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2015 CWPD Archery League Rules

Important:

The first and most important rule of this league is to have fun and be safe. Please be honest with each other when scoring and keep things enjoyable.

Registration deadline is Tuesday, May 26. The official league start will be Tuesday, June 2.

Rounds will be shot Tuesdays, but scores MUST be submitted NO LATER than the following Monday at 11:59pm. Failure to report a score will result in a score of zero. All scores recorded must include point scores and X count. All rounds must be shot at Oak Grove Park using official NFAA blue and white 5 spot targets.

Standard NFAA 5 Spot Scoring:

5 points for white, 4 points for blue, and zero for outside the blue. X count applies to tie breakers, with a perfect game being 300 with 60X. All scores turned in must include score as well as X count.

A full game consists of 60 arrows total. These are shot in a format of 12 separate ends (3 ends at each distance – 10, 20, 30 & 40 yards) of 5 arrows. Each end consists of a single arrow shot at each of the 5 spots on the target, 5 arrows total. If an arrow is touching a scoring line, it will receive the higher score.

Scores must be recorded by an opposing archer and arrows will be pulled after all have been scored. Pulling arrows other than yours before scoring will result in that arrow being reshot. The point value and score for pass throughs are determined by the group at the time of the hit. All arrows must be stuck in the target to score except for arrows that pass through the target. Each shot counts unless you can reach the arrow with your hand from your shooting location.

Twelve Official NFAA paper targets will be included for each participant as part of the league fee and will be distributed the first day of competition. Participants requiring additional targets may do so at their own expense but all targets must be NFAA 5 spot targets

Score Reporting:

All participants MUST turn in 2 scores prior to June 16th to determine an average “scratch” score for the handicap system. If an archer misses the first week, then the second week score (-10 points) will be used

to establish the handicap. If an archer misses the second week, then the score from the first week (-10 points) will be used to determine the handicap. All "scratch" scores and official league scores must be submitted CWPD4leaguescore@yahoo.com , delivering a printed copy to the Park District Head Quarters between the hours of 8:00 A.M. and 4:30 P.M., Monday through Friday, or by calling 937-433-5155.

If you report your score incorrectly or believe your score was reported incorrectly, email CWPD4leaguescore@yahoo.com or call 937-433-5155 within 48 hours after the scores have been published for the week to report the error. Corrected scores will be created and published prior to the next week's score report.

League Handicap system:

Scores from the first 2 weeks of competition will be averaged and used to determine each participant's competition handicap. This average of the first 2 scores will be your "scratch" score. *(Remember, the goal of this league is for fun so please be honest and do not purposely shoot a low score to establish a favorable handicap.)*

Example:

Shooters scratch score = 281 (first week score of 270 + second week score of 292 divided by 2 weeks)

$300 - 281 = 19$ points

$80\% \times 19 = 15.2$ (round off to 15)

281 scratch score + $15 = 296$

This shooter score (after applying this 80% handicap) is 296

Please round decimal places to the nearest whole number. For example: 15.5 rounds up to 16, while 15.4 rounds down to 15.

Tie Break:

Upon league completion, any tie will be broken using total X count figure with no handicap applied for the entire 8 week league.

Equipment:

Any type of bow may be used during league shoots and practices. Field or target tips only (no tips larger than shaft). Crossbow shooters must have bows un-cocked until in shooting position. Major changes in equipment, such as going from a recurve to a compound, are prohibited. In the event of equipment failure you may stop shooting, make repairs, and continue shooting where you left off, as long as you finish by the end of the week.