

TARGET ARCHERY COMPETITION

Superintendent – Rick Stonebraker – Houston, TX
Assistant Superintendent – Joe Cashuric – Houston, TX

Premiums

TX Farm Bureau \$10,000

Location:

Hall A – NRG Center

NASP Check in Opens:	Friday, October 9	7 am (must check in 15 minutes before round)
NASP Rounds:	Friday, October 9	9 am, 10 am, 11 am, 1 pm, 2 pm, 3 pm
NASP Results	Friday, October 9	30 minutes following the last NASP Round
Round 1 Check in:	Friday, October 9	1 p.m. – 5:45 p.m.
Round 1 Orientation:	Friday, October 9	5:45 p.m.
Round 1 Begins:	Friday, October 9	6:00 p.m.
Round 2 Check in:	Saturday, October 10	7 a.m. – 7:45 a.m.
Round 2 Orientation:	Saturday, October 10	7:45 a.m.
Round 2 Begins:	Saturday, October 10	8 a.m.
Round 3 Check in:	Saturday, October 10	12 p.m. – 12:45 p.m.
Round 3 Orientation:	Saturday, October 10	12:45 p.m.
Round 3 Begins:	Saturday, October 10	1 p.m. or 30 minutes following the conclusion of round 1
Round 4 Check in:	Sunday, October 11	7 a.m. – 7:45 a.m.
Round 4 Orientation:	Sunday, October 11	7:45 a.m.
Round 4 Begins:	Sunday, October 11	8 a.m.
Finalist Announcement:	Sunday, October 11	Following the Conclusion of Round 4
Finals Begins:	Sunday, October 11	2 p.m. or 30 minutes following the conclusion of the 3-D Awards
Awards Presentation:	Sunday, October 11	Following Conclusion of Finals

NO LATE ARRIVALS FOR CHECK IN WILL BE ACCEPTED - NO EXCEPTIONS!

This show is subject to the Houston Livestock Show General Rules and Regulations, the Junior Show Rules and Regulations, and to the Special Rules of this section.

Special Rules for Target Archery Competition

- Participation:** Participation in the Archery competition is limited to TX resident students, who are members of a TX 4-H Club, TX FFA Chapter, NFAA, ASA, USA Archery or TX NASP Team, Exhibitors must be United States citizens and possess a valid social security number to be eligible for participation in the Show. Exhibitors must be enrolled in, and attending, public or private elementary or secondary schools in TX. Students must be between the ages of 8 (in addition to being in the 3rd grade) and 18 on or before Aug. 31, 2026. Each organization must be a member in good standing with its state and National affiliates.

Contestants in the HLSR Archery Competition are responsible for knowing and complying with all rules of this competition.

- Entry:** Entries will be made through the Eyes on Score system at <https://www.eyesonscore.com/>. Entries will close on October 1, 2026, or when the max entries is met. (See rule 6 for details)
 - NASP entries will be through the [nasptourna](#)**
- Event Format**
 - Targets**
 - All archers shall shoot at the 40 cm 5-color 10-ring target face. 40 cm quintuple (5-spot) faces shall be available.
 - Contestants may elect to switch from a quintuple face to a single face, or vice versa, at any time during the preliminary rounds.

Special Rules for Target Archery Competition

b. Divisions

- i. Senior: 15 to 18 years of age as of August 31, 2026.
- ii. Senior Female: 15 to 18 years of age as of August 31, 2026.
- iii. Intermediate Male: 12 to 14 years of age as of August 31, 2026.
- iv. Intermediate Female: 12 to 14 years of age as of August 31, 2026.
- v. Junior Male: 8 years of age and in the 3rd grade to 11 years of age as of August 31, 2026.
- vi. Junior Female: 8 years of age and in the 3rd grade to 11 years of age as of August 31, 2026.

c. **Classes:** Contestants shall compete in the below classes based upon what bow(s) they will be shooting with. All classes are available for all time slots.

- i. Compound
- ii. Compound Fixed Pins
- iii. Recurve
- iv. Barebow



4. **NASP – See section 10.**

- a. NASP - High School aged shooters can compete in the stand alone NASP division on Friday.
- b. Friday NASP Competition is only open to NASP shooters and can only be registered through a BAI Certified NASP Instructor
- c. NASP Shooters can also compete in the other Target rounds as a barebow
- d. Check in at least 15 minutes before your round.

5. **Equipment**

a. **General**

- i. All equipment must be inspected prior to orientation.
- ii. Contestants must provide their own quivers. **Quivers will not be provided by HLSR.**
- iii. **A maximum draw weight of 60 lbs. shall be allowed for the competition.** Draw weight shall be verified at equipment inspection. Any contestant found to exceed the maximum draw weight during the competition shall be subject to disqualification.
- iv. Permitted accessories include arm guards, chest protectors, bow slings, finger slings, and belt, hip, or ground quivers.
- v. Binoculars may be used for spotting arrows.
- vi. Should the contestant need to cover the non-sighting eye and/or glasses lens, film or tape may be used to obscure vision, or an eye patch or blinder may be used.
- vii. No electric or electronic devices that can be attached to the contestant's equipment are permitted, unless specifically allowed in these rules.
- viii. The use of any electronic voice communication device, headsets, headphones, earphones, or noise reduction devices is prohibited.

b. **Compound:** For Compound, the following equipment is described. All types of additional devices are permitted, unless they are electric, electronic, compromise safety, or create unfair disturbance to other contestants.

- i. A Compound Bow, which may be of a shoot-through type riser, is one where the draw is mechanically varied by a system of pulleys or cams. The bow is braced for use by cables or bowstring(s) attached directly to the cams, the string nocks of the bow limbs, cables or by other means as may be applicable to the design. No equipment may be electric or electronic
 1. Cable guards are permitted.
 2. A riser brace or split cables are permitted, provided they do not consistently touch the contestant's hand, wrist, or bow arm.
 3. A bowstring of any type which may include multiple serving(s) to accommodate nocking point and include other attachments such as a lip mark (e.g. kisser button), a nose mark, a peephole, a peephole 'hold-in-line' device, D-loop bowstring, string silencers, bowstring weights, and any other attachments are permitted, provided none of the attachments are electric or electronic.
 4. The pressure point of the arrow rest which can be adjustable shall be placed no further than 6 cm (inside) from the throat of the handle (pivot point of the bow grip).
 5. Any number of stabilizers are allowed but may not touch anything but the bow.
- ii. Draw check indicators, audible, tactile, and/or visual, may be used provided they are not electric or electronic.
- iii. A bow sight attached to the bow which may allow for windage and elevation adjustments and may also incorporate a levelling device and/or magnifying lenses and/or prisms. The sight points may be fiber optic. Sight lights may be used.
- iv. A release aid may be used provided it is not attached in any way to the bow. Any type of finger protection may be used.

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- c. **Compound Fixed Pins:** Fixed Pins will use the Compound equipment specifications with the following exceptions:
- The bow sight shall not have more than five fixed reference points and shall not have any magnification. Sight lights may be used. Clarifiers and verifiers will be permitted in the peephole. No adjustments to equipment are permitted during a round. Once the preliminary round begins, no further adjustments are allowed. Each match during the finals is its own "round" and adjustments may be made after each match.
 - A front stabilizer (or a system including quick releases, accessories, and/or weights) may be used, but may not exceed twelve inches in total length from the tip of the stabilizer (or system) to the point of attachment on the front of the riser provided by the manufacturer. A single rear stabilizer or a single counterbalance weight system may be used, with no restriction in length as measured from the point of attachment on the riser.
- d. **Recurve:** For Recurve, the following items are permitted:
- A bow of any type provided it complies with the common meaning of the word "bow" as used in target archery, that is, an instrument consisting of a handle/riser and grip, (no shoot-through type) and two flexible limbs each ending in a tip with a string nock. The bow is braced for use by a single string attached directly between the two string nocks, and in operation is held in one hand by its handle (grip) while the fingers of the other hand draw and release the string.
 - A bowstring of any number of strands, which may be of multi-colored strands and serving and the material chosen for the purpose. It may have a center serving to accommodate the drawing fingers, a nocking point to which may be added serving(s) to fit the arrow nock as necessary, and, to locate this point, one or two nock locators may be positioned. At each end of the bowstring there is a loop which is placed in the string nocks of the bow when braced. In addition, one attachment is permitted on the string to serve as a lip or nose mark. The serving on the string shall not end within the contestant's vision at full draw. The bowstring shall not in any way assist aiming through the use of a peephole, marking, or any other means.
 - An arrow rest, which can be adjustable and have more than one vertical support, is permitted. Any moveable pressure button, pressure point, or arrow plate may be used on the bow provided they are not electric or electronic and do not offer any additional aid in aiming. The pressure point may be placed no further back than 4 cm (inside) from the pivot point of the grip.
 - One draw check indicator, audible, tactile, and/or visual, may be used provided it is not electric or electronic.
 - A bow sight is permitted, but at no time may more than one such device be used.
 - It shall not incorporate a prism, magnifying lens/lenses, or any magnifying device, levelling, electric or electronic devices, nor shall it provide for more than one sighting point.
 - The overall length of the sighting circle or point (hood, tunnel or tube, sighting pin or other corresponding component) shall not exceed 2 cm in the line of vision of the contestant. Long fiber optic pins must bend after 2 cm with the opposite end of the fiber optic pin outside the contestant's line of vision.
 - A sight attached to the bow may have windage and elevation adjustment and is subject to the following provisions:
 - A bow sight extension is permitted.
 - A scale or tape with distance marking may be mounted on the sight as a guide for distance markings but shall not in any way offer any additional aid.
 - Stabilizers and vibration dampeners on the bow are permitted. They may not serve as a string guide, touch anything but the bow, or represent any danger or obstruction to other contestants.
 - Finger protection in the form of finger tape, shooting glove (wrist strap allowed), finger tab, or a combination of finger protection to draw and release the bowstring is permitted, provided they do not incorporate any device that assists the contestant to draw and release the bowstring.
 - Finger protection may incorporate an anchor plate for anchoring, thumb or finger rests for non-drawing fingers, finger straps around fingers to secure finger protection to the hand, finger separator between fingers to prevent pinching the arrow, tab plate(s) for securing tab materials/layers together and plate extensions for consistent hand placement may be used. Finger protection may be made of any number of layers and material. No part of the finger protection may extend around the hand between thumb and fingers or beyond the wrist joint or restrict wrist movement. On the bow hand, an ordinary glove, mitten, or similar item may be worn but shall not be attached to the grip of the bow.

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e. **Barebow:** For Barebow, the following items are permitted:

- i. A bow of any type provided it complies with the common meaning of the word bow as used in target archery, that is, an instrument consisting of a handle/riser and grip (no shoot through type) and two flexible limbs each ending in a tip with a string nock. The bow is braced for use by a single string attached directly between the two string nocks, and in operation is held in one hand by its grip while the fingers of the other hand draw and release the string. The bow as described above shall be bare except for the arrow rest and free from protrusions, sights or sight marks, marks or blemishes or laminated pieces (within the bow window area) which could be of use in aiming. The unbraced bow complete with permitted accessories shall be capable of passing through a hole or ring with a 12.2 cm inside diameter ± 0.5 mm.
 1. Multi-colored bow risers and trademarks located on the inside of the upper and lower limb or on the riser are permitted. However, if the area within the sight window is colored in such a way that it could be used for aiming, then it must be taped over.
 2. Also includes the Genesis bows.
- ii. A bowstring of any number of strands, which may be of multi-colored strands and serving and the material chosen for the purpose. It may have a center serving to accommodate the drawing fingers, a nocking point to which may be added serving(s) to fit the arrow nock as necessary, and, to locate this point, one or two nock locators may be positioned. At each end of the bowstring there is a loop which is placed in the string nocks of the bow when braced. No lip or nose mark is permitted. The bowstring shall not in any way assist aiming through the use of a peephole, marking, or any other means. The end of the center serving where it transitions to bowstring material shall not end within the contestant's plane of vision at full draw.
- iii. An arrow rest, which can be adjustable and have more than one vertical support, is permitted. Any moveable pressure button, pressure point, or arrow plate may be used on the bow provided they are not electric or electronic and do not offer any additional aid in aiming. The pressure point may be placed no further back than 2 cm (inside) from the pivot point of the grip.
- iv. No draw check device may be used.
- v. Face and string walking are permitted.
- vi. No stabilizers are permitted.
- vii. Vibration dampeners and weights are permitted. They may be installed in the riser by the manufacturer or by attaching aftermarket dampeners directly to the riser or to weight(s). Any combination of weight(s) and vibration dampener(s) must pass through a ring with an inside diameter of 12.2 cm ± 0.5 mm without having to flex vibration dampeners to fit through the 12.2 cm ring. A riser manufacturer's angled stabilizer insert(s) are allowed, but angular brackets or connectors are not permitted. Weight(s) and dampener(s) may be added below and above the riser's grip but must not aid the contestant in aiming or ranging in any way.
- viii. Finger protection in the form of finger stalls or tips, gloves, or shooting tab or tape, to draw and release the string is permitted, provided they do not incorporate any device that shall assist the contestant to hold, draw, and release the string. A separator between the fingers to prevent pinching the arrow may be used. An anchor plate or similar device attached to the finger protection (tab) for the purpose of anchoring is permitted. The stitching shall be uniform in size and color. Marks or lines may be added directly to the tab or on a tape placed on the face of the tab. These marks shall be uniform in size, shape, and color and may have up to two different lengths. Additional memoranda are not permitted. On the bow hand an ordinary glove, mitten, or similar item may be worn but shall not be attached to the grip of the bow.

f. **Arrows**

- i. An arrow consists of a shaft with a tip (point), nock, fletching, and, if desired, cresting.
- ii. All arrows of every contestant shall be marked with the contestant's name or initials on the shaft.
- iii. All arrows used in any end shall be identical in appearance and shall carry the same pattern and color(s) of fletching, nocks, and cresting, if any.
- iv. Tracer nocks (electrically/electronically lighted nocks) are not permitted.
- v. The maximum diameter of arrow shafts shall not exceed 9.3 mm (arrow wraps shall not be considered as part of this limitation but may not extend further than 22 cm toward the arrow point when measured from the nock groove where the bowstring sits to the end of the wrap). The tips/points of the arrows shall not exceed 9.4 mm in diameter.

6. Shooting and Range Control

- a. There is a time limit for a contestant to shoot an end.
 - i. An arrow shot before the start signal or after the stop signal, or out of sequence in alternating shooting, shall cause the contestant to lose the highest scoring arrow of that end which shall be scored as a miss.
 - ii. In the event of an equipment failure, verified by a Judge, 15 minutes shall be given to make the necessary repairs or change the damaged equipment. However, the maximum number of ends of make-up arrows allowed is 3 ends of arrows. The contestant shall make up the appropriate number of arrows at the earliest opportunity under the supervision of a Judge.

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- iii. In the event of a medical issue, reported to a Judge and verified by medical personnel, extra time shall be given for medical personnel to determine the problem and decide whether the contestant is fit to continue competing unassisted. However, the maximum number of ends of make-up arrows allowed is 3 ends of arrows. The contestant shall make up the appropriate number of arrows at the earliest opportunity under the supervision of a Judge.
- b. Contestants may not raise the bow arm until the signal to start shooting is given.
- c. Except for contestants with disabilities, contestants shall shoot from a standing position and without support, with their body above the shooting line.
- d. Under no circumstances may an arrow be re-shot.
 - i. An arrow may be considered not to have been shot if:
 - 1. The arrow falls from the bow or is mis-shot and any part of the arrow lies within the zone between the shooting line and the 3m line, and provided the arrow has not rebounded;
 - 2. The target face or butt falls over. The Judges shall take whatever measures they deem necessary and compensate adequate time for shooting the relevant number of arrows. If the butt only slides down, it shall be left to the Judges to decide what action to take, if any.
- e. **A contestant may not be coached while on the shooting line.** Coaching includes any communication between the coach, parent, or other spectator and the contestant; verbal or non-verbal. However, non-verbal communication of where an arrow has landed ("spotting") is allowed.
- f. No contestant may touch the equipment of another without the latter's consent. Serious cases may lead to penalties being applied.
- g. **Absolutely no sky drawing will be allowed.** Any contestant seen sky drawing will be immediately disqualified.
- h. Visual and acoustic time control shall be employed as follows:
 - i. RED & two audio signals shall signal the designated contestants (A/B or C/D) to occupy the shooting line all together.
 - ii. 10 seconds later, GREEN & one audio signal shall signal for shooting to begin.
 - iii. YELLOW shall indicate 30 seconds before the end of the time limit, except in alternate shooting.
 - iv. RED & two audio signals shall signal that shooting is to stop, even if all arrows have not been shot. Any contestant still on the shooting line shall immediately go back behind the waiting line. The other designated contestants (C/D or A/B) shall move up to the shooting line.
 - v. 10 seconds later, GREEN & one audio signal shall signal for shooting to begin.
 - vi. YELLOW shall indicate 30 seconds before the end of the time limit, except in alternate shooting.
 - vii. RED & three audio signals shall signal that shooting is to stop, even if all arrows have not been shot. Scoring shall commence at this time.
 - viii. At any point, 5 or more audio signals or the verbal command "CEASEFIRE!" shall indicate that shooting is to immediately stop. The end in progress shall resume once the situation requiring a ceasefire has been resolved.

7. Preliminary Rounds

- a. The preliminary rounds shall consist of 12 ends of 5 arrows for a total of 60 arrows. There will be two practice ends prior to the commencement of scoring. There will be a short break (approximately 10 minutes) between ends 6 and 7. **There will be no practice ends after the break; scoring end 7 shall commence immediately at the conclusion of the break.**
- b. Contestants shooting on the bottom target faces shall always shoot first, followed by contestants shooting on the top target faces. At the break between ends 6 and 7, target face positions will switch (the top targets will move to the bottom and the bottom targets will move to the top).
- c. The time allowed to shoot an end shall be 240 seconds.
- d. Any ties in the preliminary rankings shall be decided first by the greatest number of X's, then the greatest number of 10's. Any ties remaining after this shall be determined to be equal and share a ranking, unless the tie affects the ranking for the finals. Such a tie shall be resolved for the finals ranking by a one-arrow shoot off, with the arrow closest to the center being ranked higher.
- e. Any division which has more than 24 registered contestants shall have 8 finalists. Any division with less than 24 registered contestants shall have 4 finalists.

8. Finals

- a. The finals shall be a bracketed shoot-off with the contestants designated as finalists.
- b. All finals rounds shall consist of 3 ends of 5 arrows each.
- c. The time allowed to shoot an end shall be 240 seconds.
- d. The contestant with the higher cumulative score in each match shall be the winner.
- e. Any ties shall be decided by a one arrow shoot-off for score on a new target face. The arrow closest to the center shall resolve the tie. If the distance is within 1 mm, a reshoot shall be required.
- f. Final rankings for 5th through 8th place shall be based on the cumulative scores from the quarterfinal matches.
- g. Archers 5th through 8th will turn in their score cards and wait as a group to determine if there are any ties in accumulated scores. If there is a tie, a one-arrow shoot off will ensue immediately on a designated target.



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9. Scoring

- a. Scorers shall enter onto the scorecards the value of each arrow in descending order as called out by the contestant to whom the arrows belong (or the athlete's agent). Other contestants on that target shall check the value of each arrow called out and in case of disagreement call a Judge who shall make the final decision. The decision by a Judge on the value of an arrow is final and cannot be appealed.
- b. The scoring zones on the single spot target face are as follows, beginning from the center: X, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1.
- c. The scoring zones on the quintuple spot target face are as follows, beginning from the center: X, 10, 9, 8, 7.
- d. A miss shall be recorded as "M" on the scorecard.
- e. An arrow shall be scored according to the position of the shaft in the target face. If the shaft of the arrow touches two colors or touches any of the dividing lines between two scoring zones, that arrow shall score the higher value of the two zones involved.
- f. None of the arrows, the target face, or the target butt shall be touched until the value of all the arrows on the butt have been recorded.
- g. If more than five arrows are found in the target butt or on the ground near the butt, or in the shooting lanes, only the lowest five in value shall be scored and a warning given to the contestant. Contestants found to repeat this offence may be disqualified.
- h. Contestants using the quintuple face may shoot the spots in any order and shoot as many arrows into any spot as the contestant desires, not to exceed five arrows per end.
- i. All arrow holes in the target face must be marked by the contestants every time the arrows are removed from the target face.
- j. Any arrow embedded in the butt and not showing on the face can only be scored by a Judge.
- k. An arrow hitting:
 - i. The target butt and rebounding shall score according to the mark it makes on the target face, provided that all the other arrow holes have been marked and an unmarked hole or mark can be identified.
 - ii. The target butt and hanging from the target shall score as it lies in the target face. Should the hanging arrow fall during the course of shooting, it shall be scored as a bounce-out.
 - iii. The target butt and passing completely through the butt shall score according to the unmarked hole in the target face, provided that all other arrow holes have been marked and an unmarked hole can be identified.
 - iv. Another arrow and remaining embedded therein shall score the same value as the arrow struck.
 - v. Another arrow and deflecting into the target face shall be scored as it lies in the target face.
 - vi. Another arrow and rebounding shall score the value of the struck arrow, provided the damaged arrow can be identified.
 - vii. Outside the outermost scoring zone of the target face shall score as a miss.
- l. When a bounce-out occurs, the contestant with the bounce-out must alert a Judge prior to scoring that end.
- m. If arrows are accidentally left in the target butt, the affected contestant shall notify a Judge before scoring begins. The contestant shall make up the arrows lost. A Judge shall participate in the scoring of that end, ensuring that the arrows which have remained in the target butt from the previous end are not scored again.
- n. Scorecards must be signed by the scorer and contestant, indicating that the contestant agrees with the value of each arrow, the total, the number of X's, and the number of 10's.

10. Consequences of Breaking Rules

- a. Disqualification
 - i. Any contestant found to be using equipment contravening these rules may be disqualified.
 - ii. Contestants repeatedly found shooting more than the permitted number of arrows per end may be disqualified.
 - iii. Anyone who alters without authorization, or falsifies, a score or knowingly has a score altered or falsified, shall be disqualified.
 - iv. If a contestant repeatedly withdraws arrows from the target before they are scored, the contestant may be disqualified.
 - v. Any contestant who persists in sky drawing shall be asked to stop shooting immediately and shall be disqualified.
- b. Losing the score of arrows
 - i. An arrow shot before the start signal or after the stop signal, or out of sequence in alternating shooting, shall be considered as being part of that end and shall cause the contestant to lose the highest scoring arrow of that end, which shall be scored as a miss.
 - ii. An arrow shot on the competition field after the Director of Shooting has officially closed the practice session on the competition field (which is after the pulling of the practice arrows) or during the breaks between rounds shall cause the contestant to lose the highest scoring arrow of the next scoring end.
 - iii. If more than the required number of arrows should be found in the target butt, or on the ground near the target butt, or in the shooting lanes, only the five lowest in value shall be scored.
 - iv. An arrow not hitting a scoring zone or hitting a target face other than the contestant's own target face shall be considered as part of that end and scored as a miss.

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c. Warnings

- i. Contestants who have been warned more than once and who continue breaking the rules or who do not follow decisions and directives of the Judges may be disqualified.
- ii. Warnings may be issued for the following reasons:
 1. Touching the equipment of another without consent.
 2. Drawing a bow, with or without an arrow, except when standing on the shooting line.
 3. Occupying the shooting line out of turn, except contestants with a qualified disability.
 4. Raising the bow arm before the signal to begin shooting is given.
 5. Touching the arrows, target faces, or butt until all the arrows on that target butt have been scored.
 6. Drawing the bow in any manner that, in the opinion of the Judges, is unsafe.
 7. Any other issue of safety or range control, in the opinion of the Judges.

11. NASP – The NASP event will be held on Friday only and is subject to the NASP National Bullseye rules.

Only High School division shooters will be eligible.

A brief synopsis is found below but for more information,

visit: naspschools.org/download/national-rules-bullseye/?wpdmdl=2392



National Archery in the Schools Program (NASP) rules focus on safety, standardized equipment, and fairness, using Genesis bows and 80cm targets at 10 and 15 meters. Key rules include strict four-whistle commands, shooting 5-arrow ends, and mandatory team composition (12–24 members, including opposite genders). Only bare-bows are permitted; no sights, stabilizers, or release aids are allowed.

i. Whistle Commands (Safety & Flow):

1. 2 Whistles: Approach the shooting line and get bows.
2. 1 Whistle: Begin shooting arrows.
3. 3 Whistles: Proceed to the target to retrieve arrows.
4. 4+ Whistles: EMERGENCY STOP (immediately stop, return bow to rack).

ii. Shooting Procedure:

1. Archers shoot in 5-arrow ends. A tournament typically consists of 15-meter and 10-meter rounds, each with 5 practice arrows and 15 scored arrows (total 30 arrows, maximum 300 points).

iii. Equipment Regulations:

1. Only the standard Mathews Genesis bow and aluminum Easton 1820 arrows are allowed. No sights, sights-marks, stabilizers, or mechanical releases are permitted.
2. Scoring:
3. Arrows touching a line receive the higher value. If an arrow passes through or bounces out, it can be replaced, provided a lane official is notified.
4. Range Safety:
5. Archers must stay behind the "wait" (waiting) line until the 2-whistle command. All personnel must remain on their feet when scoring.
6. Synonyms and Related Terms for NASP Rules NASP Tournament Guidelines, NASP Tournament Handbook Procedures, Standardized School Archery Regulations, NASP Safety Protocols, and NASP Tournament Manual.

12. Top Archer Award: A Top Archer award will be handed out for the top male and top female score, determined by combining the qualifying score from the Target Competition and the 3-D score.

- a. Shooters must compete in the 40-yard 3-D line to be eligible for the Top Archer award.
 - i. Shooters in lower age divisions may shoot "up" to compete for the Top Archer award but will also compete in the higher division for the overall tournament. Shooters may not compete in two age divisions. Ties will be broken by combined count of x's from Target and 12's from 3-D.

13. Club/Chapter Award: 4-H Club and FFA Chapters with registered archers will be competing for team style awards listed below. Individuals registered through any other organization will not be eligible.

- a. Most Registered Archers combined between 3-D and Target: \$750 Lancaster Gift Card i. Entries are counted separately for 3-D and Target, if you enter more than one bow class, they will be counted as one entry
 - b. Most Finalists combined between 3-D and Target: \$750 Lancaster Gift Card i. Individuals who don't have a finals for their class but receive a premium in 3-D will be counted as finalists.
11. Awards: The following prizes will be awarded to each class. Additional awards will be given at the discretion of HLSR.

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14. **Awards:** The following prizes will be awarded to each class. Additional awards will be given at the discretion of HLSR.
 - a. **Cash Prizes:** Amounts will be based on the number of shooters in a class and will be announced after registration closes.
 - b. **Per IRS regulations,** prizes and awards totaling at least \$2,000 to a single exhibitor in a calendar year will result in a 1099MISC filing for that exhibitor. Prizes and awards include all monetary and nonmonetary items received by the exhibitor unless declined at the time of the award.
 - c. **W-9s** will be collected at the time of the awards ceremony. Any W-9 not turned into the Staff Coordinator at that time will be the responsibility of the contestant to get it turned into the HLSR Staff Coordinator for payment to be issued.
15. **Contact:** Questions concerning this competition may be directed to: livestock@rodeohouston.com or (832) 667-1125.

3-D ARCHERY COMPETITION

Superintendents:

Brad Timmerman & Terra Timmerman

Location:

Hall B – NRG Center (Enter through Hall A)

Round 1 Check in:	Saturday, October 10	7:00 a.m.- 8:00 a.m.
Round 1 Orientation:	Saturday, October 10	8:00 a.m.
Round 1 Begins:	Saturday, October 10	8:15 a.m.
Round 2 Check in:	Saturday, October 10	9:00 a.m.- 9:45 a.m.
Round 2 Orientation:	Saturday, October 10	9:45 a.m.
Round 2 Begins:	Saturday, October 10	10 a.m. or 15 minutes following the conclusion of round 3
Round 3 Check in:	Saturday, October 10	12:00 p.m. – 1:00 p.m.
Round 3 Orientation:	Saturday, October 10	1:00 p.m.
Round 3 Begins:	Saturday, October 10	1:15 p.m. or 15 minutes following the conclusion of round 4
Round 4 Check in:	Saturday, October 10	2:00 p.m. - 2:45 p.m.
Round 4 Orientation:	Saturday, October 10	2:45 p.m.
Round 4 Begins:	Saturday, October 10	3:00 p.m. or 15 minutes following the conclusion of round 5
Round 5 Check in:	Saturday, October 10	3:45 p.m. – 4:30 p.m.
Round 5 Orientation:	Saturday, October 10	4:30 p.m.
Round 5 Begins:	Saturday, October 10	4:45 p.m. or 15 minutes following the conclusion of round 5
Round 6 Check in:	Sunday, October 11	8:00 a.m.- 8:45 a.m.
Round 6 Orientation:	Sunday, October 11	8:45 a.m.
Round 6 Begins:	Sunday, October 11	9:00 a.m.
3D Finals:	Sunday, October 11	10:00 a.m.- 10:45 a.m.
3D Finals Orientation:	Sunday, October 11	10:45 a.m.
3D Finals Begin:	Sunday, October 11	11 a.m.
Awards Presentation:	Sunday, October 11	Following Finals

NO LATE ARRIVALS FOR CHECK IN WILL BE ACCEPTED - NO EXCEPTIONS!

3-D Archery Competition Special Rules

- Participation:** Participation in the Archery competition is limited to TX resident students, who are members of a TX 4-H Club, TX FFA Chapter, NFAA, ASA, USA Archery or TX NASP Team, Exhibitors must be United States citizens and possess a valid social security number to be eligible for participation in the Show. Exhibitors must be enrolled in, and attending, public or private elementary or secondary schools in TX. Students must be between the ages of 8 (in addition to being in the 3rd grade) and 18 on or before Aug. 31, 2026. Each organization must be a member in good standing with its state and National affiliates.
- Format:**
 - Each competition round will consist of one (1) round of twenty individual 3D targets.
 - Shooters will be permitted 90 seconds to range the target and execute the shot. Any arrow not fired by the end of the time will be scored as a zero (0).
 - Targets will be grouped into sets of 4 with shooters assigned to a target within the set. Shooters will shoot their first target in the set and rotate through the set. Arrows will be scored at the conclusion of the set. Shooters will then move to the next set, assume their beginning spots in the set and continue the process. Each shooter will need a minimum of 4 arrows.
- Entry:** Entries will be made through the Eyes on Score system at <https://www.eyesonscore.com/>. Entries will close on October 1, 2026, or when the max entries is met. (See rule 4 for details)
- Entry Limits:** There is no limit to the number of individuals each group may enter. The right is reserved, by Management, to reject entirely or accept conditionally any entry and to refuse any accepted entry admittance to the grounds.
 - Exhibitors may only have one entry.
 - Exhibitor may only have one entry per preliminary round.
 - Exhibitor must provide the appropriate bow for each entry to be eligible for that bow class.

3-D Archery Competition Special Rules

- b. Overall entries will not be limited. Initially available will be two rounds on Friday, four rounds on Saturday and one round Sunday morning for up to 80 Exhibitors per round.
 - i. 20 spots will be available per distance.
 - ii. Additional rounds will be added based on need and at the discretion of the Superintendent and Show Officials.



5. Divisions

- a. Senior: 15 years old through 18 years old as of Aug 31, 2026
- b. Intermediate: 12 years old through 14 years old as of Aug 31, 2026
- c. Junior: 8 years old through 11 years old as of Aug 31, 2026

6. Bow Classes: Contestants shall compete in the below bow classes based upon what bow(s) they will be shooting with.

- a. Multiple Bow Classes: If you enter multiple bow classes and qualify for multiple finals, you will have to pick one bow class to compete in the finals for. The spot vacated will be filled with the next placing.
- b. Senior
 - i. Open Compound Female 40 yards
 - ii. Pins Compound Female 40 yards
 - iii. Open Compound Male 40 yards
 - iv. Pins Compound Male 40 yards
 - v. Olympic Recurve 30 yards
 - vi. Barebow Recurve 30 yards

****If in the opinion of the Range Official anyone is having difficulty drawing and controlling the bow, they will be required to decrease the poundage to allow them to properly draw and shoot the bow to be able to participate.**

- c. Intermediate
 - i. Open Compound Boys 30 yards
 - ii. Open Compound Girls 30 yards
 - iii. Pins Compound Boys 30 yards
 - iv. Pins Compound Girls 30 yards
 - v. Olympic Recurve 25 yards
 - vi. Barebow Recurve 25 yards
- d. Junior
 - i. Open Compound Boys 25 yards
 - ii. Open Compound Girls 25 yards
 - iii. Pins Compound Boys 20 yards
 - iv. Pins Compound Girls 20 yards
 - v. Recurve ** 20 yards

**Junior Recurve allows the use of Barebow Recurve, Olympic Recurve, Traditional/Longbow, or a universal one-size fits all bow approved for use in NASP competition with a maximum draw weight of 20# along with Easton XX75 Genesis Series aluminum arrows.

7. Equipment:

- a. The event will adhere to a maximum draw weight for each shooter of 60 LBS. (See rule 5)
- b. Use of a sight light is permitted.
- c. Range finders are permitted but not required. Each target distance will be marked. Each round will be all known distance.
- d. Each shooter must be able to draw their bow under control and without undue difficulty. Sky Drawing is not allowed.
- e. Cell Phones and other electronic devices are to be silenced and their use for communication or accessing apps is prohibited. This includes, but is not limited to, sight mark applications.
- f. Only one arrow, per shooter, per target will be shot from the designated stake. Anyone shooting the wrong target will receive a zero (0) for the target which should have been shot.
- g. An arrow that drops while being nocked onto the string in preparation for a shot may be picked up and shot with no penalty. If, in the process of letting down, an arrow drops off the bow or is jarred off by hand contact with the bow, it may be picked up and shot with no penalty. The shooter is responsible for always maintaining control of the arrow and an arrow must not be released or otherwise propelled by the string or it will be scored as a zero.
- h. Lighted arrow nocks are not permitted.
- i. **Open Class Equipment Rules for all classes:**
 - i. May use any compound or recurve bow, sight, release, stabilizer, or equipment unless specifically prohibited in any other part of these rules or by a ruling of the Competition Committee. HLSR reserves the right to review any equipment / accessories and determine its suitability for competition.

3-D Archery Competition Special Rules

j. Fixed Pin Equipment Rules for all classes:

- i. **Sights** - All pins classes use fixed pins with no pin limit. A movable sight may be used but must be locked down into a fixed position that will be verified by the group prior to competing. Magnification is permitted in 40-yard classes. Clarifiers or verifiers in the peep are not considered magnification and are permitted in all classes.
- ii. **Stabilizers** - A front stabilizer or a system including quick releases, enhancers and/or weights may be used, but may not exceed twelve inches (12") in total length from the tip of the stabilizer (or system) to the point of attachment on the front of the riser of the bow. **A single rear stabilizer up to twelve inches (12") in length (including weights) may be used regardless of the point of attachment to the bow.**

k. **Arrow Rule for all classes:**

- i. The maximum diameter of arrow shafts will not exceed 9.3mm or .366"; and the field or glue-in point for these arrows will have a maximum diameter of 9.4 mm or .370". No changes or alterations to the manufacturer's exterior finish and markings are permitted, except for the addition of fletching wraps or that occur during use.

8. **Draw Weight:** A maximum draw weight of 60 lbs. will be allowed for the competition. Draw weight will be verified on a case by case basis at the discretion of the Superintendent. You will be asked your draw weight during Bow Check. Anyone found to exceed the draw weight during competition will be subject to disqualification.

9. Junior Recurve allows the use of Barebow Recurve, Olympic Recurve, Traditional/Longbow or a universal one-size fits all bow approved for use in NASP competition with a maximum draw weight of 20# along with Easton XX75 Genesis Series aluminum arrows.

- a. If in the opinion of the Range Official anyone is having difficulty drawing and controlling the bow, they will be required to decrease the poundage to allow them to properly draw and shoot the bow, regardless of arrow speed, to be able to participate.

10. **Equipment Failure:** There is no allowance for equipment failure during the round. Competitors in Fixed Pins classes may make one gang adjustment of their sight during the competition.

11. Scoring Rules

- a. Official Scores will be kept by a volunteer scorekeeper assigned to each group. Contestants will not be handling scoring but can request clarification or correction if they think there is an issue.
- b. All information on the scorecard must be accurate with all information completely and properly filled in. Information blocks and signatures that are incorrect or incomplete will result in a deduction of ten points. If the score was incorrect the ten (10) point deduction will be taken from the correct score.
- c. If the number of 12 Rings™ is left blank, it will be scored as zero.
- d. Scorekeepers will maintain the official-colored scorecard for each shooter and be responsible for recording each arrow on the corresponding target number and maintaining the running total. Scorekeepers will confirm with the shooter that their total score and number of 12 Rings™ is correct at the end of the round.

12. Scoring

- a. All arrows must remain in the target until all arrows are scored:
- b. The arrow shaft must be touching a portion of the next highest scoring line to be scored for the higher value.
- c. Scorers are allowed to use their binoculars and may also reflect or shine a light on the target at the time of scoring to aid in the process.
- d. The status of any doubtful arrows must be determined before drawing any arrow from the target.
- e. The score is based on the status of the arrow while all other arrows remain in the target.
- f. Arrows may not be removed until a scoring judgment has been made and no changes may be made to the score after removal of an arrow.
- g. Targets may not be moved or dislodged for scoring purposes and shall be returned to their proper upright position upon removal of the arrows.
- h. Scorers will agree on a score for each arrow and call out the results to be recorded on the respective shooter's scorecards by their Scorekeepers.
 - i. If the two designated scorers cannot agree on a score another member of the group will break the tie other than the shooter whose arrow is being scored.
 - ii. In classes with only three shooters in the group the shooter will receive the higher score of the two scorers.
 - iii. Range Officials will not make arrow calls except when a group has only two shooters, or during special competitions.

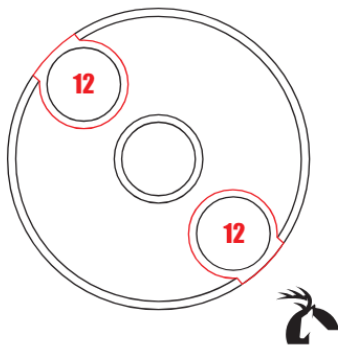
3-D Archery Competition Special Rules

- i. Target "Pass Through" or "Rebound" without striking another arrow:
 - i. Arrows passing through the front of, but still in, the target will be pushed back and scored;
 - ii. If the group agrees that an arrow passed through the targets insert seam the shooter will be given a score based on the point of pass through not to exceed eight (8) points;
 - iii. If the group agrees and confirms that the arrow actually passed through the target scoring area due to the high number of arrows that had been shot at the target, the range official is to be notified to have the core replaced and the shooter will be allowed to take the score where the "pass-through" occurred as determined by the group up to a maximum score of ten (10) points; and
 - iv. If the group agrees that the arrow rebounded out of the target without striking another, the shooter can take the score up to a maximum of ten (10) points. Special Note: A score of 12 will not be permitted under sections 2, 3 or 4 of this paragraph.
- j. An arrow that **glances off** and goes past the target will be scored as a "0" (includes glancing off a plastic leg.)
- k. Any arrow **embedding** ("Robin Hood") in the nock of another arrow will be scored the same as the arrow it is embedded in.
- l. Any arrow **rebounding** backward off another Arrow (a "Robin Hood" that strikes and damages another arrow and does not proceed toward the target but bounces back) will be scored the same as the arrow it struck, provided the damaged arrow can be identified.
- m. Any arrow **deflecting** by contact with another arrow already in the target and still proceeding toward the target will be scored where it lies in the target, or a maximum of five (5) points if it is not in the target. n. Arrows in the corresponding area of the target will be scored with point values of 5, 8, 10, or 12.

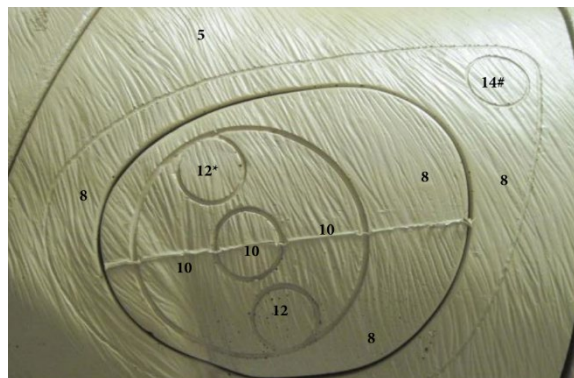
13. Finals Round

- a. Finals rounds will be completed in classes with 15 or more shooters in qualification rounds.
- b. Designated classes may have a maximum of five participants. If there is a tie for score and bonus rings that would exceed five shooters the "Closest-to-the-Center of the 10-ring" tie-break procedure will be used to determine the fifth position.
- c. If you enter multiple bow classes and qualify for multiple finals, you will have to pick one bow class to compete in the finals for. The spot vacated will be filled with the next placing.
- d. 14-rings will be in play for all divisions for the finals round only.
- e. The group will have one minute to shoot their respective target. Anyone not shooting within the allotted one minute will be given a zero for that target.
- f. Shooters will remain at their stake until their arrow is scored before moving to the next target.
- g. Shooters are responsible for having enough arrows to complete the initial round of five targets.
- h. Upon completion of the fifth and final arrow there will be a clear order of finish for first, second and third place with bonus rings breaking a tie in total score. If shooters are tied for score and bonus rings for first, second or third the "Closest-to-the-Center of the 10-ring" tie-break procedure will be used with the winner receiving an additional bonus ring to break the tie. A coin toss will determine the order of shooting.
- i. Final placing will be determined by adding the total number of points from the finals round to the total from the qualification round.

Scoring Diagrams: 12 Ring Diagram



Sample Target Scoring



3-D Archery Competition Special Rules

14. **Awards:** Cash Awards will be issued based on the number of shooters in each class. Additional awards will be given at the discretion of HLSR.

Compound Classes

Place	Award
Champion	\$750
Reserve Champion	\$600
Third Place	\$400

Recurve Classes

Place	Award
Champion	\$750
Reserve Champion	\$600

- a. **Per IRS regulations**, prizes and awards totaling at least \$2,000 to a single exhibitor in a calendar year will result in a 1099MISC filing for that exhibitor. Prizes and awards include all monetary and nonmonetary items received by the exhibitor unless declined at the time of the award.
 - b. **W-9s** will be collected at the time of the awards ceremony. Any W-9 not turned into the Staff Coordinator at that time will be the responsibility of the contestant to get it turned into the HLSR Staff Coordinator for payment to be issued.
15. **Top Archer Award:** A Top Archer award will be handed out for the top male and top female score, determined by combining the qualifying score from the Target Competition and the 3-D score.
- a. **Shooters must compete in the 40-yard 3-D line to be eligible for the Top Archer award.**
 - i. Shooters in lower age divisions may shoot "up" to compete for the Top Archer award but will also compete in the higher division for the overall tournament. Shooters may not compete in two age divisions. Ties will be broken by combined count of x's from Target and 12's from 3-D.
16. **Club/Chapter Award:** 4-H Club and FFA Chapters with registered archers will be competing for team style awards as listed below.
- b. Most Registered Archers combined between 3-D and Target: \$750 Lancaster Gift Card
 - i. Entries are counted separately for 3-D and Target, if you enter more than one bow class, they will be counted as one entry
 - c. Most Finalists combined between 3-D and Target: \$750 Lancaster Gift Card
 - i. Individuals who don't have a finals for their class but receive a premium in 3-D will be counted as finalists.