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.

- **<u>PREREQUISITE</u>**: 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.
- **<u>ELEGIBILTY</u>**: 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

- **<u>RESULTS</u>**: Results will be tabulated and released after December 31. Individual and team awards will be mailed soon after the release of the results.
- <u>CATAGORIES</u>: Each age group will comprise a category.
 - \circ 8 and under in the calendar year of competition
 - \circ 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.

- **<u>AWARDS</u>**: The National Royal Rangers Ministries will present awards for 1st-3rd place in both divisions and all categories.
- **RULES:** Follow match rules listed in this bulletin.
- <u>EQUIPMENT</u>: Recurve or compound bows may be rented or purchased from NADA to conduct training and or competitions. Genesis[®] compound bows are available at discount pricing for non-profit organizations from NASP.

NADA

National Alliance for the Development of Archery 25145 NW 8th Place, Suite 60 Newberry, FL 32669 (352) 472-2388 Email: <u>info@teacharchery.org</u> www.WorldArcheryCenter.com <u>NASP</u> 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.
- **<u>DISTANCE FROM TARGET</u>**: 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.
- <u>ARROWS</u>: 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.
- **<u>TIME CONTROL</u>**: 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.
- <u>TIE SCORE</u>: 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 25145 NW 8 th Place, Suite 60 Newberry, FL 32669 (325) 472-2388 www.teacharchery.org	Saunders Archery Supply 1874 14 th Ave. Columbus, NE 68601 (800) 228-1408	The Bow Man (877) 826-9626 (239) 282-5207 <u>www.thebowman.com</u>
Traditional Archery Supply	Lancaster Archery Supply	NASP
659 Bedford St. (Route 18)	2195-A Old Philadelphia Pike	Brennan Industries
Whitman, MA 02382	Lancaster, PA 17602	2035 Riley Rd.
(781) 447-4520	(800) 829-7408	Sparta, WI 54656
www.kidbow.com	www.lancasterarchery.com	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 <u>rangers@ag.org</u>.

Participant: _____

Division:	□Recurve	□Compound
Age class:	: Tot	al Score:
Witness: _		
Witness: _		

Record Score

END	Arro	ow Score			Hits	End Score	Running Score
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
		ТО	TAL				

"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:

I				/	
					No. 1 Street
ARF	ROW SO	CORE	HITS	END SCORE	RUNNING SCORE
8	8	6	3	22	22
10	7	4	3	21	43
10	5	M	2	15	58
"mic					
	8 10 10		10 7 4 10 5 M	8 8 6 3 10 7 4 3 10 5 M 2	8 8 6 3 22 10 7 4 3 21 10 5 M 2 15

...and so on until finished!

Division: □Recurve □Compound

Age class: _____ Total Score: _____

Witness: _____

Witness:

Record Score

END	Arro	ow So	core	Hits	End Score	Running Score
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
		то	TAL			



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:

1 1



_	END						
		ARF	ROW SO	CORE	HITS	END SCORE	RUNNING SCORE
	1	8	8	6	3	22	22
	2	10	7	4	3	21	43
	3	10	5	M	2	15	58
•		"mis	ss"	and	00.00	until fin	ichodi

...and so on until finished!

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Contact person for match results Name

Phone Number

Email address

Archer's Name	Outpost #	Ade	Div R/C	Total Score	E1	E1	E1	E2	E2	E2	E3	E3	E3	E4	E4	F4	E5	E5	E5	Hits	Total	GRAND
																						Total
Address	City	State	Zip	Phone	E6	E6	E6	E7	E7	E7	E8	E8	E8	E9	E9	E9	E10	E10	E10	Hits	Total	0
																						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
																					Ļ	Total
Address	City	State	Zip	Phone	E6	E6	E6	E7	E7	E7	E8	E8	E8	E9	E9	E9	E10	E10	E10	Hits	Total	0
																					<u> </u>	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 Total
Address	City	State	Zin	Phone	E6	E6	E6	E7	E7	E7	E8	E8	E8	E9	E9	FQ	E10	E10	E10	Hite	Total	
Address		State	Zip	FIIONE										LJ	L9	LJ				11113	Total	0
Archer's Name	Outpost #	Ade	Div R/C	Total Score	F1	F1	E1	E2	E2	E2	E3	E3	E3	E4	E4	F4	E5	F5	E5	Hits	Total	GRAND
		7.90	2			<u> </u>																Total
Address	City	State	Zip	Phone	E6	E6	E6	E7	E7	E7	E8	E8	E8	E9	E9	E9	E10	E10	E10	Hits	Total	0
																						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
																					<u> </u>	Total
Address	City	State	Zip	Phone	E6	E6	E6	E7	E7	E7	E8	E8	E8	E9	E9	E9	E10	E10	E10	Hits	Total	0
			D: D/0						50	-				= 1	= 4	= 4						
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	Iotal	GRAND Total
Address	City	State	Zin	Phone	E6	E6	E6	E7	E7	E7	E8	E8	E8	E9	E9	F۵	E10	E10	E10	Hite	Total	
Address	Oity	Otate					20					20	20	23	23					11113	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
																						Total
Address	City	State	Zip	Phone	E6	E6	E6	E7	E7	E7	E8	E8	E8	E9	E9	E9	E10	E10	E10	Hits	Total	0
																						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
																					 	Total
Address	City	State	Zip	Phone	E6	E6	E6	E7	E7	E7	E8	E8	E8	E9	E9	E9	E10	E10	E10	Hits	Total	41
																					<u> </u>	0