

# Delta ASA Indoor Round (DAIR) Tournament Rules

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These rules govern the participation and conduct of the Delta ASA Indoor Round (DAIR). A DAIR tournament consists of multiple individual and team competition events using the Delta Indoor Target to create a unique tournament experience. DAIR Tournaments are designed to be exciting, well organized and fun for all participants.

## General

- A. ASA Pro/Am Rules of Competition apply unless superseded by these ASA Indoor Tournament Rules.
- B. The Dress Code for ASA Indoor Tournaments is the same as for outdoor tournaments. ASA Indoor Tournaments hosted at the local, state and regional level will abide by the dress code in the ASA Federation Rules of Competition. ASA Indoor Tournaments hosted at the National Pro/Am Level will abide by the dress code in the ASA Pro/Am Rules of Competition.
- C. An ASA Indoor Tournament consists of a number of tournament rounds. The number of tournament rounds will be determined and announced by the tournament director prior to the tournament. Each round is comprised of ten (10) four (4) arrow ends.
- D. An official tournament below State level consists of at least one (1) round of ten (10) competition ends of four (4) arrows per end. The tournament champion for each class may be determined by the final ranking for that class at the end of the single round of competition. Single elimination rounds between the four (4) top ranking competitors in each competition class or from classes selected by the tournament director may be conducted depending upon time and facilities available.
- E. An official tournament at State level and above will consist of at least two (2) rounds of ten (10) competition ends of four (4) arrows per end. The tournament champion for each class will be determined by single elimination round competition between the four (4) top ranking competitors in each competition class determined by the tournament director. For a competition class to be eligible to conduct an elimination round there must be at least four (4) competitors in the class.
- F. No one may practice on any range to be used for tournament shooting except during official practice. The penalty for violating this rule is immediate disqualification from the tournament round.
- G. There will be two (2) practice ends before each round of competition at the State level and above. Below State level there will be at least one (1), but not more than two (2), practice ends before each round of competition. Practice ends are a part of the official competition and are conducted using the official timing system and tournament commands. Competitors must observe all time limits and are subject to the same time penalties as during the official competition ends. Official practice marks the beginning of tournament play.
- H. Only the allowed number of arrows may be shot each end.
  - 1. A maximum of four (4) arrows are allowed to be shot during any regular individual tournament practice end or competition end.
  - 2. If an arrow is dropped it must remain on the ground until the signal to "pull" is sounded.
  - 3. Archers may shoot a maximum of one (1) arrow each, in rotation, for a team round practice end or team round competition end.
- I. Any archer or team who shoots more than the allowed number of arrows during practice will have five (5) points deducted from his/her final score for each arrow shot over the allowed number. As an additional penalty, the target being used by that archer or team will be replaced with a clean target face before the beginning of the scoring ends.
- J. Any archer or team who shoots more than the allowed number of arrows during a competition end will forfeit the score of the highest scoring arrows and count only the score for the lowest four (4) scoring arrows. If an archer or team shoots more than the allowed number of arrows more than once per tournament round they are subject to disciplinary action by the Competition Committee for unsportsmanlike conduct.

- K. All shooting commands will be given by horn, whistle or voice. If given by horn or whistle they will be in the form of internationally accepted range commands:
1. Five (5) or more whistles or horn blasts or the voice command "Cease Fire! Emergency!" will signal an emergency situation. When an emergency is signaled and shooting is stopped, the timing clock will also be stopped. All competitors on the line must let their strings down to brace height if they have drawn their bows. Everyone must remove any arrow that is nocked on the string, place it in the quiver, and wait for further instructions. Once the emergency is resolved and the range is clear the command to shoot will be given. Time and shooting will resume from the point where they were interrupted and the match will continue once the emergency is resolved. All arrows shot before the emergency will remain in the target and count for score. Any arrow shot after the cease fire command or emergency signal is sounded will result in that competitor being disqualified from and receiving a score of zero (0) for that tournament round.
  2. Two (2) whistles or horn blasts or the voice command "Move to the shooting line!" will signal the competitors to move to the shooting line and prepare to shoot. Competitors may nock their arrows onto the string once they have straddled the shooting line, but bows may not be lifted or drawn until the command to shoot is signaled.
  3. One (1) whistle or horn blast or the voice command "Begin shooting" will signal that it is safe for competitors to begin shooting and the shooting time will begin. Competitors may raise and draw their bows only after the command to shoot has been signaled.
  4. Three (3) whistles or horn blasts or the voice command "Score and pull arrows!" will signal that shooting time has expired, the shooting line is clear and that it is safe to move down range to score and remove arrows from the targets. Anyone moving down range before the command to pull is signaled will be disqualified from and receive a score of zero (0) for that tournament round.
- L. Immediately prior to the start of each official practice on the first day, all shooters will be expected to attend a mandatory "**Competitor Safety Meeting**". The meeting will cover information regarding safety, rules, tournament procedures, location of ranges, updates from the Competition Committee on rulings and rules interpretations, and other special information. This meeting will start fifteen minutes prior to the start of each round, and will last approximately ten minutes. Anyone failing to act upon information provided at this meeting may be disqualified from the tournament.
- M. Spotting scopes are not allowed on the shooting line. Competitors on the shooting line may use hand-held magnifying devices to glass targets. Spotting scopes may be set up behind the waiting line and used by coaches and archers, but must not interfere with the movement of competitors.
- N. Coaching is allowed during ASA Indoor Competition.
1. The coach must be declared by the competitor before the beginning of the competition round.
  2. The coach may stand directly behind the archer in the archers' area while the archer is shooting, but must remain behind the waiting line.
  3. The coach must not be a distraction to other archers or interfere with their shooting.
  4. Coaches may not go forward of the waiting line for any reason.
- O. Spectators & Guests:
1. Spectators must remain in the spectator area at all times.
  2. Spectators and guests may cheer for archers but may not make "cat calls" or rude remarks to or about other archers. The spirit of good sportsmanship applies and unsportsmanlike conduct will result in spectators being removed from the competition area.
  3. Each Pro/Am competition site establishes and enforces its own policy regarding pets. Should a site allow pets, they shall be kept on leashes at all times. No pets will be allowed inside any ASA Indoor Competition Range whether or not they are on a leash. Pet owners shall be responsible for their pet's behavior and for cleaning up after them in areas where they are allowed. Any breach shall prohibit that pet from future ASA attendance.
  4. Video and digital images may be taken of all ASA Indoor Competitions. The use of flash equipment during competitions is prohibited. (Special exceptions may be made for the working press with official credentials and prior approval from the tournament director.)

5. Spectators may assist archers by carrying items such as stools, ice chests, food, drinks, or other items for the convenience of the shooter, but must remain inside the spectator area at all times.

### **Range Requirements**

- A. The ASA Indoor Tournament will be conducted on a 20 yard range.
- B. All targets will be the paper Indoor 3D Practice Target manufactured by Delta Targets that feature the ASA **Pro 12-Ring™** and **Pro 14-Ring™** set at a distance of twenty (20) yards.
- C. Targets will be set in two (2) rows, one row directly above the other, on the target butts or backstop.
- D. The height for target center for the top row will be sixty two (62) inches from the floor, plus or minus two (2) inches. The height for target center for the bottom row will be thirty nine (39) inches from the floor, plus or minus two (2) inches.
- E. There will be a shooting line which will be straddled by each archer.
- F. Each archer will have a shooting position marked by hash marks or numbers and will have a minimum of twenty four (24) inches of personal space on the shooting line. During the Team Round each team will have forty-eight (48) inches of space on the shooting line.
- G. There will be a line one (1) yard behind the shooting line which will be the waiting line. No archer may move forward of the waiting line until the command to move to the shooting line is given by the Director of Shooting. The waiting line is also used on the Team Round as a staging area for team members as they rotate onto and off of the shooting line.
- H. Ranges must have suitable backstops or target butts for attaching one row of targets at a height of sixty two (62) inches at target center and a second row of targets at a height of thirty nine (39) inches at target center.
- I. Ranges must have sufficient lighting so that the targets are clearly visible from the shooting line and that the competitors can clearly see their sights on the shooting line.
- J. Ranges must have a means for keeping time or for making timing announcements and a means for signaling competitors during the tournament end.

### **Shooting Rules**

**Shooting rules will be monitored, judged and adhered to by all competitors during each competition.** Any competitor may warn another competitor if he/she violates a rule. When warning a competitor of a violation, the archer making the warning must notify a range official that a warning has been made. The range official will make a note of the warning and determine if the warning is valid. The penalty for the second offense is a deduction of five (5) points from target score, and each subsequent offense will receive a score of zero (0) for that competition end. No extra time is added or allowed to archers making warnings during a competition end. No warnings are required to be issued before penalties are assessed during any special competitions that are being conducted by ASA tournament officials.

- A. Archers will shoot half of each round on a target set on the top row and half on a target set on the bottom row. When shooting targets on the top row, archers will score the top 12-ring. When shooting targets on the bottom row, archers will score the bottom 12-ring.
- B. The tournament director will assign target positions prior to the beginning of the tournament. Any archer beginning the tournament on a target position other than that which has been assigned by the tournament director will be disqualified from that round of competition.
- C. Archers will not be allowed to begin a tournament late. Any shooter who does not shoot the first scoring end with their assigned shooting "line" will not be allowed to shoot that round and will receive a score of zero (0). There are no exceptions.
- D. Archers are expected to arrive with equipment in good repair and in condition to complete the tournament. There is no allowance for a breakdown during competition rounds.
- E. Archers experiencing equipment failure will be allowed to substitute equipment and continue the round, but no additional time will be allowed for the archer to retrieve back-up equipment or to make up arrows not shot because of the equipment failure.
- F. Any arrow propelled by the force of the string will be scored where it lands except in the case of bounce-outs.

- G. In the event of bounce-outs, the bounce-out arrows and the scoring areas not hit during the end when the bounce-out occurred will be annotated on the score card. The bounce-outs will be re-shot after completion of the competition round and only hits in the missed scoring areas will be counted when shooting bounce-out alibi arrows. In the interest of time, bounce-out arrows will not be reshot during the competition end where they occurred. Bounce-outs during practice ends will not be reshot. Fifteen (15) seconds will be allowed for a competitor to shoot each bounce-out or make-up arrow. The arrow may be nocked, but the bow may not be raised until the command to shoot is given.
- H. Open class shooters may adjust their sights at any time, even after a letdown. Fixed pin shooters may only make one gang adjustment of their sight per round. The adjustment may only be made after the completion of an end and before the start of the next end. A range official must be notified that the sight adjustment is being made and must annotate on the competitor's score card that an adjustment has been made. No further adjustment of fixed pin sights may be made during the round after the one gang adjustment.
- I. Archers must not crowd or interfere with other competitors on the shooting line. An archer who crowds or interferes with another competitor will receive a warning for the first offense. Archers will receive a deduction of five (5) points from their score for each additional offense. If the range official determines that an archer is intentionally crowding or interfering with another archer, the offending archer will be disqualified from the tournament on the grounds of unsportsmanlike conduct and referred to the Competition Committee for possible disciplinary action.
- J. When shooting during the regular competition rounds archers may shoot the scoring areas in any order. During elimination rounds the scoring areas must be shot in ascending order: 8-ring, 10-ring, designated 12-ring, and 14-ring.
- K. First place ties during tournaments where no final elimination rounds are conducted will be broken by a one arrow, closest to the center of the 12-ring designated by the Director of Shooting, tie breaker.

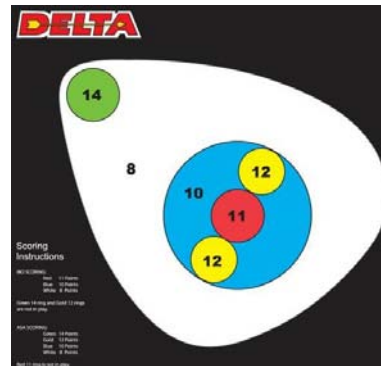
### **Shooting Time Allowed**

- A. Shooting time allowed during ASA Indoor Tournaments is two (2) minutes for the first, second and third four (4) arrow ends; one (1) minute and forty (40) seconds for the fourth, fifth and sixth four (4) arrow ends; one (1) minute and twenty (20) seconds for the seventh, eighth and ninth four arrow ends and one (1) minute for the tenth four arrow end after the command to shoot is sounded.
- B. A four (4) minute time period is allowed to score and remove arrows from the target after the command to score and pull arrows is given. This time limit will be strictly enforced and any competitor not behind the waiting line at the end of this time period, unless in conference with a tournament official, will receive a warning for the first offense. The second offense will result in a 5 point penalty deduction from the overall score. The second offense will result in the competitor's disqualification for that round of shooting for "slow play".
- C. In all matches a ten (10) second time period is allowed from the command to move to the shooting line and the time to fire. This time limit is strictly enforced. There must be a countdown timer or stopwatch used to keep the time. If the timer or clock is not visible competitors must be warned when five (5) seconds are remaining. At the end of the ten (10) second time the command to shoot will be given. Any competitor who has not taken a position on the shooting line will forfeit any time that passes and arrows not shot will be forfeited.
- D. The four (4) minute time to score and pull arrows begins immediately after the shooting time stops for that particular end..
- E. Each four (4) arrow individual competition end, including official practice ends, for a double shooting line, will be concluded in no more than eight (8) minutes and twenty (20) seconds or no less than six (6) minutes and twenty (20) seconds. This includes shooting time and time to score and pull arrows.
- F. Each ten (10) end forty (40) arrow competition round, including two (2) official practice ends will be completed in seventy four (74) minutes or one (1) hour nine (9) minutes and twenty (20) seconds, for a single shooting line from the beginning of Official Practice, and in one hundred (100) minutes and twenty (20) seconds or one (1) hour forty (40) minutes and twenty (20) seconds for a double shooting line.
- G. If the timer or clock cannot be seen by all competitors the announcements of "thirty seconds remaining and ten seconds remaining and cease fire" will be vocally announced by the Director of Shooting. Any arrow shot after the cease fire announcement will result in the forfeit of the highest scoring arrow(s) for that end, even if less than four (4) arrows are shot since the cease fire command is given after shooting time has expired.

- H. Shoot off and head-to-head elimination round shooting time will be twenty (20) seconds per arrow with competitors alternating shots (finals matches).
- I. Each elimination round match end will be completed in six (6) minutes and fifty (50) seconds. Each elimination round match will be completed in thirteen (13) minutes and forty (40) seconds. The elimination round event will be finished in fifty four (54) minutes and forty (40) seconds. No practice ends are allowed for elimination round matches.

### Scoring Rules

- A. Score cards will have locations to annotate hits in the 14-ring, 12-ring, 10-ring and 8-ring scoring areas, the total for each end and the running total. Since the 12-ring and 14-ring scoring areas are mandatory and not bonus rings, there is no location for recording bonus rings.
- B. The 11-Ring scoring area is counted as part of the 10-Ring and only counts as ten (10) points. A hit in the 11-Ring will be counted as a hit in the 10-Ring.
- C. A hit in the 12-ring that is not being counted is scored as ten (10) points.
- D. The outer ring defining the scoring areas is part of the higher scoring area of the two that it divides. An arrow need only touch the outer ring of the scoring area to count as the higher score.
- E. The arrow is counted as the higher score if it touches two scoring areas. An arrow that touches two scoring areas must be counted as being in the higher scoring area.
- F. Only one arrow will be counted for each scoring area hit. The full scoring area value will be awarded to the archer. The maximum score for a competition end is forty-four (44) points. The maximum score for a competition round is four hundred forty (440) points.



### ShootDown Elimination Rounds

- A. The Tournament Director will announce which competition classes will participate in elimination rounds. The top ranking four (4) archers in designated classes will compete in the elimination round.
- B. Each ShootDown elimination round will consist of two (2) ends of four (4) arrows each.
- C. Scoring areas must be shot in order from lowest value to highest value. The order of 12 rings to be shot is: 1<sup>st</sup> elimination end, bottom 12; 2<sup>nd</sup> elimination end, top 12.
- D. Arrows used in the Elimination Round must be numbered, 1 through 4, and must be shot in order at the appropriate scoring ring, in order from lowest to highest numbered arrow.
- E. During elimination ends all archers will shoot targets placed on the top row.
- F. The lower ranking archer from the individual competition round will shoot first during elimination rounds. After the first end of four (4) arrows the archer who shot the lower score for that end will shoot first unless there is a tie, then the shooting order will remain the same.
- G. No official practice ends will be shot before an elimination round. Casual practice may be allowed on a range other than the range where the elimination round is conducted.
- H. If possible a running total score will be displayed for each competitor during the elimination rounds using a floor mounted score card under each competitor's target.
- I. During professional and semi-professional class elimination rounds the competitors will shoot alternating shots with a fifteen (15) second time limit for each shot. The time for the next competitor will begin, and that competitor may raise and draw their bow, only after the previous competitor's arrow score has been announced.
- J. The professional class elimination matches will be contested at a time announced by the Tournament Director.
- K. ASA tournament officials will score arrows during Professional Elimination Rounds. ASA tournament staff will return arrows to the Professional competitors between ends of Professional Elimination Rounds.
- L. Professional elimination matches will be concluded in no more than twenty (20) minutes per professional class.

- M. During elimination round ends, bounce-outs will be reshot at the end of the end. The rotation will continue until each archer has shot their four (4) allowed arrows.
- N. The amateur elimination matches, if designated by the Tournament Director, will be conducted simultaneously. All elimination round competitors will shoot simultaneously, no alternating shots, with a one (1) minute time limit to shoot four (4) arrows, plus ten (10) seconds to move to the shooting line. Bounce-outs will be shot before moving to the target to score and remove arrows.
- O. Amateur elimination round matches will be conducted in five (5) minutes and ten (10) seconds per match or ten (10) minutes and twenty (20) seconds per elimination round. The amateur elimination matches will be finished in forty one (41) minutes and twenty (20) seconds for each block of classes.
- P. Amateur archers will score and retrieve their own arrows. Any disputes over scores called will be settled by a judge before any arrows are removed from the target face.
- Q. Elimination round ties will be broken by a one-arrow, closest to the center of the scoring ring designated by the Director of Shooting, shoot-off.

### **Team Round**

- A. Teams are made up of four (4) archers, each from the same Team Round Competition Class, designated below, except for special events announced by the tournament director. Team members shoot one (1) arrow each in rotation.
- B. Teams are ranked according to the aggregate of the individual scores of all team members for the competition. Alternatively, the Tournament Director may substitute a team ranking event for the aggregate score ranking method. The team ranking event will be the completion of six (6) successive ends of team shooting. The ranking event will be completed in thirty three (33) minutes and the teams will be ranked according to their total team scores for the six (6) end ranking event.
- C. There are four (4) adult shooting classes and one (1) youth class in the team round.
  - 1. Open Professional (includes all professional classes and the semi-professional class).
  - 2. Open (includes men and women over 16 years old using open class equipment).
  - 3. Fixed Pins (includes men and women over 16 years old using fixed pin sights and short stabilizers)
  - 4. Youth (includes all competitors under 16 years of age using any type of equipment)
  - 5. Teams may be made up of archers shooting pins and others using open class equipment. In that case the team must compete in the Open Class.
- D. The Team Round is a single elimination event consisting of two (2) ends of four (4) arrows each for a eight (8) arrow score.
- E. The scoring for a Team Round end is the same as for individual round ends and team members decide amongst themselves the order of shooting and who will shoot at which scoring areas.
- F. The shooting time allowed for a team round is eighty (80) seconds from the time the command to begin shooting is given.
- G. The Champion teams from each shooting class will compete against each other after the completion of the team round to determine the overall team champion. Aggregate team round score will determine the order of placement. In the case of a tie in aggregate team round score a coin toss will determine the placement. The winner of the coin toss will be ranked higher.
- H. Procedures for the Team Round are as follows:
  - 1. Two (2) horn or whistle blasts or the voice command, "Move to the waiting Line" signals the teams to move to the waiting line and prepare to begin the competition round. All team members must remain behind the waiting line until the command to fire is given. No arrow may be removed from a quiver until the archer has straddled the shooting line.
  - 2. Any archer crossing the waiting line before the command to fire is given must move back behind the waiting line before they can proceed to the shooting line.
  - 3. One (1) horn or whistle blast or the voice command, "Begin Shooting" signals that the first team member may move forward to the shooting line, nock an arrow after straddling the shooting line and shoot at the target. No further commands will be given until the command to cease fire is given to finish the end.
  - 4. When the first archer finishes his/her shot, he/she must move completely behind the waiting line before the next archer may cross the waiting line. If an archer crosses the waiting line before the preceding archer is fully behind the line, the offending member must move back behind the waiting line and cross again, after

the preceding shooter is behind the waiting line. Failure to do this results in the highest scoring arrow(s) being counted as zero (0) points. One arrow is scored as zero (0) points for each offense.

5. Any archer removing an arrow from their quiver before straddling the shooting line must replace the arrow in their quiver and move back behind the waiting line before crossing it again to move to the shooting line. Failure to do this results in the highest scoring arrow(s) being counted as zero (0) points. One arrow is scored as zero (0) points for each offense.
6. All arrows must be shot by the end of the eighty (80) second time period. Any arrow shot during the horn or whistle blast, after the timing lights turn red or during the command to cease fire will be counted as zero (0) points since shooting time has expired before the command to "Stop Shooting" is signaled.
7. The maximum score for a Team Round end is forty-four (44) points. The maximum score for a complete Team Round is eighty eight (88) points.
8. All Team Round tie scores will be broken by a one arrow closest to the center of the lower twelve (12) ring shoot off. The team member shooting for each team will be selected by the team.
9. The timing intervals for the Team Round ends are:
  - a. Command to move to the Waiting Line followed by a ten (10) second pause
  - b. Command to Begin Shooting followed by eighty (80) seconds of team shooting.
  - c. Command to pull followed by four (4) minutes to allow for scoring and arrow retrieval.
- I. A Team Round end will be shot in a maximum of five (5) minutes and thirty (30) seconds. A Team Round will be finished in eleven (11) minutes maximum. The total time for the complete Team Round event will depend on the number of teams registered, but it is expected to be completed in less than two (2) hours.
- J. There are no official practice ends for the Team Round. The first end is a scoring end. Teams must practice in the designated practice area before entering the competition range.
- K. Only first and second place team awards are required at local and State level competitions. At State Level and below the team round is dependent upon the time available.
- L. At the National level competitions the retiring teams from the semi-final round will compete for third place.
- M. A team may designate a coach, who does not participate in the shooting, but may relay instructions to the team. The coach may not interfere with the movement of members of other teams and must remain in the team area of the team he/she is coaching. The coach may not interfere with or distract members of the other teams and if a team protests another teams coach, tournament officials will decide if the protest is valid. If a coach is found in violation of tournament rules, including acting in an unsportsmanlike way, he/she will be removed from the tournament range for that Team Round.
- N. At the local level the Team Round is optional during tournaments, but is recommended to give competitors experience in this exciting, fast-paced event.

### **Pro/Am Team Round**

- A. The Pro/Am Team Round is a special event made up of mixed-ability teams.
- B. The Pro/Am Team Round is an aggregate score event, not an elimination round.
- C. The Pro/Am Team Round is conducted under the same shooting rules and shooting times as the Team Round except that time is added for an additional competitor on each team. There will be a shooting time limit of one hundred twenty (120) seconds or two (2) minutes from the time the command to shoot is given.
- D. The Pro/Am Team Round will be a total of ten (10) ends of six (6) arrows each and will be completed in a maximum sixty one (61) minutes and forty (40) seconds, or one (1) hour, one (1) minute and forty (40) seconds, from the signal to begin shooting.
- E. The tournament director will decide on the team mix and make all team and range assignments for the Pro/Am Team Round. This decision is final. Every effort will be made to avoid repeated assignments of individuals to the same team group at subsequent competitions.
- F. Pro/Am Team Round teams may have five (5) or six (6) members per team. Teams with five (5) members will rotate the sixth arrow amongst the four (4) lowest ranking team members.
- G. Five (5) of the six (6) arrows shot will be scored each end.
- H. The 11-ring scoring area is counted as ten (10) points during the Pro/Am Team Round. Only one arrow may be counted per scoring area.
- I. The scoring areas may be shot in any order by the team and team members may rotate in any order.

J. Ties will be settled as in the Team Round competition.

## **ASA Federation**

### **Qualifiers & State Championships**

- A. Qualification standards to attend State Championship Tournaments and the ASA Indoor Classic Championship are the same as they are for all ASA Federation tournaments.
- B. Professional archers may compete in ASA Federation Qualifiers and State Championship Indoor tournaments as guests. Professional archers cannot qualify for the ASA Indoor Classic Championship through the federation tour.

### **Competition Classes**

- A. All current ASA competition classes are eligible for individual competition.
- B. The Team Round has only four (4) competition classes.
- C. Speed caps are in effect for each class and everyone must exhibit bow control.

### **Tournament Officials**

**Tournament Director:** There will be one Tournament Director who is responsible for coordinating the conduct of the tournament and insuring that all tournament operations are synchronized. The Directors of Shooting report directly to the Tournament Director. The Tournament Director will confirm that all ranges are set to the specifications outlined in these rules, make all range assignments and decisions regarding which shooting classes participate in tournament events, and is responsible for deciding if a tournament must be shortened due to unforeseen circumstances.

**Director of Shooting:** Each competition range will have one Director of Shooting (DOS). The DOS is responsible for the orderly conduct of the tournament on that range. The DOS controls the time clocks and sounds the range commands. The DOS is the authority on the range and any disagreements with the DOS's decisions will be presented to the Competition Committee in the form of an official protest. Anyone arguing with or acting disrespectfully toward the DOS will be immediately disqualified from the competition without recourse.

**Range Official:** Each range will have at least one range official. There is no set number of range officials assigned to a range, but there must be enough to insure the orderly conduct of the tournament and the resolution of problems which may arise. The Range Official is responsible for insuring that competitors maintain the pace of competition, replacing targets which are not able to be scored accurately due to damage and insuring that score cards are properly annotated with penalties and alibi arrows to be shot due to bounce-outs. The range official is the final authority for policing the range and must be an expert in rules interpretation. The range officials report to the DOS of the range they work on.

### **Time Schedules:**

**Individual Rounds:** Two (2) hours should be allocated for conducting an individual competition round of ten (10) ends. This time includes moving onto the range, conducting practice ends and competition ends, and collecting score cards while the range is being cleared.

**Team Round (with ranking ends):** Three (3) hours and forty five (45) minutes should be allocated to complete a team round when there have been no ranking ends completed before the team competition. This provides enough time to complete the six (6) ranking ends, complete the brackets, conduct the elimination rounds and clear the range.

**Team Round (without ranking ends):** If there have already been individual round ends completed there is no reason to shoot team ranking ends. Two (2) hours and forty five (45) minutes should be allocated to completing the team round eliminations in this case. This provides enough time to work through the bracket eliminations and clear the range after the winners are announced.

**Pro/Am Team Round:** One (1) hour and forty five (45) minutes should be allocated to complete a Pro/Am Team Round. This provides time for competitors to enter the range, find their target and develop their strategy. There will be enough time to clear the range for the next competition.