

RIVERSIDE ARCHERS

Proudly Presents,

TEAM TOUGHMAN



SATURDAY

FEBRUARY 3RD, 2018



REGISTRATION - 7:30 - 9:00AM

TOURNAMENT - 9:00AM

30 UNMARKED 3-D TARGETS

1 ARROW PER SHOOTER, SCORING TO BE ANNOUNCED

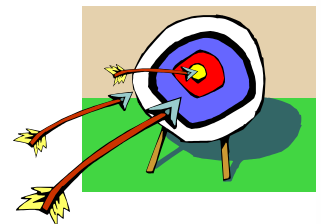
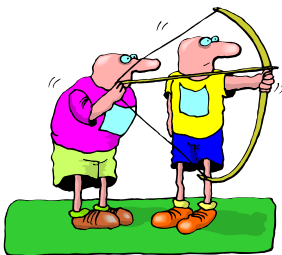
1st, 2nd, 3rd, 4th, and 5th *pending number of shooters*

50/50 PAY OUT!

Refreshments & Lunch available

For directions and more information
go to:

www.riversidearchers.com



TOUGHMAN TEAM SHOOT RULES

- Two man teams
- **No rangefinders.** Binoculars can be used.
- Five targets per set. Six sets total (**30** targets overall).
- Three teams assigned per target min. if there is not enough for a three- team group, the remaining team or teams will be added to an existing three team group. Teams will be assigned a starting position as they register. (You cannot request a certain starting position or what teams you would like to shoot with.) **Note: you cannot pass up a target and come back and shoot the target later.**
- Shooting order, mandatory rotation of teams at each target. Team members will shoot together. I.e. if your team shot first on target one, then on target two your team will shoot last. Team members can discuss distance with each other. Team members must alternate shooting order.
- **Shooting positions**, a part of your body must touch the stake or cone to be legal. No exceptions. If posted to shoot **in a certain position, you must shoot according to** the posted directions; otherwise you will receive a zero for that target. You cannot help or aid another shooter in anyway.
- Toughman shoots have **One** class, Everyone shoots from the same position.
- Pre- meeting **mandatory** attendance by all team members, all rules will be discussed at the meeting. Rules cannot be challenged after the meeting.
- Moving Target, (If one is on the course) you will get one chance per moving target. All shooters must indicate that they are ready prior to the animal being released. If you didn't shoot, you will receive a zero.
- **Scoring rules:**
 - Scoring is **10, 8,5**, your arrow must touch the line. **Both arrows** of the team will score .
 - Scoring officials. One from each team minimum, exception of four teams per group identified and agreed upon prior to the first arrow being shot.
 - ✦ Score caller
 - ✦ **No arrow shall be removed or touched prior to all scores being accepted and recorded.**
 - ✦ All arrows must stick in the target; a bounce off from the target **will not** score. Arrows striking an obstacle and sticking in the target **will score.**

Formal protest other than scoring must be made at the target where the challenge occurred and presented to a club official. A **\$25 fee** will be assessed. The protest must be made in writing immediately and understood by the club official before going to the next target.

If protest is granted, the **\$25 fee** will be refunded.

- ✦ All ties will be decided with a shoot off between the teams. The decision as which team shoots first will be by a flip of the coin.
- ✦ The official and each shooter will sign all score cards. Once the card is signed, it will be official, no challenge from that point.

Scores will not be posted until all cards are turned in. You will be allowed 30 minutes after the bell has sounded to get your cards turned in.

Note. For damaged and lost arrows, you have (2) minutes to find or repair. The official scorer (2of 3) is responsible for keeping track of the time and notifies the shooter and his team member when the time has elapsed. Repairs can be made at any time between targets, the two minutes starts at the next target.

Lost arrow, you will be allowed two minutes to locate your arrow, otherwise you will be required to move on to the next target.

Team member participation:

Team member can help each other repairing and or looking for arrows. Max time is two minutes.