traditional Recurve and Longbow will compete as one division, and crossbow. Regular PSAA division records will be maintained.

P. Collegiate (college students): Equipment

1. The Collegiate division will be for indoor Target Archery rounds only. Any current PSAA approved archery equipment may be used.

BOWHUNTER SIGHT AND STABILIZER MEASUREMENTS
DIAGRAM

HOW TO MEASURE BOWHUNTERS
SIGHT * & STABILIZER



*Sight measurements are made from the back of the bow to the pins / points of aim.

II. PSAA FIELD ARCHERY RULES AND REGULATIONS:

A. RANGE QUALIFICATIONS:

1. The Pennsylvania State Archery Association recognizes as official, only tournaments held on member club courses conforming to the specifications of the PSAA for a Field/Hunter/Animal Round.
2. The PSAA does not recognize scores or make awards for competition on any other ranges.

B. TOURNAMENT OFFICIALS:

1. **TOURNAMENT CHAIRPERSON:** The duties of the Tournament Chairperson shall be to appoint all personnel having anything to do with the tournament. These people, appointed by the chairperson, will be referred to as the "Tournament Committee." The duties of the chairperson shall also be to oversee all aspects of the tournament, and to be the final authority on any decision making that affects the tournament.

2. **RANGE CAPTAINS (APPOINTED BY THE TOURNAMENT CHAIRPERSON):** The duties of the Range Captains shall be to check on archers to see if they are following the shooting rules, to be sure target faces are on the butts, to check the condition of the range, to settle disputes of archers on the range, and other duties as assigned by the Tournament Chairperson.

3. **TARGET CAPTAIN (ONE IS CHOSEN BY EACH GROUP OF SHOOTERS):** The duties of the Target Captain shall be to order the shooting of a target, to settle all local questions, to make a decision on the scoring value of an arrow (this decision is final), and to see that no one touches the arrows in the target until after scoring is completed. All decisions of the Target Captain can be appealed to the Range Captain except in the case of the scoring value of an arrow.

C. **SHOOTING GROUPS:** No groups of less than 3 persons shall start a round. If after a round has started, a group is reduced to 2 shooters, those shooters shall join other groups with no group to exceed 5 shooters. The preferred size of a group is 4 shooters. Adult spectators/parents can tag-a-long with the approval of all shooters in the group.

D. SHOOTING ROTATION: Shooting rotation, if any, will be decided by the Target Captain.

E. NUMBER OF ARROWS:

1. If an archer shoots too many arrows, he shall lose the score of the arrow(s) of highest value. If an archer continues to shoot too many arrows, he may be disqualified.

2. If an archer is at some point past the shooting line with both feet and discovers he has not shot enough arrows, he cannot return to the shooting line and shoot them.

F. LOST ARROWS: No time limit will be imposed on searching for lost arrows unless another group of archers is waiting to shoot the target. In that case, the maximum allowable time will be 3 minutes. If archers are behind a target hunting arrows, then at least 2 bows shall be left directly in front of the target face and preferably 1 archer should stay with the bows as an extra safety factor.

G. ARROWS DROPPED OR PARTIALLY SHOT: Arrows mistakenly dropped or partially shot to any point less than 10 feet ahead of the shooting line will be considered a dropped arrow. Another arrow should be shot rather than trying to retrieve the dropped arrow.

H. INCLEMENT WEATHER: The tournament shall continue unless a prearranged signal is given by the Tournament Chairperson. Any archer leaving the range shall automatically be disqualified. The only exception is lightning. In case of lightning, archers should take cover.

I. COACHING BY A NON-SHOOTING PERSON: Coaching by a non-shooting person is illegal anytime between the beginning and the end of a tournament round.

J. SPOTTERS: While an archer is on the line, he may receive notice of arrow hits by spotters behind the shooting line but only in a non-audible manner so as not to interfere with other shooters. There is to be no audible communication between shooters on the line and persons behind the shooting line.

K. PRACTICE TARGET: The first target shot in a tournament will be used as a practice target only. Scoring will begin on the second target shot.

L. TARGET FACES AND THE SURROUNDING AREA: Target faces shall not be placed over any other targets. No marks shall be made on the target, target butt, background, or foreground that could be used as points of aim.

M. MIXED STYLE (DIVISION) COMPETITION: An archer of "lower" classification, may compete in a "higher" classification, if he so chooses.

1. A Barebow shooter may shoot in the Freestyle or Unlimited division.
2. A Freestyle shooter may shoot in the Unlimited division.
3. A Bowhunter Barebow shooter may shoot in the Barebow, Freestyle, Unlimited, Bowhunter Freestyle, or Bowhunter Unlimited division.
4. A Bowhunted Barebow shooter may shoot in the Freestyle, Unlimited, or Bowhunter Unlimited division.
5. A Bowhunter Unlimited shooter may shoot in the Unlimited division.
6. A Longbow and Traditional Recurve shooter may shoot in the Barebow, Freestyle, Unlimited, Bowhunter Barebow, Bowhunter Freestyle, or Bowhunter Unlimited division provided all Unlimited distances are shot.
7. A FITA Barebow shooter may shoot in the Barebow, Freestyle, or Unlimited division.
8. A FITA shooter may shoot in the Freestyle or Unlimited division.

N. BROKEN BOW AND/OR BROKEN EQUIPMENT: A broken bow may be replaced by a borrowed bow or a back-up bow, if the archer brought one. Broken equipment may be replaced by borrowed or back-up equipment. If a broken bow or equipment has been replaced or repaired, the archer will have a maximum of 45 minutes to do so and be back at his target. An archer will be disqualified if he leaves the range during a tournament, for any reason including replacing or repairing a broken bow or equipment, unless receiving approval by a Range Captain/Tournament Director or a Target Captain.

O. SHOOTING A TARGET:

1. All archers in a given group will be on the shooting line whenever possible. If this is not possible, then a group of 3 will shoot 2 and 1, a group of 4 will shoot 2 and 2, a group of 5 will shoot 3 and 2 or 2, 2 and 1.
2. Archers will stand with one foot on or at the shooting line and the other foot behind, on, or in front of the line. An archer may also stand with one foot in front of the line and one foot behind the line. No one shall approach the target until all have finished shooting.
3. In the process of drawing a bow, with or without an arrow, it must always remain in a position no higher than the top of the target butt or wind flag.

P. ARCHERS WAITING TO SHOOT: Archers waiting to shoot shall stand well behind the archers on the shooting line.

Q. SCORERS: Two scorers are required in PSAA tournaments to verify and assure accuracy of the scores.

1. Scorers shall keep an account of every arrow that hits the target and at each target compare scores with each other.
2. Scorers shall see that each archer verifies his score card totals and signs his name on the card as verification.
3. Score cards must be signed by the archer, the 2 scorers, and if necessary, another member of the shooting group. Three signatures are required before score cards can be turned in to the tournament committee.
4. Incorrect score card totals follow these rules.
 - a. If the score recorded is lower than the actual score shot, the lower score shall be official.
 - b. If the score recorded is higher than the actual score shot, the archers score shall be disqualified for that round.
 - c. In the Youth division, if an error in addition is discovered, the scorers with the youth, whose score is in error, shall correct the error in addition with a tournament official present and re-submit the score card.
 - d. Mathematical errors can not be corrected after cards are signed and turned in the tournament committee, except in youth divisions.

R. SCORING:

1. Scoring lines: An arrow touching the line between two scoring areas shall be scored at the higher value. Should a fragment of a Target face be missing including a dividing line between scoring areas, then an imaginary line should be used for judging the scoring value of any arrow that may hit such a part.
2. Doubtful arrows: The status of doubtful arrows shall be determined before drawing any arrows from the target, and such arrows may not be touched until after being recorded.
 - a. Arrows, skidding or glancing into a target's scoring area after hitting the ground or any stationary object, cannot be scored. Arrows, if witnessed, after hitting limbs, brush, or leaves etc. can be reshot.
 - b. Arrows passing through the target, but still in the butt, may be pushed back through the target face and scored, with the archer's approval.
 - c. Arrows passing through the butt, if witnessed in the scoring area, will be shot over.
 - d. Arrows bouncing out of the target, if witnessed in the scoring area, will be shot over.

S. TIE SCORES: Ties are broken as follows:

1. Individual Field/Hunter.
 - a. The archer with the highest number of "X's" wins.
 - b. If the tie still exists, the archer with the highest Field round wins.
 - c. If the tie still exists, identical awards shall be given.
2. Team Field/Hunter: Only the top 4 shooters' scores count.
 - a. The team with the most "x's" wins.
 - b. If the tie still exists, the team with the highest Field round wins.
 - c. If the tie still exists, identical awards shall be given.

3. Individual Bowhunter/Animal:

- a. The archer with the most hits wins.
- b. The archer with the highest number of "20's" wins.
- c. The archer with the most X's wins. An X is an arrow that touches the spot.
- d. If the tie still exists, the archer with the highest number of "18's" wins.
- e. If the tie still exists, the archer with the highest first half score wins. In a two day shoot, the first half is the first day's score.
- f. If the tie still exists, identical awards shall be given.

4. Team Bowhunter/Animal: Only the top 4 shooters' scores count.

- a. The team with the most hits wins.
- b. The team with the most "20's" wins.
- c. If the tie still exists, the team with the most "18's" wins.
- d. If the tie still exists, the team with the highest first half score wins. In a two day shoot, the first half is the first day's score.
- e. If the tie still exists, identical awards shall be given.

- T. MARKING A FIELD COURSE: White markers are used for the field round, red markers are used for the hunter round, and yellow markers are used for the Bowhunter/Animal round. Blue markers are used for the Junior distances and black marks are used for the Cadet/ Precadet distances.

III. PSAA FIELD ARCHERY GAMES:

A. FIELD ROUND:

1. General Description: In the Field Round, the archer shoots at either a unit of 14 targets or a round of 28 targets. The archer shoots 4 arrows at each target and then scores. Generally, the 14 or 28 targets are laid out in a walk around type layout; thus the archer ends up at his starting point at the end of each 14 target unit. The target distances, specified in the next section (Section 2), do not have to be arranged in any particular order. Distances are to be marked so they can easily be seen by the archer.

2. Standard Unit: A standard unit consist of the following 14 targets. (Twice around the unit makes a round, or 2 such units laid out make a round.)

a. Four targets, one each at 15, 20, 25, and 30 yards shall use a 35 cm face. Four arrows shall be shot at each distance.

b. Three targets, one each at 40, 45 and 50 yards shall use a 50 cm face. Four arrows shall be shot at each distance.

c. Three targets, one each at 55, 60 and 65 yards shall use a 65 cm face. Four arrows shall be shot at each distance.

d. Four position targets as described below will complete the standard unit.

1. One target at 35 yards shall use a 50 cm faces. One arrow shall be shot from each of the four position markers. Arrows shot from the left two position markers shall be shot at the left target face. Arrows shot from the right two position markers shall be shot at the right target face.

2. One target, with markers at 30, 35, 40 and 45 yards, shall use a 50 cm face. One arrow shall be shot at each distance.

3. One target, with markers at 50, 60, 70, and 80 yards, shall use a 65 cm face. One arrow shall be shot at each distance.

4. One target, with markers at 20, 25, 30, and 35 feet, shall use 20 cm target faces. One arrow shall be shot at each distance.

3. Targets:

a. Four face sizes shall be used.

1. A-65 cm face with a 13 cm black center including a 6.5 cm X ring.
2. A-50 cm face with a 10 cm black center including a 5 cm X ring.
3. A-35 cm face with a 7 cm black center including a 3.5 cm X ring.
4. A-20 cm face with a 4 cm black center including a 2 cm X ring.

b. The 5-ring shall be two black rings with a white X in the center ring, next will be 2 white rings, and then 2 black rings. Animal targets bearing these official round faces may be used, in which case, the faces need not be painted, only outlined, but the aiming center or spot must be plainly visible. The 4-ring must be painted some color sharply contrasting with the target color. This same spot and ring target is official without an animal silhouette.

4. Shooting Rules: Each archer shall shoot 4 arrows at each of the 14-target layouts in a unit. In 10 cases this means shooting the 4 arrows from a single shooting line. In 1 case it means shooting one arrow from each of four different position markers. Arrows shot from the left two position markers shall be shot at the left target face. Arrows shot from the right two position markers shall be shot at the right target face. In the other 3 cases it means shooting one arrow from each of 4 different distance markers.

5. Scoring: The scoring is 5 points for the 2 inner black rings (the 5-ring), 4 points for the 2 white rings and 3 points for the two outside black rings. Hits in the X ring should be recorded and are used as tiebreakers.

6. Traditional Variance:

a. Any archer shooting in the Traditional divisions shall not shoot at any distance longer than 50 yards. All 80, 70, 65, 60, and 55 yard shots shall be shot at 50 yards.

7. Classification: One complete round is necessary for classification. This can be 28 field targets, 28 hunter targets, or 14 field targets and 14 hunter targets.

a. Combination rounds do not have to be shot back to back for classification purposes, but must be shot in the same tournament.

b. In the event of 3 or more 14 target units being shot either as part of a field round and/or hunter round, the highest 2 scores from the field and/or the hunter round will be used for classification.

Youth Field Round Shooting Distances

Intermediates shoot adult distances

J – Junior C – Cadet P – Pre-Cadet

80 yard walk-up target

J 4 arrows at 50
C & P 4 arrows at 30

65 yard target

J 4 arrows at 50
C & P 4 arrows at 30

60 yard target

J 4 arrows at 45
C & P 4 arrows at 25

55 yard target

J 4 arrows at 40
C & P 4 arrows at 20

50 yard target

J 4 arrows at 50
C & P 4 arrows at 20

45 yard walk-up target

J 1 arrow at 45
1 arrow at 40
1 arrow at 35
1 arrow at 30
C & P 4 arrows at 20

45 yard target

J 4 arrows at 45
C & P 4 arrows at 20

40 yard target

J 4 arrows at 40
C & P 4 arrows at 18

35 yard fan target

J 4 arrows at 35
C & P 4 arrows at 15

30 yard target

J 4 arrows at 30
C & P 4 arrows at 10

25 yard target

J 4 arrows at 25
C & P 4 arrows at 10

20 yard target

J 4 arrows at 20
C & P 4 arrows at 10

15 yard target

J 4 arrows at 15
C & P 4 arrows at 10

Short (Bunny) target

J 1 arrow at 35 ft.
J 1 arrow at 30 ft.
J 1 arrow at 25 ft.
J 1 arrow at 20 ft.
C & P 4 arrows at 20 ft.

B. HUNTER ROUND

1. General Description: In the Hunter Round, the archer shoots at either a unit of 14 targets or a round of 28 targets. The archer shoots 4 arrows at each target and then scores. Generally, the 14 or 28 targets are laid out in a walk around type layout; thus the archer ends up at his starting point at the end of each 14 target unit. The target distances, specified in the next section (Section 2), do not have to be arranged in any particular order. Distances are to be marked so they can easily be seen by the archer.

2. Standard Unit: A standard unit consist of the following 14 targets. (Twice around the unit makes a round, or 2 such units laid out to make a round.)

a. Three targets, one each at 40, 44, and 48 yards shall use 50 cm face. Four arrows shall be shot at each distance.

b. Eleven position targets as described below will complete the standard unit.

1. One target, with tow markers at 11 yards, shall use four 20cm target faces.

2. One target at 28 yards shall use 35 cm target faces. One arrow shall be shot from each of the four position markers. Arrows shot from the left two position markers shall be shot at the left target face. Arrows shot from the right two position markers shall be shot at the right target face. A target with four target faces, two on the left and two on the right, will be shot as follows: Arrows shot from the left two positions markers shall be shot at the left target faces, one arrow in each target. Arrows shot from the right two position markers shall be shot at the target faces, one arrow in each target.

3. One target at 32 yards shall use 35 cm target faces. One arrow shall be shot from each of the four position markers. Arrows shot from the left two position markers shall be shot at the left target face. Arrows shot from the right two position markers shall be shot at the right target face. A target with four target faces, two on the left and two on the right, will be shot as follows: Arrows shot from the left two positions markers shall be shot at the left target faces, one arrow in each target. Arrows shot from the right two position markers shall be shot at the target faces, one arrow in each target.

4. One target, with markers at 20 and 23 yards, shall use a 35 cm target faces. Two arrows shall be shot at each distance.

5. One target, with markers at 17 and 19 yards, shall use a 35 cm target faces. Two arrows shall be shot at each distance.
6. One target, with markers at 14 and 15 yards, shall use a 35 cm target faces. Two arrows shall be shot at each distance.
7. One target at 36 yards shall use 50 cm target faces. One arrow shall be shot from each of the four position markers. Arrows shot from the left two position markers shall be shot at the left target face. Arrows shot from the right two position markers shall be shot at the right target face.
8. One target, with markers at 41, 44, 48, and 53 yards, shall use a 50 cm target face. One arrow shall be shot at each distance.
9. One target, with markers at 58, 61, 65, and 70 yards, shall use a 65 cm target face. One arrow shall be shot at each distance.
10. One target, with markers at 52, 55, 59, and 64 yards, shall use a 65 cm target face. One arrow shall be shot at each distance.
11. One target, with markers at 45, 48, 53, and 58 yards, shall use a 65 cm target face. One arrow shall be shot at each distance.

3. Targets:

- a. Four face sizes shall be used.
 1. A-65 cm face with a 13 cm white center including a 6.5 cm X ring.
 2. A-50 cm face with a 10 cm white center including a 5 cm X ring.
 3. A-35 cm face with a 7 cm white center including a 3.5 cm X ring.
 4. A-20 cm face with a 4 cm white center including a 2 cm X ring.
- b. The 5-ring shall be two white rings with a black X in the center ring, and next will be 2 black rings.

4. Shooting Rules: Each archer shall shoot 4 arrows at each of the 14-target layout in a unit. In 3 cases this means shooting 4 arrows from a single shooting line. In 3 cases it means shooting one arrow from each of 4 different position markers. Arrows shot from the left two position markers shall be shot at the left target face. Arrows shot from the right two position markers shall be shot at the right target face. In one case it means shooting two arrows from each of two markers. In the other 7 cases it means shooting one arrow from each of 4 different distance markers

5. Scoring: The scoring is 5 points for the 2 inner white rings (the 5-ring), 4 points for the next black ring and 3 points for the outside black ring. Hits in the X ring should be recorded and are used as tiebreakers.

6. Traditional Variance:

a. Any archer shooting in the Traditional divisions shall not shoot at any distance longer than 50 yards.

1. The target marked 70, 65, 61, and 58 yards and the target marked 64, 59, 55, and 52 yards shall have all shots taken at 50 yards.

2. The target marked 58, 53, 48 and 45 yards shall have 3 arrows shot at 48 yards and 1 arrow shot at 45 yards.

3. The target marked 53, 48, 44, and 41 yards shall have 2 arrows shot at 48 yards, 1 arrow shot at 44 yards, and 1 arrow shot at 41 yards.

7. Classification: One complete round is necessary for classification. This can be 28 field targets, 28 hunter targets, or 14 field targets and 14 hunter targets. In the case of multiple rounds in a single day, classification is based on either the first 28 targets or the last 28 targets, whichever is higher.

Youth Hunter Round Shooting Distances

Intermediates shoot adult distances

J – Junior C – Cadet P – Pre-Cadet

70 yard walk-up target

J 4 arrows at 50
C & P 4 arrows at 30

64 yard walk-up target

J 4 arrows at 50
C & P 4 arrows at 30

58 yard walk-up target

J 4 arrows at 45
C & P 4 arrows at 25

53 yard walk-up target

J 4 arrows at 41
C & P 4 arrows at 20

48 yard target

J 4 arrows at 48
C & P 4 arrows at 20

44 yard target

J 4 arrows at 44
C & P 4 arrows at 20

40 yard target

J 4 arrows at 40
C & P 4 arrows at 18

36 yard fan target

J 4 arrows at 36
C & P 4 arrows at 20

32 yard fan target

J 4 arrows at 32
C & P 4 arrows at 15

28 yard fan target

J 4 arrows at 28
C & P 4 arrows at 10

23-20 yard target

J 2 arrows at 23
2 arrows at 20
C & P 4 arrows at 10

19-17 yard target

J 2 arrows at 19
2 arrows at 17
C & P 4 arrows at 10

15-14 yard target

J 2 arrows at 15
2 arrows at 14
C & P 4 arrows at 10

11 yard target

J 4 arrows at 11
C & P 4 arrows at 10

C. BOWHUNTER/ANIMAL ROUND:

1. General Description: In the Animal Round, the archer shoots at either a unit of 14 targets or a round of 28 targets. The archer shoots 4 arrows at each target and then scores. Generally, the 14 or 28 targets are laid out in a walk around type layout; thus the archer ends up at his starting point at the end of each 14 target unit. The target distances, specified in the next section (Section 2), do not have to be arranged in any particular order. Distances are to be marked so they can easily be seen by the archer.

2. Standard Unit: A standard unit consist of the following 14 targets. (Twice around the unit makes a round, or 2 such units laid out make a round.) In PSAA sanctioned matches, the maximum total yardage used shall be 450 yards for each 14 target unit.

- a. Four targets, one each at 12, 13, 16, and 19 yards, shall use Group 4 faces. Four arrows shall be shot at each distance.
- b. Four targets, one each at 24, 29, 31, and 33 yards, shall use Group 3 faces. Four arrows shall be shot at each distance.
- c. Six position targets as described below will complete the standard unit. Since there are only 3 distance markers for each of these six targets, archers shall shoot 2 arrows from the first marker (being the longest distance) and 1 arrow from each of the other distance markers.
 1. One target, with markers at 28, 31, and 34 yards, shall use a Group 2 face.
 2. One target, with markers at 33, 36, and 39 yards, shall use a Group 2 face.
 3. One target, with markers at 36, 39, and 42 yards, shall use a Group 2 face.
 4. One target, with markers at 36, 41, and 46 yards, shall use a Group 1 face.
 5. One target, with markers at 43, 48, and 53 yards, shall use a Group 1 face.
 6. One target, with markers at 49, 54, and 59 yards, shall use a Group 1 face.

3. Targets: The targets for this round are animal targets with the scoring area divided into 2 parts. The inner ring or high scoring area, called the vital, is oblong while the outer ring or low scoring area, called the non-vital, is that area between the high scoring area and "hide and hair" line or "feather" line as the case may be. An arrow touching the line will be considered in the higher scoring area. The animals mentioned, in the following target description, are for a general description and not to be construed as confined to a particular species. Any animal or bird, which is legal game and consistent in size with a particular group, may be used.

a. The high scoring area of a Group 1 target is 9 inches wide by 14-1/2 inches long with rounded ends. Targets in this group are the black bear, grizzly bear, deer, moose, elk, and caribou.

b. The high scoring area of a Group 2 target is 7 inches wide by 10-1/2 inches long with rounded ends. Targets in this group are the small black bear, antelope, small deer, wolf, cougar, and mountain goat or ram.

c. The high scoring area of a Group 3 target is 4-1/2 inches wide by 7 inches long with rounded ends. Targets in this group are the coyote, racoon, javelina, lynx, turkey, goose, and fox.

d. The high scoring area of a Group 4 target is 2-1/4 inches wide by 3-5/8 inches long with rounded ends. Targets in this group are the turtle, duck, grouse, crow, skunk, prairie dog, woodchuck or groundhog, pheasant, and rabbit.

4. PSAA State and Regional Bowhunter Tournaments: The following list of animal targets will be used at all PSAA State and Regional Bowhunter Tournaments. If an animal mentioned for a particular distance cannot be purchased, then another animal from that same group may be substituted.

DISTANCE/YARDAGE	TARGET
49-54-59	Group 1
43-48-53	Group 1
36-41-46	Group 1
36-39-42	Group 2
33-36-39	Group 2
28-31-34	Group 2
33	Group 3
31	Group 3
29	Group 3
24	Group 3
19	Group 4
16	Group 4
13	Group 4
12	Group 4

5. Shooting Rules: Each archer shall shoot 4 arrows at each of the 14-target layouts in a unit. In 8 cases this shall mean shooting the 4 arrows from a single shooting line. In 6 cases it means shooting two arrows from longest distance marker and shooting one arrow from each of the other 2 distance markers.

6. Scoring: The scoring is 5 points for the vital and 3 points for the non vital. The inner-most circle is scored as an "x" and only used as a tie-breaker.

7. Alternate Scoring: This scoring method requires that arrows be marked. The archer can shoot up to 3 arrows at each target. If the first arrow clearly hits a scoring area, no other arrows are to be shot. If the first arrow misses the scoring area, then a second arrow or even a third arrow can be shot. If the target is one of the position targets, then the second arrow should be shot at the next closer distance marker, and the third arrow, if necessary, should be shot at the closest distance marker. Scoring is as follows:

ARROW NUMBER	SCORE
1st arrow - vital	20
non-vital	18
2nd arrow - vital	16
non-vital	14
3rd arrow - vital	12
non-vital	10

The arrow scoring the highest number of points is the official score for that target.

8. Traditional Variance: Any archer shooting in the Traditional divisions shall not shoot at any distance longer than 50 yards.

- a. The target marked 59,54,and 49 yards shall have 4 arrows shot at 49 yards.
- b. The target marked 53,48,and 43 yards shall have 3 arrows shot at 48 yards and 1 arrow shot at 43 yards.

9. Classification: One complete round is necessary for classification. The PSAA 4 arrow - 5, 3 scoring must be used.

Youth Bowhunter Round Shooting Distances

Intermediates shoot adult distances

J – Junior C – Cadet P – Pre-Cadet

59 yard walk-up target

J 4 arrows at 49
C & P 4 arrows at 30

53 yard walk-up target

J 3 arrows at 48
1 arrow at 43
C & P 4 arrows at 30

46 yard walk-up target

J 2 arrows at 46
1 arrow at 41
1 arrow at 36
C & P 4 arrows at 25

42 yard walk-up target

J 2 arrows at 42
1 arrow at 39
1 arrow at 36
C & P 4 arrows at 20

39 yard walk-up target

J 2 arrows at 39
1 arrow at 36
1 arrow at 33
C & P 4 arrows at 20

34 yard walk-up target

J 2 arrows at 34
1 arrow at 31
1 arrow at 28
C & P 4 arrows at 20

33 yard target

J 4 arrows at 33
C & P 4 arrows at 20

31 yard target

J 4 arrows at 31
C & P 4 arrows at 18

29 yard target

J 4 arrows at 29
C & P 4 arrows at 15

24 yard target

J 4 arrows at 24
C & P 4 arrows at 10

19 yard target

J 4 arrows at 19
C & P 4 arrows at 10

16 yard target

J 4 arrows at 16
C & P 4 arrows at 10

13 yard target

J 4 arrows at 13
C & P 4 arrows at 10

12 yard target

J 4 arrows at 12
C & P 4 arrows at 20 ft.

D. 3-D ROUND:

1. General Description: In the 3-D Round, the archer shoots 30 unmarked yardage targets.

2. Targets: All targets will be 3-D manufactured by McKenzie Targets that feature the ASA **Pro 12-Ring** and **Pro 14-Ring**, or any other manufacture that features the required scoring areas, set at distances shown in the "DIVISIONS/CLASSES" section of these rules. The entire 8, 10, 12, & 14-ring scoring areas will be visible from the stake.

3. Target Distances: Targets must be placed at distances less than or equal to the maximums listed.

a. Maximum Distance of 50 yards (white stake) for:

1. Adult male unlimited
2. Adult male bowhunter unlimited
3. Adult male freestyle
4. Adult male bowhunter freestyle
5. Adult male crossbow

b. Maximum Distance of 40 yards (red stake) for:

1. Adult female unlimited
2. Adult female bowhunter unlimited
3. Adult female freestyle
4. Adult female bowhunter freestyle
5. Adult female crossbow
6. Adult male and female barebow
7. Adult male and female bowhunter barebow
8. Adult male and female FITA
9. All seniors
10. All intermediates

c. Maximum Distance of 30 yards (yellow stake) for

1. All juniors
2. All traditional longbows
3. All traditional recurves
4. All cadets

d. Maximum Distance of 20 yards for all Pre-Cadets

4. Shooting Rules: Each archer shall shoot one arrow at each target. The farthest stake should be shot first. The archer must touch the stake while making the shot. No discussion of yardage is permitted until the target is scored. In the process of drawing a bow, with or without an arrow, it must always remain in a position no higher than the top of the target butt.

5. Scoring: ASA scoring is to be used which includes a 14-point ring, a 12-point ring, a 10-point ring, and an 8-point vital area. The remainder of the animal (body color) is scored as 5 points. A hit in a horn, hoof, or other non body-colored part is scored as a zero. A miss or glance-off is scored as a zero. Arrows touching the line between scoring areas is scored at the higher value. A pass-through must be witnessed and scored by the majority of the group or re-shot before advancing to the target.

6. Variations of the PSAA Rules specific to the 3-D Round:
 - a. Divisions: All divisions and equipment rules are the same as those for the PSAA Field Round. Flights, if any, are determined by the hosting club. No cameras are permitted on the course.
 - b. Classes: Unlike other PSAA Rounds, the 3-D round consists of classes only in Unlimited, Freestyle, and Crossbow divisions as defined next.
 1. The Range-finder class: This class allows the use of a range finder before each shot. The information derived from the range finder cannot be shared with other shooters. If range-finder shooters are mixed with other shooters, all shooters not using the range finder must shoot first. It is highly suggested that only range-finder shooters be in a group.
 2. The Hunter class: This class does not allow any discussion of distances, any device that approximates distances, or scaled pictures that helps with estimating distances. Hand-held binoculars or monocular is allowed providing it does not have range-finding abilities.
 - c. Maximum peak bow weights (crossbow excluded):
 1. Eighty pounds in all male divisions, except Traditional longbow which has a ninety-pound bow weight limit.
 2. Sixty-pounds in all female divisions, intermediate divisions, and junior divisions.
 3. Forty-pounds for all cadet divisions.
7. Classification: Since no classes are used for this round, no classification procedure is necessary.
8. If ASA 3-D targets are not available, IBO 3-D targets can be used with a prior announcement. If IBO 3-D targets are used, IBO scoring will be used.
 - a. An 11-ring consisting of a circle centered within the 10-ring.
 - b. A 10-ring consisting of a circle inside the vital area.
 - c. A vital area (8-ring) that roughly approximates the heart, lung, and liver area of the appropriate animal.
 - d. The remainder of the animal shall be considered a "body" except an arrow embedded in the horn or hoof of an animal, not touching body color, is considered a miss and is scored as a zero. Targets with legs of a different color than the main body will still be considered as body color for scoring. A miss or a glance-off is scored a zero. A pass-through must be witnessed and scored by the majority of the group or re-shot before advancing to the target.

IV PSAA TARGET ARCHERY RULES AND REGULATIONS

A. RANGE QUALIFICATIONS:

1. The Pennsylvania State Archery Association recognizes as official, only tournaments held on courses conforming to the specifications of the PSAA for a Target round. Special attention shall be made to assure safety behind the target butts. For the PSAA 1200 and 900 Target rounds, the size of the target butt, whether round or square, must be in excess of 122 cm in any direction to ensure that any arrow, hitting the outermost edge of the scoring area, remains in the target butt. For the PSAA short indoor and long indoor rounds, special attention to lighting, whether natural or artificial, and its effect on the target face should be considered.

2. The PSAA does not recognize scores or make awards for competition on any other ranges.

B. TOURNAMENT OFFICIALS:

1. **TOURNAMENT CHAIRPERSON:** The duties of the Tournament Chairperson shall be to appoint all personnel having anything to do with the tournament. These people, appointed by the chairperson, will be referred to as the "Tournament Committee." The duties of the chairperson shall also be to oversee all aspects of the tournament, and to be the final authority on any decision making that affects the tournament.

2. **RANGE CAPTAINS (APPOINTED BY THE TOURNAMENT CHAIRPERSON):** The duties of the Range Captains shall be to check on archers to see if they are following the shooting rules, to be sure target faces with scoring lines visible including the x-ring, are on the butts, to check on the condition of the range, and other duties as assigned by the Tournament Chairperson. The Range Captains have the authority to demand a target be replaced when scoring lines are not easily determined.

3. **TARGET CAPTAIN (ONE IS CHOSEN BY EACH GROUP OF SHOOTERS):** The duties of the Target Captain shall be to order the shooting of a target, to settle all local questions, to make a decision on the scoring value of an arrow (this decision is final), and to see that no one touches the arrows in the target until after scoring is completed. All decisions of the Target Captain can be appealed to the Range Captain except in the case of the scoring value of an arrow.

C. **SHOOTING GROUPS:** No group of less than 3 persons shall start a round. If after a round has started, a group is reduced to 2 shooters, those shooters shall join other groups with no group to exceed 6 shooters. The preferred size of a group is 4 shooters.

D. SHOOTING ROTATION: Shooting rotation, if any, will be decided by the Target Captain. It is suggested shooters switch each day of a two day shoot. If a consensus cannot be reached by all shooters on the target then the Target Captain must decide that shooter switch, first line to second line or top targets to bottom targets depending on the event.

E. NUMBER OF ARROWS:

1. If an archer shoots too many arrows, he shall lose the score of the arrow(s) of highest value as per (a.) and (b.) below. If an archer continues to shoot too many arrows, he may be disqualified.
 - a. An archer choosing to shoot a 3-spot face must shoot 1 arrow at each spot. If 2 arrows are in one spot, only the arrow lowest in value will score.
 - b. If an archer shoots 4 or more arrows at an indoor target face, either a single or a three spot face, only the two arrows of lowest value will score.
2. If an archer is at some point past the shooting line with both feet and discovers he has not shot enough arrows, he cannot return to the shooting line and shoot them.

F. LOST ARROWS: No time is allowed for searching for lost arrows during the round.

G. ARROWS DROPPED OR PARTIALLY SHOT: Arrows mistakenly dropped or partially shot to any point less than 10 feet ahead of the shooting line will be considered a dropped arrow. Another arrow should be shot rather than trying to retrieve the dropped arrow.

H. INCLEMENT WEATHER: The tournament shall continue unless a prearranged signal is given by the Tournament Chairperson. The only exception is lightning. In case of lightning, archers should take cover.

I. COACHING BY A NON-SHOOTING PERSON: Coaching by a non-shooting person is illegal anytime between the beginning and the end of a tournament round.

J. SPOTTERS AND SPOTTING: While an archer is on the line, he may receive notice of arrow hits from spotters behind the shooting line, but only in a non-audible manner so as not to interfere with other shooters. There is to be no audible communication between shooters on the line and person behind the shooting line. Spotting scopes are not allowed in front of the shooting line

K. PRACTICE ARROWS: The first 3 or 6 arrows shot shall be practice. The Tournament Chairperson decides whether the number of practice arrows is 3 or 6.

L. TARGET FACES AND THE SURROUNDING AREA: No marks shall be made on the target, target butt, background, or foreground that could be used as points of aim. Target faces that no longer have the lines to accurately score arrows must be replaced.

M. MIXED STYLE (DIVISION) COMPETITION: An archer of "lower" classification may compete in a "higher" classification, if he so chooses.

1. A Barebow shooter may shoot in the Freestyle or Unlimited division.
2. A Freestyle shooter may shoot in the Unlimited division.
3. A Bowhunter Barebow shooter may shoot in the Barebow, Freestyle, Unlimited, Bowhunter Freestyle, or Bowhunter Unlimited division.
4. A Bowhunter Freestyle shooter may shoot in the Freestyle, Unlimited, or Bowhunter Unlimited division.
5. A Bowhunter Unlimited shooter may shoot in the Unlimited division.
6. A Longbow and Traditional Recurve shooter may shoot in the Barebow, Freestyle, Unlimited, Bowhunter Barebow, Bowhunter Freestyle, or Bowhunter Unlimited division.
7. A FITA Barebow shooter may shoot in the Barebow, Freestyle, or Unlimited division.
8. A FITA shooter may shoot in the Freestyle or Unlimited division.

N. BROKEN BOW AND/OR BROKEN EQUIPMENT: A broken bow may be replaced by a borrowed bow or a back-up bow, if the archer brought one. Broken equipment may be replaced by borrowed or back-up equipment. Call a Range Captain (or Field Officer) if you cannot finish an end. One end of sighter arrows is permitted before scoring resumes, if a broken bow or broken equipment has been replaced or repaired. A maximum of two ends can be made up.

O. SHOOTING A TARGET:

1. Time: Two and one-half minutes for shooting 3 arrows will be the maximum allowable time at the PSAA Indoor Target Tournament.
2. Ends: Each archer shall shoot his arrows in ends of 2, 3, 4, 5, or 6 arrows depending on the rules of the game being shot and/or the distances involved. The normal time is 40 seconds per arrow plus 30 seconds.
 - a. In either the PSAA short or long indoor round, scoring shall take place after each end of 3 arrows.
 - b. In the PSAA 900 round, scoring shall take place after each end of 6 arrows.
 - c. In the PSAA 1200 round, scoring shall take place after each end of 6 arrows.
3. Foot Markers: Foot markers not protruding above the ground/floor more than one-half inch may be used.
4. Ground Quivers: Ground quivers may be placed on the shooting line while the archer is in the process of shooting, but must be removed to the tackle area while others are shooting and during the scoring interval.
5. The Target Captain will select a first and second line of shooters from his group. The first line will step up to the shooting line and shoot the appropriate number of arrows and then step back off the shooting line. Then the second line of shooters will step up to the shooting line and shoot the appropriate number of arrows and then step back off the shooting line. If this is a PSAA indoor round, archers will score and retrieve arrows after each end of 3 arrows. If this is a PSAA 1200 or 900 round, archers will score and retrieve arrows after each end of 6arrows.
6. If the target face blows loose, or the target butt blows over, in spite of having been fixed, and pegged down to the satisfaction of the Range Captain (or Field Officers), the Range Captain will take whatever measure he deems necessary to compensate the archer with adequate time for shooting the relevant number of arrows.
7. In the process of drawing a bow, with or without an arrow, it must always remain in a position no higher than the top of the target butt or wind flag.

P. ARCHERS WAITING TO SHOOT: Archers waiting to shoot shall stand well behind the archers on the shooting line.

Q. SCORERS: Two scorers are required in PSAA tournaments to verify and assure accuracy of the scores.

1. Scorers shall keep an account of every arrow that hits the target and after every two ends compare scores with each other.
2. Scorers shall see that each archer verifies his score card totals and signs his name on the card as verification.
3. Score cards must be signed by the archer, the 2 scorers, and if necessary, another member of the shooting group. Three signatures are required before score cards can be turned in to the tournament committee.
4. Incorrect score card totals follow these rules.
 - a. If the score recorded is lower than the actual score shot, the lower score shall be official.
 - b. If the score recorded is higher than the actual score shot, the archer's score shall be disqualified for that round.
 - c. In the Youth division, if an error in addition is discovered, the scorers with the youth, whose score is in error, shall correct the error in addition with a tournament official present and re-submit the score card.
 - d. Mathematical errors cannot be corrected after cards are signed and turned in to the tournament committee, except in the youth division.

R. SCORING:

1. Scoring lines: An arrow touching the line between two scoring areas shall be scored at the higher value. Should a fragment of the target face be missing, including a dividing line between scoring areas, then an imaginary line should be used for judging the scoring value of any arrow that may hit such a part. A target with a large portion of the scoring line missing must be replaced. You cannot score an "x" if there is no "x" line.

2. Doubtful arrows: The status of doubtful arrows shall be determined before drawing any arrows from the target, and such arrows may not be touched until after being recorded.

a. Arrows, skidding or glancing into a target's scoring area after hitting the ground or any other stationary object, cannot be scored. Arrows, if witnessed, after hitting birds or such objects in the air, can be re-shot.

b. Arrows passing through the target, but still in the butt, may be pushed back through the target face and scored, with the archer's approval.

c. Arrows passing through the butt, if witnessed in the scoring area, will be shot over.

d. Arrows bouncing out of the target, if witnessed in the scoring area, will be shot over.

3. Arrows shot on the wrong target: Arrows shot on a target other than an archer's own target shall not score.

S. TIE SCORES: Ties are broken as follows:

1. Individual PSAA short or long indoor round.

a. The archer with the highest number of "X's" wins.

b. If the tie still exists, the archer with the highest score on the first 30 arrows wins on a one day shoot. On two-day shoots, the archer with the highest score on the first day wins.

c. If the tie still exists, identical awards shall be given.

2. Team PSAA short or long indoor rounds: Only the top 4 shooters' scores count.

- a. The team with the highest number of "X's" wins.
- b. If the tie still exists, the team with the highest score on the first 30 arrows wins on a one day shoot. On two-day shoots, the team with the highest score on the first day wins.
- c. If the tie still exists, identical awards shall be given.

3. Individual PSAA 1200 and 900 rounds:

- a. The archer with the highest number of "X's" wins.
- b. If the tie still exists, the archer with the highest score on the first 30 arrows wins on a one day shoot. On two-day shoots, the archer with the highest score on the first day wins.
- c. If the tie still exists, identical awards shall be given.

4. Team PSAA 1200 and 900 rounds: Only the top 4 shooters' scores count.

- a. The team with the highest number of "X's" wins.
- b. If the tie still exists, the team with the highest score on the first 30 arrows wins on a one day shoot. On two-day shoots, the team with the highest score on the first day wins.
- c. If the tie still exists, identical awards shall be given.

V PSAA TARGET ARCHERY GAMES:

A. PSAA 1200 ROUND (Long Outdoor Round):

1. General Description: This game consists of 30 arrows shot from the following distances.

- a. 80, 65, 55, and 35 for Men.
- b. 80, 65, 55, and 35 for Women.
- c. 60, 55, 45, and 35 for Intermediates.
- d. 50, 45, 35, and 25 for Juniors.
- e. 40, 35, 25, and 15 for Cadets.
- f. 30, 25, 15, and 10 for Pre-Cadets.

2. Targets: There are two standard circular faces used in this round. These faces are divided into five concentric color zones, arranged from the center outwards as follows: Gold (Yellow), Red, Light Blue, Black, and White. Each color is in turn divided by a thin line into two zones of equal width thus making ten scoring zones of equal width measured from the center of the Gold. On the 122 cm target, each of these zones will have a width of 5.1 cm. On the 80 cm target, each of these zones will have a width of 4 cm. Any line marking the outermost edge of the White shall be made entirely within the scoring zone. Any lines dividing a color into zones and any lines which may be made between colors shall be made entirely within the higher scoring area in each case. A target can have an x-ring inside the 10-ring.

- a. For distances of 80 and 65 yards for Men, the Target face of 122 cm shall be used.
- b. For distances of 80 and 65 yards for Women, the Target face of 122 cm shall be used.
- c. For distances of 60 and 55 yards for Intermediates, the Target face of 122 cm shall be used.
- d. For distances of 50 and 45 yards for Juniors, the Target face of 122 cm shall be used.
- e. For distances of 40 and 35 yards for Cadets, the Target face of 122 cm shall be used.
- f. For distances of 30 and 25 yards for Pre-Cadets, the Target face of 122 cm shall be used.

g. For distances of 55 and 35 yards for Men, the Target face of 80 cm shall be used. With the Tournament Chairperson's discretion, at 35 yards, archers may request two 80cm target faces with scoring rings of 6 through 10. All archers, minimum of three archers on the target butt, must agree to use the smaller target face.

h. For distances of 55 and 35 yards for Women, the Target face of 80 cm shall be used. For the distance of 35 yards, two 80 cm target centers may be used. All archers, minimum of three archers on the target butt, must agree to use the smaller target face.

i. For distances of 45 and 35 yards for Intermediates, the Target face of 80 cm shall be used.

j. For distances of 35 and 25 yards for Juniors, the Target face of 80 cm shall be used.

k. For distances of 25 and 15 yards for Cadets, the Target face of 80 cm shall be used.

l. For distances of 15 and 10 yards for Pre-Cadets, the Target face of 80 cm shall be used.

3. Shooting a target: Four minutes 30 seconds for shooting 6 arrows is the maximum allowable time.

4. Scoring: Scoring is done from the center out: X (if an X-ring exists), 10, 9, 8, 7, 6, 5, 4, 3, 2, 1. A perfect score is 1200 points.

5. Classification: One complete PSAA 900 round (short Outdoor Round) is necessary for classifying an archer for the PSAA 1200 (Long Outdoor Round).

B. PSAA 900 ROUND: (Short Outdoor Round):

1. General Description: This game consists of 30 arrows shot from the following distances:

- a. 60, 50, and 40 for Men.
- b. 60, 50, and 40 for Women.
- c. 60, 50, and 40 for Intermediates.
- d. 50, 40, and 30 for Juniors.
- e. 40, 30, and 20 for Cadets.
- f. 30, 20, and 10 for Pre-Cadets.

2. Targets: There is one standard circular face used in this round. This face is divided into five concentric color zones, arranged from the center outwards as follows: Gold (Yellow), Red, Light Blue, Black, and White. Each color is in turn divided by a thin line into two zones of equal width thus making ten scoring zones of equal width measured from the center of the Gold. On this 122 cm target, each of these zones will have a width of 5.1 cm. Any line marking the outermost edge of the White shall be made entirely within the scoring zone. Any lines dividing a color into zones and any lines which may be made between colors shall be made entirely within the higher scoring area in each case. A target can have an x-ring inside the 10-ring.

- a. For distances 60, 50, and 40 yards and all youth distances, a 122 cm target shall be used.
- b. For the distance of 40 yards, two 122 cm target centers may be used. All archers, minimum of four archers on the target butt, must agree to use the smaller target face.

3. Shooting a target: Four minutes 30 seconds for shooting 6 arrows is the maximum allowable time.

4. Scoring: Scoring is done from the center out: X (if an X-ring exists), 10, 9, 8, 7, 6, 5, 4, 3, 2, 1. A perfect score is 900 points.

5. Classification: One complete PSAA 900 round (Short Outdoor Round) is necessary for classifying an archer.

C. James D. Easton 600 ROUND for adults and Intermediates:

1. General Description: This game consists of 20 arrows shot from the following distances:

a. 60, 50, and 40 for Adults.

b. 60, 50, and 40 for Intermediates.

2. Targets: There is one standard circular face used in this round. This face is divided into five concentric color zones, arranged from the center outwards as follows: Gold (Yellow), Red, Light Blue, Black, and White. Each color is in turn divided by a thin line into two zones of equal width thus making ten scoring zones of equal width measured from the center of the Gold. On this 122 cm target, each of these zones will have a width of 5.1 cm. Any line marking the outermost edge of the White shall be made entirely within the scoring zone. Any lines dividing a color into zones and any lines which may be made between colors shall be made entirely within the higher scoring area in each case.

3. Shooting a target: 3 minutes 15 seconds for shooting 4 arrows is the maximum allowable time. 4 minutes for shooting 5 arrows is the maximum allowable time. At the Tournament Chairperson's discretion, arrows may be shot in ends of 4 arrows or ends of 5 arrows.

4. Scoring: Scoring is done from the center out: 10, 9, 8, 7, 6, 5, 4, 3, 2, 1. A perfect score is 600 points.

5. Classification: One complete PSAA 900 round (Short Outdoor Round) is necessary for classifying an archer.

D. Collegiate 600 ROUND for Juniors:

1. General Description: This game consists of 20 arrows shot from the following distances:

a. 50, 40, and 30 for Juniors.

2. Targets: There is one standard circular face used in this round. This face is divided into five concentric color zones, arranged from the center outwards as follows: Gold (Yellow), Red, Light Blue, Black, and White. Each color is in turn divided by a thin line into two zones of equal width thus making ten scoring zones of equal width measured from the center of the Gold. On this 122 cm target, each of these zones will have a width of 5.1 cm. Any line marking the outermost edge of the White shall be made entirely within the scoring zone. Any lines dividing a color into zones and any lines which may be made between colors shall be made entirely within the higher scoring area in each case.

3. Shooting a target: 3 minutes 15 seconds for shooting 4 arrows is the maximum allowable time. 4 minutes for shooting 5 arrows is the maximum allowable time. At the Tournament Chairperson's discretion, arrows may be shot in ends of 4 arrows or ends of 5 arrows.

4. Scoring: Scoring is done from the center out: 10, 9, 8, 7, 6, 5, 4, 3, 2, 1. A perfect score is 600 points.

5. Classification: One complete PSAA 900 round (Short Outdoor Round) is necessary for classifying an archer.

E. Cadet 600 ROUND for Cadets:

1. General Description: This game consists of 20 arrows shot from the following distances:

a. 40, 30, and 20 for Cadets.

2. Targets: There is one standard circular face used in this round. This face is divided into five concentric color zones, arranged from the center outwards as follows: Gold (Yellow), Red, Light Blue, Black, and White. Each color is in turn divided by a thin line into two zones of equal width thus making ten scoring zones of equal width measured from the center of the Gold. On this 122 cm target, each of these zones will have a width of 5.1 cm. Any line marking the outermost edge of the White shall be made entirely within the scoring zone. Any lines dividing a color into zones and any lines which may be made between colors shall be made entirely within the higher scoring area in each case.

3. Shooting a target: Three minutes 15 seconds for shooting 4 arrows is the maximum allowable time. Four minutes for shooting 5 arrows is the maximum allowable time. At the Tournament Chairperson's discretion arrows may be shot in ends of 4 arrows or ends of 5 arrows.

4. Scoring: Scoring is done from the center out: 10, 9, 8, 7, 6, 5, 4, 3, 2, 1. A perfect score is 600 points.

5. Classification: One complete PSAA 900 round (Short Outdoor Round) is necessary for classifying an archer.

F. Clout Round:

1. General Description: This game consists of 36 arrows shot from the following distances:

- a. 180 yards for Men and Intermediate Boys.
- b. 140 yards for Women and Intermediate Girls.
- c. 120 yards for Juniors and Cadets.

2. Targets: The Clout Target shall be laid out on the ground by means of white lines, approximately 2 inches wide, of a material non-injurious to arrows, in a ratio of 12 to 1 to the standard 122 cm target. The center of the Clout target shall be indicated by a white marker not more than 36 inches square, mounted on soft wooden slats perpendicular to and with the bottom touching the ground. A solid color disc, not more than 9.6 inches in diameter, may be centered on this marker.

3. Scoring: Only scorers, pullers and sorters may enter the ring. A wire, steel tape, or chain, marked for the appropriate rings of clout, shall be rotated around a stake in the center of the clout, to indicate the exact value of all doubtful arrows, as determined by the point where the arrow emerges from the ground. Values of arrows that fail to stick in the ground shall be determined by the point of the arrow. Scoring is done from the center out: 9, 7, 5, 3, 1. A perfect score is 324 points.

G. PSAA Long Indoor Round:

1. General Description: This round consists of 60 arrows shot from a distance of 30 yards.
2. Targets: There is one standard circular face used in this round. This face is divided into five concentric color zones, arranged from the center outwards as follows: Gold (Yellow), Red, Light Blue, Black, and White. Each color is in turn divided by a thin line into two zones of equal width thus making ten scoring zones of equal width measured from the center of the Gold. On this 60 cm target, each of these zones will have a width of 3 cm. Any line marking the outermost edge of the White shall be made entirely within the scoring zone. Any lines dividing a color into zones and any lines which may be made between colors shall be made entirely within the higher scoring area in each case. A target can have an x-ring inside the 10-ring.
3. Shooting a target: Two and one-half minutes for shooting 3 arrows is the maximum allowable time. Arrows shall be shot in ends of 3 arrows each.
4. Scoring: Scoring is done from the center out: X (if an X-ring exists), 10, 9, 8, 7, 6, 5, 4, 3, 2, 1. A perfect score is 600 points.
5. Classification: One complete PSAA Short Indoor round is necessary for classifying an archer.

H. PSAA Short Indoor Round:

1. General Description: This round consists of 60 arrows shot from a distance of 20 yards.

2. Targets: There is one standard circular face used in this round. This face is divided into five concentric color zones, arranged from the center outwards as follows: Gold (Yellow), Red, Light Blue, Black, and White. Each color is in turn divided by a thin line into two zones of equal width thus making ten scoring zones of equal width measured from the center of the Gold. On this 40 cm target, each of these zones will have a width of 2 cm. Any line marking the outermost edge of the White shall be made entirely within the scoring zone. Any lines dividing a color into zones and any lines which may be made between colors shall be made entirely within the higher scoring area in each case. Also legal is the 3-spot face which consists of 3 separate targets, each having only the gold (yellow), red, and 1/2 of the light blue parts of the standard target. Both the single face target and the 3-spot target can have an x-ring inside the 10-ring. Stick-on patches are illegal.

3. Shooting a target: Two and one-half minutes for shooting 3 arrows is the maximum allowable time. Archers shall shoot his arrows in ends of 3 arrows each.

4. Scoring: Scoring is done from the center out: X (if an X-ring exists), 10, 9, 8, 7, 6, 5, 4, 3, 2, 1, on the standard face X (if an X-ring exists), and 10, 9, 8, 7, 6 on the 3-spot face. Arrows outside the scoring areas on both faces are considered misses. A perfect score is 600 points.

5. Classification: One complete PSAA Short Indoor round is necessary for classifying an archer.

VI YOUTH REGULATIONS:

A. Pennsylvania Youth Organization:

1. Youth archers of Pennsylvania will be a recognized organization within the Pennsylvania State Archery Association.
2. The establishment of YAPS Clubs will be promoted by the PSAA.
3. For more information contact the PSAA Office.

B. Youth Divisions: Youth divisions are established for all archers under 18 years of age, and who are in an unmarried status.

1. The Youth division is considered an amateur division in its strictest sense.
2. Anyone in the intermediate age group may select or elect (with parental consent) to shoot in the adult classification, but then cannot switch back. An archer may not carry both a youth and an adult classification card. Cadets and Juniors can move up to the next age group (with parental consent) but then cannot switch back.
3. Exception is made on the local level if there is no competition in the youth class. The club may (on request) place the youth in an adult class which is the numerical equivalent of the highest score on the youth's card

C. Youth Divisions:

1. Pre- Cadets-archers 8 years of age and under as of December 31st.
2. Cadets-archers 9,10 and 11 years of age and under as of December 31st. "First Year Shooting" option allows cadets to register as a Pre-Cadet.
3. Juniors-archers who are 12, 13 or 14 years of age as of December 31st.
4. Intermediates (male and female) - archers who are 15, 16, or 17 years of age as of December 31st.

D. Youth Safety

1. All youth must demonstrate safe shooting skills.
2. Youth, new to State level competition, must demonstrate proficiency by shooting at a Regional shoot or at a PSAA club monitored by a knowledgeable PSAA member.

VII CLASSIFICATION PROCEDURE:

- A. The original or first request for an OFFICIAL PSAA Classification Card for a member of PSAA is made by the secretary of the member's club or association and is free. Information is furnished on an OFFICIAL PSAA Temporary Card form.
- B. Information that must be furnished for any OFFICIAL PSAA Classification Card is: full name with middle initial (no nickname please), complete address including Zip Code. Indicate the correct division whether Barebow, Freestyle, Unlimited, Bowhunter Barebow, Bowhunter Freestyle, Bowhunter Unlimited or a Professional Division, indicate the Class (AA, A, B) and if male, female, or youth. If a youth, a birthdate is also required.
- B. The Single highest score recorded shall determine an archers classification.
- C. The Classification Card issued to you will be a permanent card. All classes of all divisions and the breakdown of scores to attain all the classes will be listed on the card. This one card will include field/hunter, bowhunter (animal), target and indoor shooting. THIS IS A PERMANENT CARD.
1. When you jump to a higher class, the attendant at the Host Club desk will punch out or mark the higher class. Your card is now up to date immediately for your next shoot. You will be given a postcard which should be filled out and mailed by you to the Classification Officer for change of your records.
 2. When a youth jumps from Pre-Cadet to Cadet, Cadet to Junior , Junior to Intermediate, or from Intermediate to Adult in the PSAA Field Games, a new classification is required.
- D. The Central Classification Officer handles requests for all the classification cards issued by the PSAA. This includes the Field, Target, Indoor, and Bowhunter Rounds.

F. Individuals may not be reduced in class unless he or she has not shot a score in the class presently held for a period of one calendar year and then may be lowered one class and only upon request of the member's Club Officers and approved by them. When the request is approved, application for a new Official PSAA Classification Card shall be made in the regular manner. The new Classification Card will be issued at a cost of \$1.00. PSAA shooters who are not members of a PSAA member club can be lowered one (1) class by contacting the PSAA through a PSAA Regional representative. The shooter must provide evidence to the regional representative of the need for the change. The regional representative will then present this evidence to the PSAA Board at the next state meeting for their approval. If, after being lowered a class, you shoot back into your previous class that year, you are immediately, at shoot, put back into your previous class.

G. An archer may be moved into a higher class by the vote of any club or association for which he or she is a member, if there is sufficient reason to believe said member is underclassified.

H. If this permanent card is lost, if a change of address is required, or if it becomes ragged and a new or duplicate card is called for, the cost will be one-half the cost of the original card. (For PSAA members this will be \$1.00). The procedure will be to send the old card or appropriate information and the correct fee to the Classification Officer and a new card will be made out and sent to the archer.

I. All subsequent jumps will be punched or marked at the Host Club desk at no charge to the archer.

J. All shoots or tournaments sponsored by PSAA will require PRESENTATION OF THE OFFICIAL PSAA Classification Card in order to compete for class awards. Official PSAA Classification Cards must be signed by the individual. A place for signature is provided on each card. If an archer cannot produce a valid class card at the PSAA State shoot, he or she must compete in the AA class. However at PSAA Regional shoots, the shooter can get classified and be considered a competitor in that class for that shoot.

K. Member Clubs sponsoring shoots shall request that all archers shooting for class awards use the Official PSAA Classification Card.

VIII CLASSES:

		ADULT CLASSES	
		INDOOR ROUND	TARGET ROUND
		(600 ROUND)	(900 ROUND)
MEN	AA	585 - 600	870 - 900
UNLIMITED	A	560 - 584	825 - 869
	B	0 - 559	0 - 824
WOMEN	AA	565 - 600	840 - 900
UNLIMITED	A	540 - 564	790 - 839
	B	0 - 539	0 - 789
MEN	AA	585 - 600	860 - 900
BOWHUNTER	A	560 - 584	815 - 859
UNLIMITED	B	0 - 559	0 - 814
WOMEN	AA	565 - 600	830 - 900
BOWHUNTER	A	520 - 564	760 - 829
UNLIMITED	B	0 - 519	0 - 759
MEN	AA	560 - 600	840 - 900
FREESTYLE	A	525 - 559	790 - 839
	B	0 - 524	0 - 789
WOMEN	AA	540 - 600	775 - 900
FREESTYLE	A	500 - 539	725 - 774
	B	0 - 499	0 - 724
MEN	AA	560 - 600	830 - 900
BOWHUNTER	A	525 - 559	780 - 829
FREESTYLE	B	0 - 524	0 - 779
WOMEN	AA	530 - 600	765 - 900
BOWHUNTER	A	470 - 529	700 - 764
FREESTYLE	B	0 - 469	0 - 699
MEN	AA	535 - 600	785 - 900
BAREBOW	A	495 - 534	685 - 784
	B	0 - 494	0 - 684
WOMEN	AA	525 - 600	735 - 900
BAREBOW	A	485 - 524	635 - 734
	B	0 - 484	0 - 634
MEN	AA	535 - 600	775 - 900
BOWHUNTER	A	495 - 534	675 - 774
BAREBOW	B	0 - 494	0 - 674
WOMEN	AA	475 - 600	715 - 900
BOWHUNTER	A	435 - 474	615 - 714
BAREBOW	B	0 - 434	0 - 614
F.I.T.A. F.S.	AA	535 - 600	775 - 900
	A	0 - 534	0 - 774
F.I.T.A. B.B.	AA	485 - 600	585 - 900
	A	0 - 484	0 - 584

*The State Unlimited Championship Division will consist of the top 20% of the AA Unlimited Shooters after the first half of the shoot.

*The State Bowhunter Unlimited Championship Division will consist of the top 20% of the AA Bowhunter Unlimited Shooters after the first half of the shoot.

*All classes with 40 or more shooters will be flighted.

		FIELD/HUNTER ROUND	ANIMAL ROUND
MEN	AA	530 – 560	550 - 560
UNLIMITED	A	500 – 529	520 - 549
	B	0 - 499	0 - 519
WOMEN	AA	500 - 560	525 - 560
UNLIMITED	A	460 – 499	480 - 524
	B	0 - 459	0 - 479
MEN	AA	520 - 560	545 - 560
BOWHUNTER	A	490 - 519	515 - 544
UNLIMITED	B	0 - 489	0 - 514
WOMEN	AA	490 - 560	510 - 560
BOWHUNTER	A	420 - 489	460 - 509
UNLIMITED	B	0 – 419	0 - 459
MEN	AA	500 - 560	525 - 560
FREESTYLE	A	460 - 499	480 - 524
	B	0 - 459	0 - 479
WOMEN	AA	450 - 560	490 - 560
FREESTYLE	A	400 - 449	440 - 489
	B	0 - 399	0 - 439
MEN	AA	490 - 560	515 - 560
BOWHUNTER	A	450 - 489	470 - 514
FREESTYLE	B	0 - 449	0 - 469
WOMEN	AA	440 - 560	460 - 560
BOWHUNTER	A	375 - 439	400 - 459
FREESTYLE	B	0 - 374	0 - 399
MEN	AA	460 - 560	470 - 560
BAREBOW	A	420 - 459	430 - 469
	B	0 - 419	0 - 429
WOMEN	AA	400 - 560	410 - 560
BAREBOW	A	360 - 399	370 - 409
	B	0 - 359	0 - 369
MEN	AA	450 - 560	460 - 560
BOWHUNTER	A	410 - 449	420 - 459
BAREBOW	B	0 - 409	0 - 419
WOMEN	AA	390 - 560	400 - 560
BOWHUNTER	A	350 - 389	360 - 399
BAREBOW	B	0 - 349	0 - 359
F.I.T.A. F.S.	AA	475 - 560	485 - 560
	A	0 - 474	0 - 484
F.I.T.A. B.B.	AA	425 - 560	435 - 560
	A	0 - 424	0 - 434

*An archer must shoot a minimum of 120 points in any B class in anydivision to receive an award at a state or regional tournament.

*The State Unlimited Championship Division will consist of the top 20%of the AA Unlimited Shooters after the first half of the shoot.

*The State Bowhunter Unlimited Championship Division will consist ofthe top 20% of the AA Bowhunter Unlimited Shooters after the first halfof the shoot.

*All classes with 40 or more shooters will be flighted.

YOUTH CLASSES

INDOOR ROUND

BOYS

GIRLS

PRECADETS: (8 an under as of January 1 of current year)

** Division based only – no classes.

CADETS: (9, 10, & 11 as of January 1 of current year)

B. B., B. H. B. B., & FITA B. B. (compete as one division)	AA	340 – 600	315 – 600
	A	240 – 339	215 – 314
	B	0 – 239	0 – 214
F. S., B. H. F. S., & FITA F. S. (compete as one division)	AA	400 – 600	375 – 600
	A	300 – 399	275 – 374
	B	0 – 299	0 – 274
UNLIMITED & B. H. UNLIMITED (compete as one division)	AA	460 – 600	435 – 600
	A	360 – 459	335 – 434
	B	0 – 359	0 – 334

JUNIORS: (12,13,&14 AS January 1 of current year)

B. B., B. H. B. B., & FITA B. B. (compete as one division)	AA	400 – 600	375 – 600
	A	300 – 399	275 – 374
	B	0 – 299	0 – 274
F. S., B. H. F. S., & FITA F. S. (compete as one division)	AA	475 – 600	450 – 600
	A	375 – 474	350 – 449
	B	0 – 374	0 – 349
UNLIMITED & B. H. UNLIMITED (compete as one division)	AA	550 – 600	525 – 600
	A	450 – 549	425 – 524
	B	0 – 449	0 – 424

INTERMEDIATES: (15,16,&17 AS OF January 1 of current year)

B. B., B. H. B. B., & FITA B. B.	AA	425 – 600	400 – 600
	A	325 – 424	300 – 399
	B	0 – 324	0 – 299
F. S., B. H. F. S., & FITA F. S.	AA	500 – 600	475 – 600
	A	400 – 499	375 – 474
	B	0 – 399	0 – 374
UNLIMITED & B. H. UNLIMITED	AA	575 – 600	550 – 600
	A	475 – 574	450 – 549
	B	0 – 474	0 – 449

TARGET ROUND

	BOYS	GIRLS	
PRECADETS: (8 an under as of January 1 of current year)			
** Division based only – no classes.			
CADETS: (9, 10, & 11 as of January 1 of current year)			
B. B., B. H. B. B., & FITA B. B. (compete as one division)	AA	600 – 900	550 – 900
	A	500 – 599	450 – 549
	B	0 – 499	0 – 449
F. S., B. H. F. S., & FITA F. S. (compete as one division)	AA	700 – 900	650 – 900
	A	600 – 699	550 – 649
	B	0 – 599	0 – 549
UNLIMITED & B. H. UNLIMITED (compete as one division)	AA	800 – 900	750 – 900
	A	700 – 799	650 – 749
	B	0 – 699	0 – 649
JUNIORS: (12,13,&14 AS OF January 1 of current year)			
B. B., B. H. B. B., & FITA B. B. (compete as one division)	AA	625 – 900	575 – 900
	A	525 - 624	475 – 574
	B	0 – 524	0 – 474
F. S., B. H. F. S., & FITA F. S. (compete as one division)	AA	725 – 900	675 – 900
	A	625 - 724	575 – 674
	B	0 – 624	0 – 574
UNLIMITED & B. H. UNLIMITED (compete as one division)	AA	825 – 900	775 – 900
	A	725 - 824	675 – 774
	B	0 – 724	0 – 674
INTERMEDIATES: (15,16,&17 AS OF January 1 of current year)			
B. B., B. H. B. B., & FITA B. B.	AA	650 – 900	600 – 900
	A	550 – 649	500 – 699
	B	0 – 549	0 – 499
F. S., B. H. F. S., & FITA F. S.	AA	750 – 900	700 – 900
	A	650 – 749	600 – 699
	B	0 – 649	0 – 599
UNLIMITED & B. H. UNLIMITED	AA	850 – 900	800 – 900
	A	750 – 849	700 – 799
	B	0 – 749	0 – 699

FIELD/HUNTER ROUND

PRECADETS: (8 an under as of January 1 of current year)
ALL PRECADETS SHOOT 30 YARD MAX

** Division based only – no classes.

CADETS: (9, 10, & 11 as of January 1 of current year)

ALL CADETS SHOOT 30 YARD MAX

	BOYS	GIRLS
B. B., B. H. B. B., & FITA B. B.	AA 380 – 560	355 – 560
(compete as one division)	A 305 – 379	280 – 354
	B 0 – 304	0 – 279

F. S., B. H. F. S., & FITA F. S.	AA 420 – 560	395 – 560
(compete as one division)	A 345 – 419	320 – 349
	B 0 – 344	0 – 319

UNLIMITED & B. H. UNLIMITED	AA 450 – 560	425 – 560
(compete as one division)	A 375 – 449	350 – 424
	B 0 – 374	0 – 349

JUNIORS: (12,13,& 14 as of January 1 of current year)

ALL JUNIORS SHOOT 50 YARD MAX

B. B., B. H. B. B., & FITA B. B.	AA 405 – 560	380 – 560
(compete as one division)	A 330 – 404	305 – 379
	B 0 – 329	0 – 304

F. S., B. H. F. S., & FITA F. S.	AA 445 – 560	420 – 560
(compete as one division)	A 370 – 444	345 – 419
	B 0 – 369	0 – 344

UNLIMITED & B. H. UNLIMITED	AA 475 – 560	450 – 560
(compete as one division)	A 400 – 474	375 – 449
	B 0 – 399	0 – 374

INTERMEDIATES: (15,16,&17 AS OF January 1 of current year)

ALL INTERMEDIATES SHOOT SAME DISTANCES AS ADULTS

B. B., B. H. B. B., & FITA B. B.	AA 405 – 560	380 – 560
	A 330 – 404	305 – 379
	B 0 – 329	0 – 304

F. S., B. H. F. S., & FITA F. S.	AA 445 – 560	420 – 560
	A 370 – 444	345 – 419
	B 0 – 369	0 – 344

UNLIMITED & B. H. UNLIMITED	AA 475 – 560	450 – 560
	A 400 – 574	375 – 449
	B 0 – 399	0 – 374

ANIMAL ROUND

BOYS

GIRLS

PRECADETS: (8 an under as of January 1 of current year)

ALL PRECADETS SHOOT 30 YARD MAX

** Division based only – no classes

CADETS: (9, 10, & 11 as of January 1 of current year)

ALL CADETS SHOOT 30 YARD MAX

B. B., B. H. B. B., & FITA B. B. (compete as one division)	AA	305 – 560	280 – 560
	A	230 – 304	205 – 279
	B	0 – 229	0 – 204

F. S., B. H. F. S., & FITA F. S. (compete as one division)	AA	345 – 560	320 – 560
	A	270 – 344	245 – 319
	B	0 – 269	0 – 244

UNLIMITED & B. H. UNLIMITED (compete as one division)	AA	375 – 560	350 – 560
	A	300 – 374	275 – 349
	B	0 – 299	0 – 274

JUNIORS: (12,13,& 14 as of January 1 of current year)

ALL JUNIORS SHOOT 50 YARD MAX

B. B., B. H. B. B., & FITA B. B. (compete as one division)	AA	380 – 560	355 – 560
	A	305 – 379	280 – 354
	B	0 – 304	0 – 279

F. S., B. H. F. S., & FITA F. S. (compete as one division)	AA	420 – 560	395 – 560
	A	345 – 419	320 – 394
	B	0 – 344	0 – 319

UNLIMITED & B. H. UNLIMITED (compete as one division)	AA	450 – 560	425 – 560
	A	375 – 449	350 – 424
	B	0 – 374	0 – 349

INTERMEDIATES: (15,16,&17 AS OF January 1 of current year)

ALL INTERMEDIATES SHOOT SAME DISTANCES AS ADULTS

B. B., B. H. B. B., & FITA B. B.	AA	455 – 560	430 – 560
	A	380 – 454	355 – 429
	B	0 – 379	0 – 354

F. S., B. H. F. S., & FITA F. S.	AA	495 – 560	470 – 560
	A	420 – 494	395 – 469
	B	0 – 419	0 – 394

UNLIMITED & B. H. UNLIMITED	AA	525 – 560	500 – 560
	A	450 – 524	425 – 499
	B	0 – 449	0 – 424

IX AWARDS/RECORDS:

A. The award system for all Regionals and State Championships is as follows:

1. One shooter per class - one award (Archer must make class. On a two-day shoot, making class on one of the two days is acceptable. Cadets must have a minimum score of 100, Juniors must have a minimum score of 110 and Intermediates must have a minimum score of 120.)
2. Two or three shooters per class - one award.
3. Four, five, or six shooters per class - two awards.
4. Seven shooters per class or over - three awards.

B. This previously subscribed to award system is to be considered a minimum requirement and can be added to at the discretion of the tournament committee of either the Regionals or Championship Tournaments.

C. Award requirements are optional at local club level and may be added to or subtracted from, at the discretion of the Host Club.

D. Incentive Awards. Shooting, both days, in all four PSAA State Championship Shoots gets your name in a drawing for available prizes. You must be present during the drawing to win. The drawing will be held during the awards ceremony at the PSAA State Bowhunter/Animal Championship. Bow winners or winners of major prizes (retail value of more than \$400) will have their names held out of the bow and/or major prize portion of the drawing for 3 years following the year they win. Their names will be placed in the yearly drawing for the small valued prizes. Other incentive awards may be made at the discretion of the PSAA Board.

E. Aggregate Awards: Every adult and Intermediate division (shooting style) can have an aggregate champion. An aggregate award is to honor those who shoot every PSAA State Shoot in the same division using the same type of equipment. The mixed style rule in our rule book is not applicable to the aggregate awards. Aggregate awards for Cadets, Juniors, and Seniors will be awarded using the combined divisions as is used for competition. Identical awards will be awarded if a tie exists.

E. Records.

1. State Records: Only P.S.A.A. members can set state records and only at P.S.A.A. State Championship shoots. State records are maintained for current official divisions and rounds.
2. Regional Records: Only P.S.A.A. members whose address is in a region or whose primary shooting range is in a region can set P.S.A.A. Regional records for that region. Regional records can only be set at P.S.A.A. Regional Championship shoots. Regional records are maintained for current official divisions and rounds.
3. Team Records: Only P.S.A.A. member clubs (see C, XII of the P.S.A.A. Rules for team requirements) can set P.S.A.A. Team records. Both P.S.A.A. State team records and P.S.A.A. Regional team records are shot and maintained separately. State and regional records are maintained for current official divisions and rounds.

X. AMATEUR AND PROFESSIONAL DIVISIONS:

A. Amateur/Professional status is determined by the current NAA rules.

B. Any archer professionalized under regulation A, regardless of age, may apply for reinstatement to amateur status after one year from the last acts of professionalism. An archer can be reinstated to amateur status only upon written appeal to the Board of Governors and majority approval of the Board members present. The archer, if such application is approved, is eligible to participate in amateur competition.

XI. PROTESTS:

A. General:

1. Any archer believing he has just cause, may bring a protest against any other archer, any club, association, or organization.
2. Any organization, association, or club may bring a protest against any archer that it feels it has just cause to pursue.
3. Protest must be in writing and must contain:
 - a. The name and address of the person submitting the protest.
 - b. A short resume of what the protest entails.
 - c. The name and address of the person, the organization, or the club which the protest is against.
4. \$25.00 must accompany the protest.
5. The protests must be turned in within reasonable length of time following the incident to the Tournament Director, Range (Field) Captain, or person in charge of the shoot or tournament.
6. The shoot officials must convene a three (3) man Board immediately to consider the protest.
7. The proceedings will be conducted in an orderly manner and all remarks addressed to the Chairperson chairing the hearing.
8. The parties will be given adequate and reasonable time to state their cases.
9. The Chair can request additional information from any interested parties within the confines of the hearing.
10. The three (3) Judges will retire to a private place after hearing all testimony and arrive at a just verdict.
11. The verdict will be rendered immediately following the presentation of the protest and will be made public at that time.

12. The decision of the Judges is irrevocable and will not be changed under any circumstances.

13. If the person submitting the protest loses the protest he or she will forfeit the \$25.00 to the P.S.A.A. If the person submitting the protest wins the decision on the protest, he or she will be refunded the \$25.00.

14. The Chairperson of the Judges Committee shall draw up a very brief written resume of the proceedings and send the resume to the office of the P.S.A.A. If the person who submitted the protest loses the protest, the \$25.00 that the protester lost will also be sent to the P.S.A.A. Office.

15. All protests will be reviewed at the annual Board of Directors Meeting to determine if proper action was taken by the judging committee at the protest.

B. STATE LEVEL:

1. The Judging Committee shall be made up of the Tournament Director, and two Range (Field) Captains preferable from the range (field) that the archer was participating on. The chairperson does not necessarily have to have a vote in the proceedings, but may guide the proceedings.

C. CLUB LEVEL:

1. The Judging Committee at a local club level should be comprised of:

a. The person in charge of the day of shooting, the President of the club, the Secretary of the club or some Board Member of the club.

b. One member of the judging committee should be a person selected from outside of the club.

c. All steps shall be taken to be sure that the Judging Committee is impartial and does not derive itself entirely from either of the plaintiff's or the defendant's home club.

XII RULES FOR PSAA TEAM CHAMPIONSHIPS:

A. Filling Out Forms: The Team Captain's name, address, and Phone No. MUST be on the application form. All communications from PSAA to the team will be conducted via the Team Captain. All results will be mailed to the Team Captain.

B. Teams: Each team may have any number of members from a single club. Each team shall be registered in advance (registration to be postmarked no later than _____) and the registration shall be accompanied by the required fee. A club may register one or more men's teams and one or more women's teams in each of the divisions. Females of any age may register on women's teams. Males and females of any age may register on men's teams. The youth teams are Intermediate, Junior, and/or Cadet. Boys and girls may be on the same team. Intermediate teams consisting of only boys or a mix of boys and girls will be considered male teams. Intermediate teams consisting of only girls will be considered a female team. All team members must shoot the same distances as per the rulebook. Youth outdoor rounds require all team members to shoot the same distances.

C. Eligibility: The registration form shall be signed by the President and Secretary of the club sponsoring the team, and shall carry a statement attesting to the fact that all of the archers have been bona fide members of the sponsoring club for at least 60 days preceding the date of registration. The archers shall be listed by name and address. An archer may represent only one club at any one shooting time.

D. PSAA Membership: All Pennsylvania clubs must be current members of PSAA. All participating members must be current members of PSAA.

E. Fees: The fee shall be as advertised.

F. Rounds: The rounds shall be as advertised and in accordance with the BY-LAWS of PSAA.

G. Shooting Times: Shooting times shall be as advertised.

H. Rules: PSAA Rules as printed in the PSAA Rulebook shall apply.

I. Scoring: Team scores shall be the sum of the best four (4) total individual scores shot by a registered member of the team.

J. Prizes: Appropriate awards shall be granted to the top three teams in each division, providing competition warrants the award.

1. Competition shall be deemed to warrant a prize when at least two teams are competing for the same prize. For example, one award for 2 or 3 competing teams, two awards for 4 or 5 competing teams, and three awards for 6 or more competing teams.

2. Individuals on the teams so recognized shall receive appropriate individual awards. This rule can be waived at the State and Regional level, if plaques, trophies, or other awards for teams are awarded.

K. Out-of-State Teams: These may participate under the same rules listed above; the only exception is Rule D, PSAA Membership. Each archer must be a member of his/her State Association or a member of NAA or NFAA.

XIII GLOSSARY:

Anchor - The position of the hand against the face at full draw.

Arrow - A slender shaft, usually pointed at one end and feathered at the other, for shooting from a bow. An arrow consists of a shaft with a diameter of 0.422 or less, a nock, fletching, a point (tip or arrowhead), either removable or permanent with a diameter of 0.425 or less, and cresting if desired. It is recommended that the total arrow be a minimum of 6 grains per one (1) pound of peak bow weight or current AMO recommendations of grains per pound.

Arrow Plate - That portion of the bow against which the arrow rests at full draw. This is sometimes adjustable to make a bow less or more center shot. That portion of the arrow rest which is affixed to the sight window against which an arrow rides while being drawn. An arrow plate extending more than one-half inch above the arrow shall be deemed illegal in the barebow and bowhunter divisions.

Arrow Point - One end of the arrow, or an addition to the arrow that strikes the target first. Includes all glue-in or screw-in arrow tips with the exception of broadheads or parts of broadheads.

Arrow Rest - A flexible horizontal shelf on which the arrow rests. This can be adjustable. This is usually placed about one-half inch to one inch above the shelf, that is the bottom horizontal section of the sight window. The apparatus on which an arrow rests as it is drawn. The part of this apparatus extending more than one-half inch above the arrow will be deemed illegal in barebow and bowhunter divisions. The arrow rest can be located in, on, in front, or in back of the riser.

Back - The side of the bow that is away from the archer.

Barebow - The method of shooting which does not allow a sight.

Bolt - The arrow shot out of a crossbow is called a bolt.

Bow - A bow of any type may be used provided it subscribes to the accepted principle and meaning of the word bow that is used in competitive archery, e.g. An instrument consisting of a handle, grip, riser and two flexible limbs each ending in a tip with a string nock.

Bow, Compound - A compound bow is allowed in P.S.A.A. competition shall have a riser, 2 or more limbs which can be adjustable, eccentric wheels or pulleys, cams and concentric pulleys and/or a combination of wheels, cams, and/or pulleys. It shall have rotatable leverage pulley/cam members on the tips of the bow limbs or on the riser. A bow string/cable is wound over the members to provide mechanical advantage, and less force is required to hold the bowstring at full draw than at some intermediate draw position. The bow string may be all or part cable. There shall be no reduction limitation between peak load and release load.

Bow, Conventional - Any bow consisting of just a handle/riser, limbs and a string. These bows include recurve, straight, and longbows.

Bow, Recurve - A bow so designed that the end 10 inches of each limb viewed from the side have a convexed shape.

Bow, Reflex - A bow so designed that from the side, the back of the two limbs and the handle has a convex shape.

Bowmark - A mark, tape or other thing made or placed on the bow and used as a sight. (See sight.) Such a mark may be made with a pencil, tape, scratch, or any other suitable marking.

Bow Sling - Bowslings are defined as wrist slings with contact only between the bow hand and the bow handle.

Bow String - The bow is braced for use by a single bow string attached directly between the two string nocks only and in operation is held in one hand by its handle grip while the finger of the other hand draws and releases the string.

Butt - Any object against which the target face is place.

Cable Stop - An anti-shock device that stops the cable.

Coupler - A device used to connect the stabilizer to the bow.

Counter Balances - Weights and/or single or multiple stabilizers used for the purpose of balancing a bow. Counter balances must not interfere with other archers.

Course - Physical layout of a unit or round.

Cross Bow - Bow fitted to a stock made of any safe material drawn by non-mechanical aids to be shot off hand with a mechanical string holding and releasing mechanism.

Double Round - Two completed rounds or 56 targets.

Draw Checker - Any device that an archer might use to consistently draw the arrow to the same point.

Face - Target face an archer shoots at; side of the bow which is toward the archer.

Field Point - A point having at least two different diameters along its length.

Finger Protection - Anything used on the hand and/or fingers in the form of finger stalls or tips, gloves, shooting tab or tape (plastic) to draw, hold and release the string are permitted provided they are smooth with no device to help hold and/or release the string. A separator between the fingers to prevent pinching may be used. On the bow hand an ordinary glove, mitten or similar device may be worn.

Flight or End - The number of arrows shot before they are scored and retrieved in a given game.

Freestyle - The method of shooting which allows a sight.

Grip - The handle section.

Kisser Button - An object or device placed on the string for the purpose of maintaining a consistent anchor point.

Laser - A device that projects a mark onto the target. Lasers are not permitted in any division.

Memoranda - A plate, tape, or sticker attached to the bow or other notes used as a guide for sight markings or other uses to improve scores.

Mechanical Release - A device comprising of a plurality of interactive parts, whether such are individual pieces or spring conjoined parts, capable of cooperatively acting to effect bow string release by a separate motion of at least one such part relative to another part.

Nock Point - A metal, plastic, rubber, string wrap, or other device placed on the large center section of the bow string which acts as an arrow positioner.

Peep, String - An object or device with a single hole put in the string for the purpose of aiming. Some peeps may vary from the above description. String peeps with clarifiers are permitted.

Pins, Simple Fixed - A sight with a maximum of five (5) fixed reference points. No magnification is permitted on this type sight if used in the bowhunter division.

Points-of-Aim, Fixed - A sight with a maximum of five (5) fixed reference points. No magnification is permitted on this type sight if used in the bowhunter division.

Prism Sight - A bow sight with a homogeneous transparent solid usually with triangular base and rectangular sides used to produce or analyze a continuous spectrum and to bend light rays.

Release Aids - see the definition of a Mechanical Release.

Round - Two such units, or twice around one unit.

Scope Sight - A bow sight that is an instrument of magnification.

Serving - The reinforced section at the end of and at the center of the bow string.

Shooting Line - A line, real or imaginary, that indicates where an archer shall stand to shoot a target. Shooting lines can be indicated by stakes or other ground markers.

Sight - Any device that is attached to the bow for the purpose of aiming is considered a bow sight. Bow sights can be of a fixed pin design or of an adjustable design with the tip of the pins or reference points in the sight window. Bowmarks are considered sights. Sights may have levels and scopes.

Sight, Bowhunter - Only sights of a fixed pin or fixed points-of-aim design are permitted in these divisions. Levels are legal in the Bowhunter divisions. Range finding sights are illegal in the Bowhunter divisions. Sights with magnification are illegal in the Bowhunter divisions.

Spot - Aiming center on a given face; also known as the X-ring.

Stabilizer - A weight extending out from the bow that helps stabilize the bow.

Stake - Object used to indicate where an archer stands to shoot at a target. A stake locates an imaginary line called the shooting line.

String - A bowstring may be made up of any number of strands of the material chosen for the purpose, with 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. To locate this point one or two nock locators may be positioned.

String Stop - An anti-shock device that stops the string.

Timber - Warning call to other archers who may be in a danger zone, announcing that you are ready to shoot.

Tip Assembly - The tip assembly included the insert, the screw-in point and locking washers.

Tools - Any instrument used or worked by hand; anything used in the performance of an operation. An object that applies mechanical advantage.

Unlimited - The method of shooting which allows use of a mechanical release.

Unit - A 14 target course including all official shots.

Walking the String - A system of shooting involving all three fingers below the arrow and various gaps between the arrow on the string to achieve a point blank sight pictured no matter what the target distance.

Weight, Conventional Bow - The amount of pull necessary to bring the head of a 28 inch arrow even with the back of the bow. The actual physical weight of the bow is usually referred to as Weight-In-Hand.

Weight, Compound Bow - The maximum amount of force necessary to pull the bow to full draw.

X-ring - See Spot.