## Archery Postal Event

PURPOSE: The purpose of this postal match is to offer Royal Rangers from across the country an opportunity to participate in a nationwide archery postal competition.

- PREREQUISITE: Recommend the completion of a basic archery instruction class.
- FIRING DATES: Match may be conducted by the district, section, or outpost between January 1- October 31.
- All entries must be postmarked by November 15.
- LOCATION: Match may be conducted indoor or outdoor.
- ELEGIBILTY: Individuals may compete in one or both divisions: recurve or compound bow. Individuals may compete one time in each division in the same year. All competitors must be members of a current chartered outpost.
- FEES: $\$ 5.00$ per individual
- ADMINSTRATION: Use attached score reporting form and send completed forms and entry fees to:

National Royal Ranger Ministries
Attn: Archery Postal Program
1445 N. Boonville Ave.
Springfield, MO 65802

- RESULTS: Results will be tabulated and released after December 31. Individual and team awards will be mailed soon after the release of the results.
- CATAGORIES: Each age group will comprise a category.
o 8 and under in the calendar year of competition
o 9 in the calendar year of competition
o 10 in the calendar year of competition
o 11 in the calendar year of competition
o 12 in the calendar year of competition
o 13 in the calendar year of competition
o 14-15 in the calendar year of competition
o 16-18* in the calendar year of competition
o Adult (over 18) - Must be a member of a currently chartered outpost.
*To compete as an 18-year-old, the competitor must be an Expedition Ranger and may not be serving as a Lt. commander in the outpost.
- AWARDS: The National Royal Rangers Ministries will present awards for $1^{\text {st }}-3^{\text {rd }}$ place in both divisions and all categories.
- RULES: Follow match rules listed in this bulletin.
- EQUIPMENT: Recurve or compound bows may be rented or purchased from NADA to conduct training and or competitions. Genesis ${ }^{\circledR}$ compound bows are available at discount pricing for non-profit organizations from NASP.


## NADA

National Alliance for the Development of Archery 25145 NW $8{ }^{\text {th }}$ Place, Suite 60
Newberry, FL 32669
(352) 472-2388

Email: info@teacharchery.org www.WorldArcheryCenter.com

## NASP

National Archery in the Schools Program Brennan Industries
2035 Riley Rd
Sparta, WI 54656
(606) 269-0832
http://archeryintheschools.org/activea.asp

- Any recurve bow may be used without sights.
- Any compound bow may be used without sights.
- No mechanical arrow release devices may be used (fingers only).
- Finger tabs and arm guards are allowed.


## Match Rules

- Archers shall be assigned a target, and only arrows on that target, shot by the assigned archer, will be counted for score.
- More than one competitor may shoot on each target.
- When more than one archer is shooting at the same target, the arrows must be identifiable to each archer by either color or other markings.
- DISTANCE FROM TARGET: Archers will shoot straddling a shooting line marked 15 yards from the targets.
- TARGET SIZE: Must be the 80 cm face ( 80 cm in diameter) five color, ten-ring target.
- ARROWS: All arrows must have target or field points only (no broad heads) and must be shot from bows using only the fingers with no sights.
- PRACTICE: Archers may practice for as many arrows or any amount of time the instructor allows. The instructor must declare that the scoring has begun before the first arrows are shot for score.
- TIME CONTROL: Archers are allowed 40 seconds per arrow ( 2 minutes for 3 arrows). Instructor will announce when there are 30 seconds remaining if any archers have not shot all their arrows.
- SCORING: 30 arrows, 10 -ring scoring, and 300 points possible. Archers may shoot 10 ends of 3 arrows each.
- Scorers will enter the value of each arrow in descending order on scorecards as called out by the competitor to whom the arrow belongs.
- Scoring should be witnessed by at least two other competitors or the instructor.
- Other competitors on the same target will check the value of each arrow called out, and in case of disagreement, they will call the instructor or judge.
- An arrow will be scored according to the position of the shaft on the target face. If the shaft touches two colors or touches any dividing line between two scoring zones, the arrow will score the higher value of the two zones involved.
- Neither arrow nor the target face should be touched until the arrows on that target face have been recorded.
- TIE SCORE: In the event of a tie score, the participant with the greater number of highest scoring arrows will be the winner. Count the number of 10 -point scoring arrows. If still tied, count the number of 9 -point scoring arrows and continue until the tie is broken.


## ARCHERY TARGET SUPPLIERS:

| NADA | Saunders Archery Supply | The Bow Man |
| :--- | :--- | :--- |
| 25145 NW 8 $8^{\text {th }}$ Place, Suite 60 | 1874 14 $4^{\text {th }}$ Ave. | (877) 826-9626 |
| Newberry, FL 32669 | Columbus, NE 68601 | (239) 282-5207 |
| (325) 472-2388 | (800) 228-1408 | www.thebowman.com |
| www teacharchery org |  |  |

Traditional Archery Supply
659 Bedford St. (Route 18)
Whitman, MA 02382
(781) 447-4520
www.kidbow.com
Lancaster Archery Supply
2195-A Old Philadelphia Pike
Lancaster, PA 17602
(800) 829-7408
www.lancasterarchery.com

NASP
Brennan Industries
2035 Riley Rd.
Sparta, WI 54656
http://archeryintheschools.org/activea.asp

Official targets may also be available at your local sporting goods store or gun shops.

## Basic Instructions for Conducting the Archery Postal Event

1. Download all archery postal event information.
2. Secure equipment.
3. Instruct in archery safety.
4. Practice the skills.
5. Schedule the postal event.
6. Review all information and rules before the event.
7. Record the scores at the range on the Range Score Card.

- Use guidelines listed in the Match Rules.

8. Confirm the scores and transfer the information to the Archery Score Reporting form. This can be done using two options:

- Excel Spreadsheet (enter data through computer- preferred method)
- PDF Form (write data to submit)

9. Confirm that all contact information is included on the reporting form.
10. Include the registration fee for every individual entry.
11. Send in results by one of the two following methods:

- Mail reporting form and fees

National Royal Ranger Ministries
Attn: Archery Postal Program
1445 N. Boonville Ave.
Springfield, MO 65802

- Email report database and group entry information to royalrangers@ag.org.
- Subject: Archery Postal Entry
- Include the Excel database with the contact information and results as an attachment.
Note: The Excel database should be saved in either 2003 or 2007 format. Data can be merged into master database, insuring accurate transfer of information.

12. If emailing the results, mail the fees to the address listed above. The results will be entered upon receipt of registration fees.

If you have any questions, you may contact the National Royal Rangers Ministries office at 417-862-2781 or rangers@ag.org.

Participant: $\qquad$
Division: $\square$ Recurve $\square$ Compound
Age class: $\qquad$ Total Score: $\qquad$
Witness: $\qquad$
Witness: $\qquad$
Record Score

| END | Arrow Score |  |  | Hits | End <br> Score | Running <br> Score |
| ---: | ---: | ---: | :--- | :--- | :--- | :--- |
| 1 |  |  |  |  |  |  |
| 2 |  |  |  |  |  |  |
| 3 |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |
| 5 |  |  |  |  |  |  |
| 6 |  |  |  |  |  |  |
| 7 |  |  |  |  |  |  |
| 8 |  |  |  |  |  |  |
| 9 |  |  |  |  |  |  |
| 10 |  |  |  |  |  |  |
| TOTAL |  |  |  |  |  |  |

## "How do I score?"

Shoot 3 arrows for each "end" and fill out scorecard (write down higher scores first) as you go until you've shot all your ends. Add your End Scores together to make your Running Score.


Participant: $\qquad$
Division: $\square$ Recurve $\square$ Compound Age class: $\qquad$ Total Score: $\qquad$
Witness: $\qquad$
Witness: $\qquad$
Record Score

| END | Arrow Score |  |  | Hits | End <br> Score | Running <br> Score |  |
| ---: | ---: | :--- | :--- | :--- | :--- | :--- | :--- |
| 1 |  |  |  |  |  |  |  |
| 2 |  |  |  |  |  |  |  |
| 3 |  |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |  |
| 5 |  |  |  |  |  |  |  |
| 6 |  |  |  |  |  |  |  |
| 7 |  |  |  |  |  |  |  |
| 8 |  |  |  |  |  |  |  |
| 9 |  |  |  |  |  |  |  |
| 10 |  |  |  |  |  |  |  |
| TOTAL |  |  |  |  |  |  |  |

## "How do I score?"

Shoot 3 arrows for each "end" and fill out scorecard (write down higher scores first) as you go until you've shot all your ends. Add your End Scores together to make your Running Score.
......like this:


# Archery Postal Reporting Form 

Contact person for match results
Name

Phone Number

Email address

| Archer's Name | Outpost \# | Age | Div R/C | Total Score | E1 | E1 | E1 | E2 | E2 | E2 | E3 | E3 | E3 | E4 | E4 | E4 | E5 | E5 | E5 | Hits | Total | GRAND |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Address | City | State | Zip | Phone | E6 | E6 | E6 | E7 | E7 | E7 | E8 | E8 | E8 | E9 | E9 | E9 | E10 | E10 | E10 | Hits | Total | 0 |
| Archer's Name | Outpost \# | Age | Div R/C | Total Score | E1 | E1 | E1 | E2 | E2 | E2 | E3 | E3 | E3 | E4 | E4 | E4 | E5 | E5 | E5 | Hits | Total | GRAND |
| Address | City | State | Zip | Phone | E6 | E6 | E6 | E7 | E7 | E7 | E8 | E8 | E8 | E9 | E9 | E9 | E10 | E10 | E10 | Hits | Total | 0 |
| Archer's Name | Outpost \# | Age | Div R/C | Total Score | E1 | E1 | E1 | E2 | E2 | E2 | E3 | E3 | E3 | E4 | E4 | E4 | E5 | E5 | E5 | Hits | Total | GRAND |
| Address | City | State | Zip | Phone | E6 | E6 | E6 | E7 | E7 | E7 | E8 | E8 | E8 | E9 | E9 | E9 | E10 | E10 | E10 | Hits | Total | 0 |
| Archer's Name | Outpost \# | Age | Div R/C | Total Score | E1 | E1 | E1 | E2 | E2 | E2 | E3 | E3 | E3 | E4 | E4 | E4 | E5 | E5 | E5 | Hits | Total | GRAND |
| Address | City | State | Zip | Phone | E6 | E6 | E6 | E7 | E7 | E7 | E8 | E8 | E8 | E9 | E9 | E9 | E10 | E10 | E10 | Hits | Total | 0 |
| Archer's Name | Outpost \# | Age | Div R/C | Total Score | E1 | E1 | E1 | E2 | E2 | E2 | E3 | E3 | E3 | E4 | E4 | E4 | E5 | E5 | E5 | Hits | Total | GRAND |
| Address | City | State | Zip | Phone | E6 | E6 | E6 | E7 | E7 | E7 | E8 | E8 | E8 | E9 | E9 | E9 | E10 | E10 | E10 | Hits | Total | 0 |
| Archer's Name | Outpost \# | Age | Div R/C | Total Score | E1 | E1 | E1 | E2 | E2 | E2 | E3 | E3 | E3 | E4 | E4 | E4 | E5 | E5 | E5 | Hits | Total | GRAND |
| Address | City | State | Zip | Phone | E6 | E6 | E6 | E7 | E7 | E7 | E8 | E8 | E8 | E9 | E9 | E9 | E10 | E10 | E10 | Hits | Total | 0 |
| Archer's Name | Outpost \# | Age | Div R/C | Total Score | E1 | E1 | E1 | E2 | E2 | E2 | E3 | E3 | E3 | E4 | E4 | E4 | E5 | E5 | E5 | Hits | Total | GRAND |
| Address | City | State | Zip | Phone | E6 | E6 | E6 | E7 | E7 | E7 | E8 | E8 | E8 | E9 | E9 | E9 | E10 | E10 | E10 | Hits | Total | 0 |
| Archer's Name | Outpost \# | Age | Div R/C | Total Score | E1 | E1 | E1 | E2 | E2 | E2 | E3 | E3 | E3 | E4 | E4 | E4 | E5 | E5 | E5 | Hits | Total | GRAND |
| Address | City | State | Zip | Phone | E6 | E6 | E6 | E7 | E7 | E7 | E8 | E8 | E8 | E9 | E9 | E9 | E10 | E10 | E10 | Hits | Total |  |

