

# Delta ASA Indoor Round (DAIR) Quick-Start Rules

## Individual Competition

**Range signals:** 2 whistles (move to the shooting line) 1 whistle (shoot) 3 whistles (score and pull)  
5 or more whistles (emergency)

**Shooting:** 10 ends of 4 arrows each. You can only score one arrow per scoring ring. Top row targets use upper 12 ring and bottom row targets use bottom 12 ring. 2 practice ends before start of scoring. Top and Bottom swap after 5<sup>th</sup> end.

**Shooting Time Allowed:** 10 sec command to go to the shooting line. 30 sec per arrow after the command to shoot is given, for the first 3 ends. 25 sec per arrow after the command to shoot is given for the next 3 ends. 20 seconds per arrow after the command to shoot is given for the next 3 ends. 15 seconds per arrow after the command to shoot is given for the final scoring end of the round, and 4 min to score and pull arrows and return to the waiting line.

**Bounce-Outs:** Bounce-outs and other make-up shots are shot at the end of the round. 15 sec per arrow is allowed for make-up shots. Arrow may be loaded, but bow may not be raised before command to shoot.

**Team Round** 4 members to a team (Single Elimination Brackets)

**Range signals:** 2 whistles (get ready) 1 whistle (move to the shooting line and begin shooting). 3 whistles (score and pull)

**Ranking:** The team's consolidated score for the first round of individual competition is used to rank teams. If no individual completion has been conducted, 6 ends of team competition are conducted and the team scores are used to rank teams for bracket elimination.

**Shooting:** 3 ends of 4 arrows each for each elimination round. Scoring is the same as the individual round except that the bottom 12 ring will always be used. No practice ends before start of scoring.

**Shooting Time Allowed:** 10 sec command to go to the waiting line. Command to shoot followed by 80 sec for the team to shoot 4 arrows (1 arrow each team member in rotation). 4 min to score & pull & return to the waiting line.

**Pro/Am Team Round:** 5 or more members on a team

**Range signals:** Same as for Team Round

**Shooting:** 10 ends of 5 to 6 arrows each. Teams may count 1 arrow for each scoring area. But each scoring area may be counted only once per end. Maximum score per end is 56 points (12+12+10+8+14). Teams are allowed to drop the score of one arrow.

**Shooting Time Allowed:** 10 sec command to move to the shooting line. 20 sec per team member to shoot one arrow each in rotation. Four min to score and pull and return to the waiting line.

**Note:** If a team is "short" a competitor the competitors in position 2 and below will alternate shooting the remaining arrow(s).

## ShootDown Elimination Rounds: "Shoot-up" Format with Bracket Elimination (Top 4 Only)

**Range Signals:** Same as Team and Individual Rounds

**Shooting:** 2 ends of 4 arrows each. Must shoot 8-10-12-14 rings in that order.

**Shooting Time Allowed:** 10 sec command to move to the shooting line. 1 min to shoot 4 arrows for amateurs. Professionals have 15 seconds per arrow and shoot alternating shots. Tournament officials score and return arrows during professional ShootDowns.

### Things to Remember:

- You must count the higher value if the arrow is touching a scoring line.
- You must straddle the shooting line before you can remove an arrow from your quiver..
- During the team rounds, only one team member at a time may be in front of the waiting line.
- If you shoot too many arrows you lose the score of your highest scoring arrows until only the allowed number of arrows remains to be scored.
- If you drop an arrow you may draw another arrow to shoot.
- You may have a coach or arrow caller during individual rounds and regular team rounds. There will be no coaching by anyone other than team members during the Pro/Am Team Round.
- During the team round, the archer who has just shot must move behind the waiting line before the next archer advances in front of the waiting line.
- All ASA scoring areas are used during the Pro/Am Team Round.