

Osceola Rod and Gun Club

Archery League Rules and Guidelines – 2011

General Rules and Setup

- League planning meeting.
 - Previously held the first Wednesday of April.
 - Determine chairperson and co-chairperson (optional).
 - ☞ Voluntary position, unpaid, serves on advisory board.
 - ☞ See Chairperson Duties.
 - Appoint secretary.
 - ☞ Voluntary, paid position.
 - ☞ Appointed by chairperson.
 - ☞ See Secretary Duties.
 - Nominate and vote for Advisory Board.
 - ☞ Unpaid.
 - ☞ 4 league members.
 - ☞ Decides on matters regarding substitutions, league conflicts, etc.
 - Appoint prize and banquet committee.
 - ☞ Voluntary, unpaid.
 - ☞ 3 league members.
 - ☞ Responsible for prizes and trophies at league banquet.
 - ☞ Responsible for menu/activities at league banquet.
 - ☞ Work with chairperson and secretary for budgeting and dates.
 - Decide/vote on league rules, setup, and dates.
 - ☞ Previously the league started on the 1st Wednesday of May and ran for fourteen weeks.
 - ☞ There was no shooting the week of July 4.
 - ☞ Shoot-Off.
 - Date(s).
 - All teams or by league placement.
 - Etc.
 - ☞ For additional rules and setup see the following sections.
 - Assign teams to set the course for the 1st two weeks.
 - Set date(s) for work days
 - ☞ Build targets.
 - ☞ Course maintenance.
 - ☞ Fix and repair bunkers.
 - Pre-register members and teams.
- Team setup.
 - There are 4 members per team.
 - Divisions will be created depending on the number of teams.
 - All registration forms, team rosters, and fees must be turned in to the league secretary on or before the 3rd Wednesday of league.

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- ☞ Fees:
 - Club membership: \$40
 - This is a family membership.
 - A membership is required for juniors, cadets, and cubs if their parents are not club members.
 - Sponsor Fee: \$35
 - Archery Dues: \$20
 - Cubs and cadets do not pay this fee.
 - Not required for juniors if they are not shooting for team score.
- ☞ Substitutions made after week 3 must be approved by the advisory board.
- Teams are responsible for setting and maintaining the course.
 - ☞ The course is setup on Tuesday night of each week.
 - See the club bartender for the key to the shed.
 - Replace all the scoring targets each week.
 - Dispose of the previous targets in the ‘Cardboard and Paper’ bin near the south parking lot shed.
 - Be considerate of all shooters when setting the course; right and left handed, compound and traditional, etc.
 - Try to simulate hunting conditions.
 - Maximum range is 35 yards for adults and juniors.
 - Maximum range is 15 yards for cubs and cadets.
 - ☞ Course maintenance is done the same week the team sets the course.
 - Mow bunker area.
 - Inspect and repair bunkers as needed.
 - Inspect practice targets and replace as necessary.
 - ☞ Depending on the number of teams each team may have to set and maintain the course more than once.
 - ☞ If a team does not set the course when they are scheduled, they will get a 0 for the team score.
 - The team that shoots against this team does not automatically get all the possible points. They will get the actual points won based on scores.
 - ☞ If a team does not maintain their bunker a notice will be posted on the board and the advisory/grievance committee will be notified.
 - If this continues than the committee will decide what to do about this issue.

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🏹 Classes, Handicaps, and Scoring.

○ Shooter classes:

🏹 Adult

- 🏹 Hunter 1: Finger release, stationary sight.
- 🏹 Hunter 2: Mechanical release, stationary sight.
- 🏹 Hunter 3: Mechanical release, moveable sight, crossbows.

🏹 Women

🏹 Juniors

- 🏹 Ages 13 to 16.
- 🏹 Shoot at the adult stake.
- 🏹 May shoot as team member.

🏹 Cadets

- 🏹 Ages 10 to 12.
- 🏹 Shoot at the cadet/cub stake.
- 🏹 Do not shoot as a team member (but can shoot with a team).
- 🏹 Does not pay league fees.

🏹 Cubs

- 🏹 Ages 9 and under.
- 🏹 Shoot at the cadet/cub stake.
- 🏹 Do not shoot as a team member (but can shoot with a team).
- 🏹 Does not pay league fees.

○ Handicaps:

🏹 **Red:** 265 average or higher.

🏹 **Yellow:** 240 average to 264.9.

🏹 **Green:** less than a 240 average.

🏹 Cadets and cubs always shoot **green**.

🏹 The first week of the league adults and juniors shoot a **yellow** handicap.

🏹 If a shooter does not shoot the first week of the league, when they do shoot they must shoot a **red** handicap for their 1st score.

○ Scoring:

🏹 Shooting for score is between 4:00PM Wednesday of each week until dark on Saturday.

🏹 The league secretary may extend the cut-off time.

🏹 If a team has a buy week, they will shoot against their own average.

🏹 Shooter rankings are based on actual year-to-date average.

🏹 If a shooter does not turn in a score, their score will be their actual year-to-date average minus 20 points for every consecutive week they missed.

🏹 This is used for scoring points only and does not affect Y-T-D average.

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Target scoring:

- 20 points – vital zone.
- 16 points – kill zone.
- 12 points – body hit.
- If the first arrow scores zero, a second arrow can be shot for ½ points; 10, 8, 6.
- Arrows that touch a line will count for that zone.
- **Red** Handicap: R = 20 Y,G,K = 16 Body = 12
- **Yellow** Handicap: R,Y = 20 G,K = 16 Body = 12
- **Green** Handicap: R,Y,G = 20 K = 16 Body = 12

Team vs. Team:

- The top ranked shooter from team A will be matched against the top ranked shooter from team B.
- The second ranked shooter from team A will be matched against the second ranked shooter from team B.
- The third ranked shooter from team A will be matched against the third ranked shooter from team B.
- The fourth ranked shooter from team A will be matched against the fourth ranked shooter from team B.
- Ranking is based on actual year-to-date average.

Points:

- Total of 12 points per week.
- 2 points for each shooter (4 shooters per team * 2 points = 8).
- 4 points for highest team score.

Shooting Rules

- Any style of archery equipment may be used. Crossbows may be used only by those who can legally use a crossbow for hunting.
 - Crossbows are automatically included in Hunter Class 3.
- Range finders and binoculars are NOT allowed when shooting for score.
- No pacing off yardage before shooting for score.
 - Shooters may walk up to the target to look at the vitals.
- Team members may discuss yardage.
- Shooting location is marked by a stake; one stake for adults and juniors, one stake for cadets and cubs.
- Archer must be in physical contact with the stake when shooting.
 - When the stake is placed in a stand, the archer may choose to not climb into the stand to shoot but must be in contact with the stand.
- No practice shots at a target before shooting for score are allowed.
- Scoring is done by the shooter and/or team during league shoots.
 - During the league shoot-off an impartial person (non-team member, non-family member) will score each shot.
- All disputes will be settled by the advisory board.

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- All scorecards must include the archer's first and last name, the team name (if applicable), and the date.
- Scorecards must be left in the card box attached to the archery course bulletin board.

Shoot-Off's

- All teams will shoot.
- Must shoot on Wednesday night.
- Depending on the number of teams, shoot-off's may take more than one Wednesday.
- Scoring will be done by an unbiased, non-family member, non-team member.
- Winning and placement based on total team score only.
 - In case of a tie, the total number of red 20's for the team will determine the winner.

Trophies

- Trophies are allocated based and limited to budget.
- If a person misses more than 3 scores (weeks), they are not eligible for an individual (shooter class) trophy.
- A minimum of three archers in a class are required before a trophy will be given for the class.
- Trophies are awarded to:
 - All Cubs
 - All cadets
 - Hunter 1 High Average
 - Hunter 2 High Average
 - Hunter 3 High Average
 - Women High Average
 - Junior High Average
 - Sponsor's Trophy (for each division) 1st Place
 - Shoot Off winners, 1st Place, each team member
 - Hunter 1,2,3 2nd High Average
 - Women 2nd High Average
 - Etc.

Chairperson Duties

- In February/March put up adds and flyers for league meeting.
- Contact previous year's teams and remind them of the league meeting.
- Order targets (if needed).
 - Buy 3M 77 spray adhesive or other adhesive for gluing the targets.
 - Buy black markers if needed.
- Run the league meeting.
- League contact person with the club.
- Work with the secretary and committees for shoot-off's, banquet, scheduling, and budgeting.
- Announcements and award trophies/plaques at the league banquet.

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Secretary Duties

- Paid position.
- Know the league rules.
- Take minutes at the meeting.
- Be at the club the first three weeks of the league and available to league members during the league.
- Collect scorecards and post scores every week.
 - Scores must be posted before 4:00PM on Wednesday.
 - Archer scores for each week with Y-T-D average and current handicap.
- Team rosters, team points and team standings for the 1st three weeks of the league are to be posted by 4:00PM on the fourth Wednesday of league and will be updated each week by 4:00PM Wednesday with the previous week's scores.
- Post rules and notices for league members.
 - League rule summary.
 - Schedule for setting course.
 - Bunker maintenance assignments.
 - Team rosters.
- Establish league schedule.
 - The team schedules are not posted in advance.
- Ensure scorecards and pencils are available every week.
- Provide budgets to club treasurer: trophy, banquet prizes and food, secretary fee, etc.
- Work with the chairman and committees for shoot-off's, banquet, scheduling, and budgeting.
- After the 3rd Wednesday of league, work with the club secretary to verify all archers have a valid and current club membership.