

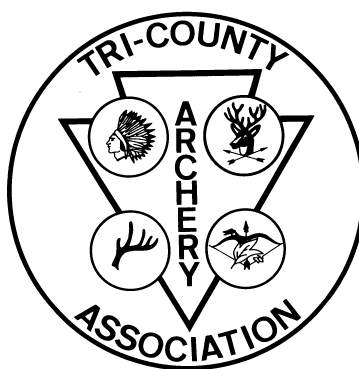
RULES AND REGULATIONS - JANUARY 2011

LAST REVISED – 10/19/08

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ORIGINAL LOGO 1979-1983

A. REGISTRATION

1. REGISTRATION 8:00 A.M. TO 12:00 NOON, NO MULTIPLE REGISTRATION.
2. SCORE CARDS MUST BE TURNED IN AT REGISTRATION DESK BY 3:00 P.M.
3. SHOOTING FEES: ADULT AND YOUTH: \$8.00, BANTAM: \$3.00, FAMILY: \$25.00 MAXIMUM.

B. CLASS CARDS

1. A CLASS CARD IS REQUIRED TO COMPETE FOR AWARDS; HOWEVER A CLASS CARD IS NOT REQUIRED FOR NON-COMPETITIVE SHOOTING (NCC).
2. CLASS CARD FEE: \$3.00/YEAR (VALID FOR ONE YEAR FROM ISSUE DATE).
 - 2-1. ADDITIONAL CARDS (OTHER SHOOTING STYLES): \$3.00/YEAR.
3. LOST CLASS CARD REPLACEMENT FEE: \$3.00.
4. MUTILATED CLASS CARD REPLACED FREE UPON PRESENTATION OF OLD CARD AT REGISTRATION DESK.
5. CLASS CARDS FOR BANTAMS AND YOUTHS SHALL INCLUDE BIRTHDATES.

C. DIVISIONS

1. ADULT

- 1-1. AGE 16 AND OLDER.
- 1-2. SHOOT ALL ADULT STAKES (EXCEPT TRADITIONAL)
- 1-3. TRADITIONAL SHOOT ADULT STAKES UP TO A MAXIMUM OF 50 YARDS.
EXAMPLE: ADULT = 60 YARDS TRAD = NO SHOT
 " = 55 " " = NO SHOT
 " = 49 " " = 3 ARROWS
 " = 45 " " = 1 ARROW

2. YOUTH (COMPETE IN ADULT DIVISION).

- 2-1. AGE 13,14, AND 15 YEARS.
- 2-2. SHOOT ADULT STAKES UP TO A MAXIMUM OF 50 YARDS.
EXAMPLE: ADULT = 60 YARDS YOUTH = NO SHOT
 " = 55 " " = NO SHOT
 " = 49 " " = 3 ARROWS
 " = 45 " " = 1 ARROW
- 2-3. MAY SHOOT (2) TRIAL TOURNAMENTS TO ELECT TO SHOOT ALL ADULT STAKES. ONCE DECISION IS MADE, THE YOUTH MAY NOT RETURN TO SHOOTING 50 YARD MAXIMUM.
- 2-4. IF 2-3 APPLIES, THE YOUTH'S CLASS CARD MUST BE MARKED ADULT STAKES.

3. BANTAM

- 3-1. AGE 12 YEARS AND UNDER
- 3-2. SHOOT BANTAM STAKES.
- 3-3. MAY SHOOT (2) TRIAL TOURNAMENTS TO ELECT TO COMPETE IN THE YOUTH/ADULT DIVISION (SHOOTING YOUTH DISTANCES - MAXIMUM 50 YARDS). ONCE DECISION IS MADE, THE BANTAM MAY NOT RETURN TO SHOOTING THE BANTAM DIVISION.
- 3-4. MAY SHOOT (2) TRIAL TOURNAMENTS TO ELECT TO COMPETE IN THE ADULT DIVISION (SHOOTING ALL ADULT STAKES). ONCE DECISION IS MADE THE BANTAM MAY NOT RETURN TO THE YOUTH/ADULT OR BANTAM DIVISION.
- 3-5. IF 3-3 OR 3-4 ABOVE APPLIES, THE BANTAM'S CLASS CARD MUST BE MARKED YOUTH/ADULT STAKES OR ADULT STAKES.

D. SHOOTING RULES

1. GROUPS: ARCHERS SHALL SHOOT IN GROUPS OF NOT LESS THAN (2) OR MORE THAN (5) PARTICIPATING ADULTS/YOUTHS. IF THIS REQUIREMENT IS NOT MET, THE ARCHER'S SCORE IS NOT VALID FOR COMPETITION.
2. PRACTICE ON A RANGE TO BE USED IN TOURNAMENT COMPETITION THAT SAME DAY IS PROHIBITED.
3. ARCHERS MUST BE REGISTERED TO SHOOT IN A TOURNAMENT.
4. THE ARCHERS MUST TOE/STRADDLE AN IMAGINARY LINE (THAT IS PARALLEL TO THE TARGET FACE) INDICATED BY THE YARDAGE MARKER. TWO ARCHERS SHOULD SHOOT AT THE SAME TIME.
5. THE MAXIMUM TIME ALLOWED FOR HUNTING LOST ARROWS (WHEN ANOTHER GROUP IS WAITING TO SHOOT) IS 5 MINUTES. ALLOW GROUPS TO SHOOT THROUGH, IF YOUR GROUP SHOOTS SLOWER.
6. BANTAM ARCHERS AND ALL CHILDREN MUST HAVE ADULT SUPERVISION ON RANGES.
7. ALCOHOLIC BEVERAGES CARRIED OR CONSUMED ON ANY RANGE IS STRICTLY PROHIBITED.
8. EQUIPMENT FAILURE: THE ARCHER SHALL REPORT TO THE DESK CAPTAIN (AT THE REGISTRATION DESK) PRIOR TO EQUIPMENT REPAIR. THEN, AT THE DESK CAPTAIN'S DISCRETION, THE ARCHER MAY MAKE REPAIRS (MAXIMUM TIME 30 MINUTES) AND COMPLETE THE TOURNAMENT. THE ARCHER MUST SHOOT (4) ARROWS AT THE TARGET WHERE EQUIPMENT FAILED.
9. TOURNAMENT CANCELLATION: THE HOST CLUB SHALL DETERMINE (BY 9:00 A.M.) THE FEASIBILITY OF SHOOTING DURING INCLEMENT WEATHER. IF INCLEMENT WEATHER OCCURS AFTER THE TOURNAMENT BEGINS, ARCHERS MUST COMPLETE 28 TARGETS TO POST OFFICIAL SCORES AND TO BE ELIGIBLE FOR AWARDS.
10. CONDUCT: AN ARCHER THAT HAS BEEN BARRED FROM A TRI-COUNTY ARCHERY ASSOCIATION MEMBER CLUB, FOR; UNSPORTSMANLIKE CONDUCT, LANGUAGE, OR CHEATING, SHALL BE BARRED FROM ALL TCAA CLUBS.
11. PROTESTS AND COMPLAINTS: SHALL BE REPORTED TO THE DESK CAPTAIN (AT THE REGISTRATION DESK) FOR RESOLUTION. IF THE PROBLEM CANNOT BE RESOLVED BY THE DESK CAPTAIN, THE DESK CAPTAIN SHALL THEN REPORT THE PROBLEM TO THE ASSOCIATION FOR RESOLUTION.

E. STYLES OF COMPETITION/REQUIREMENTS

1. FREESTYLE

- 1-1. RELEASE AIDS PERMITTED.
- 1-2. SIGHT REQUIRED.

2. FREESTYLE LIMITED

- 2-1. NO RELEASE AIDS - MUST USE GLOVE, TAB, OR FINGERS.
- 2-2. SIGHT REQUIRED.

3. FREESTYLE-BANTAM

- 3-1. RELEASE, GLOVE, TAB OR FINGERS PERMITTED.
- 3-2. ANY TYPE SIGHT.

4. FREESTYLE BOWHUNTER

- 4-1. RELEASE AIDS PERMITTED.
- 4-2. FIXED PIN (MAXIMUM 6 PINS, NOT TO BE MOVED DURING ROUND) TYPE SIGHT REQUIRED - CROSSHAIRS NOT ALLOWED.
- 4-3. LEVEL, PEEP AND/OR KISSER BUTTON PERMITTED.
- 4-4. BOW: 35-POUND MINIMUM
- 4-5. STABILIZER: 12-INCHES MAXIMUM - V-BARS NOT ALLOWED.

5. FREESTYLE BOWHUNTER LIMITED

- 5-1. NO RELEASE AIDS - MUST USE GLOVE, TAB, OR FINGERS.
- 5-2. FIXED PIN (MAXIMUM 6 PINS, NOT TO BE MOVED DURING ROUND) TYPE SIGHT REQUIRED - CROSSHAIRS NOT ALLOWED.
- 5-3. LEVEL, PEEP AND/OR KISSER BUTTON PERMITTED.
- 5-4. BOW: 35-POUND MINIMUM.
- 5-5. STABILIZER: 12-INCHES MAXIMUM - V-BARS NOT ALLOWED.

6. FREESTYLE BOWHUNTER LIMITED-BANTAM

- 6-1. NO RELEASE AIDS - MUST USE GLOVE, TAB, OR FINGERS.
- 6-2. FIXED PIN (MAXIMUM 6 PINS, NOT TO BE MOVED DURING ROUND) TYPE SIGHT REQUIRED - CROSSHAIRS NOT ALLOWED.
- 6-3. LEVEL, PEEP AND/OR KISSER BUTTON PERMITTED.
- 6-4. STABILIZER: 12-INCHES MAXIMUM - V-BARS NOT ALLOWED.

E. STYLES OF COMPETITION/REQUIREMENTS (CONC.)

7. BAREBOW

- 7-1. NO RELEASE AIDS - MUST USE GLOVE, TAB, OR FINGERS.
 - 7-1a. STRING WALKING PERMITTED, BUT NO MARKS ON TAB.
- 7-2. SIGHT, PEEP, KISSER BUTTON, AND MARKS ON BOW OR STRING NOT ALLOWED.
- 7-3. STABILIZERS (ANY TYPE) AND LEVELS PERMITTED.

8. BAREBOW-BANTAM

- 8-1. NO RELEASE AIDS - MUST USE GLOVE, TAB, OR FINGERS.
 - 8-1a. STRING WALKING PERMITTED, BUT NO MARKS ON TAB.
- 8-2. SIGHT, PEEP, KISSER BUTTON, AND MARKS ON BOW OR STRING NOT ALLOWED.

9. TRADITIONAL

- 9-1. NO RELEASE AIDS - MUST USE GLOVE, TAB, OR FINGERS.
 - 9-1a. NO STRING WALKING AND NO MARKS ON TAB.
 - 9-1b. SPLIT FINGERS OR THREE FINGERS UNDER (BUT NOT BOTH) WITH INDEX FINGER AGAINST THE NOCK AND ONLY ONE ANCHOR POINT PERMITTED.
- 9-2. SIGHT, PEEP, KISSER BUTTON, AND MARKS ON BOW OR STRING NOT ALLOWED.
- 9-3. RECURVE OR LONG BOW ONLY.
- 9-4. STABILIZER AND/OR COUNTER BALANCE NOT ALLOWED.

F. CLASS QUALIFICATION

1. NEW ARCHERS SHALL BE CLASSIFIED AFTER COMPLETION OF (2) TOURNAMENTS. PRIOR TO CLASSIFICATION, THE ARCHER SHALL COMPETE IN THE MASTER CLASS FOR HIS/HER STYLE OF SHOOTING.
2. AN ARCHER WHO HAS BEEN INACTIVE FOR A PERIOD OF (2) OR MORE YEARS, MUST RE-ESTABLISH HIS/HER SHOOTING CLASS AS DEFINED IN ITEM 1 ABOVE.
3. IF AN ARCHER HAS A LEGITIMATE REASON TO RECLASSIFY, IT MUST BE PRESENTED TO THE TCAA BOARD FOR REVIEW. UPON APPROVAL, THE ARCHER SHALL BE RECLASSIFIED AS DEFINED IN ITEM 1 ABOVE. A NEW CLASS CARD IS REQUIRED FOR RECLASSIFICATION.
4. ARCHERS SHALL PROGRESS IN CLASS **AFTER** SHOOTING (2) SCORES IN A HIGHER CLASS.
 - 4-1. SCORES HIGHER THAN AN ARCHER'S PRESENT CLASS SHALL BE CIRCLED (BY THE DESK CAPTAIN AT THE REGISTRATION DESK) ON THE CLASS CARD.
 - 4-2. PROGRESSION INTO THE GRANDMASTER AND MASTER CLASSES REQUIRE THE SIGNATURES OF THE ARCHER AND (1) MEMBER OF THE GROUP, THE DATE AND THE CLUB SHALL ALSO BE RECORDED (BY THE DESK CAPTAIN) ON THE BACK OF SCORE CARD.
 - 4-2a. EACH CLUB IS RESPONSIBLE FOR FORWARDING THE SCORE CARD TO THE TCAA AWARDS CHAIRMAN.

G. STYLES AND CLASSES
(OUTDOOR ROUND)

1. <u>FREESTYLE</u>	GRANDMASTER A.....630 - UP
	GRANDMASTER B.....600 - 629
	MASTER A.....545 - 559
	MASTER B.....530 - 544
	A.....400 - 529
	B.....0 - 399
	BANTAM.....0 - 560
2. <u>FS LIMITED</u>	MASTER.....510 - 560
	A.....400 - 509
	B.....0 - 399
3. <u>FS BOWHUNTER</u>	MASTER.....530 - 560
	A.....400 - 529
	B.....0 - 399
4. <u>FSBH LIMITED</u>	MASTER.....500 - 560
	A.....350 - 499
	B.....0 - 349
	BANTAM.....0 - 560
5. <u>BAREBOW</u>	MASTER.....450 - 560
	A.....300 - 449
	B.....0 - 299
	BANTAM.....0 - 560
6. <u>TRADITIONAL</u>	MASTER.....300 - 560
	A.....200 - 299
	B.....0 - 199

G. CLASSES
(INDOOR ROUND) BRACKET SCORING SYSTEM (NO STYLES OR AGES)

INA300
INB290-299
INC280-289
IND270-279
INE260-269
INF250-259
ING200-249
INH100-199
INI0-99

- FIRST SCORE CLASSIFIES ARCHER, THEN TWO SCORES ARE REQUIRED TO ADVANCE TO A HIGHER BRACKET.
- ONCE CLASSIFIED, AN ARCHER MUST SHOOT A PAR SCORE (OR HIGHER, FOR THAT BRACKET) TO QUALIFY FOR AN AWARD.
- X-COUNT SHALL BREAK TIES
- AWARDS SHALL BE PRESENTED IN ACCORDANCE WITH THE TCAA RULES AND REGULATIONS (LASTEST REVISION).

H. GENERAL SCORING RULES

1. AN ARROW TRAVELING MORE THAN 15 FEET (5 PACES) FROM THE SHOOTING MARKER IS CONSIDERED SHOT, AND MAY NOT BE RE-SHOT.
2. OFF-GROUND SKIDS OR GLANCES INTO THE TARGET, SHALL NOT BE COUNTED OR RE-SHOT; HOWEVER, ARROWS STRIKING OBJECTS (TREE LIMBS, TWIGS, ETC.) OVER THE SHOOTING LANE MAY BE RE-SHOT.
3. WITNESSED BOUNCE-OUTS, BELIEVED TO HAVE HIT THE TARGET IN THE SCORING AREA, SHALL BE RE-SHOT.
4. PASS-THROUGH ARROW(S) IF STILL IN THE BALE, MAY BE PUSHED BACK (NOCK END) THROUGH THE TARGET; IF NOT POSSIBLE, THE ARROW(S) MUST BE SHOT OVER.
5. AN ARCHER WHO SHOOTS IN EXCESS OF (4) ARROWS AT THE TARGET, SHALL LOSE THE ARROW(S) OF HIGHER VALUE. AN ARCHER WHO SHOOTS LESS THAN (4) ARROWS AT THE TARGET, MAY NOT MAKE UP OMITTED SHOT(S) AFTER APPROACHING THE TARGET.
6. ALL ARROWS MUST REMAIN IN TARGET UNTIL ALL ARROWS ARE SCORED. THE SCORE OF DOUBTFUL ARROWS MUST BE DETERMINED PRIOR TO PULLING ANY ARROW(S) FROM THE TARGET. IF ARROW(S) ARE PULLED PRIOR TO SCORING, QUESTIONABLE ARROW(S) ARE SCORED AT THE LOWER VALUE.
7. ARROWS IN THE OVAL (VITAL) AREA, SCORE "5" POINTS. ARROWS IN THE OUTER (WOUND) AREA, SCORE "3" POINTS. ARROWS IN THE SPOT, COUNT AS TIE BREAKERS. ARROWS THAT TOUCH SCORING LINES, COUNT AS THE HIGHER VALUE. LEGS, EARS, TAILS, ANTLERS, ETC...ARE OUT OF THE SCORING AREA.
8. TIE SCORES - REGULAR SUNDAY TOURNAMENTS
 - 8-1. SPOT COUNT SHALL BE USED AS A TIE BREAKER, IF A TIE STILL EXISTS, AWARDS SHALL BE PRESENTED TO (ALL) TIED ARCHERS.
EXCEPTION: GRANDMASTER'S TOTAL SCORE SHALL DETERMINE TIES.
9. TIE SCORES - CHAMPIONSHIP TOURNAMENTS
 - 9-1. SPOT COUNT SHALL BE USED AS A TIE BREAKER, IF A TIE STILL EXISTS, THE TIE SHALL BE SHOT OFF AT THE END OF THE TOURNAMENT. THE FIRST THREE TARGETS ON THE RANGE SHALL BE USED FOR THIS SHOOT-OFF. IF A TIE STILL EXISTS, THEN THE "SUDDEN DEATH" METHOD SHALL BE USED ON EACH SUCCESSIVE TARGET. IF ONE OF THE TIED ARCHERS LEAVES PRIOR TO THE SHOOT-OFF, THE ARCHER REMAINING SHALL RECEIVE THE AWARD.

I. AWARDS

1. GRANDMASTER (FREESTYLE ONLY)

1-1. A MINIMUM SCORE OF 600 IS REQUIRED TO QUALIFY FOR AWARDS.

1-2. AWARDS PER NUMBER OF SHOOTERS;

- (1) SHOOTER..... NO AWARD
- (2) SHOOTERS.....1ST: HEAD PIN (SEE ITEM 6).
PLAQUE TAG OR ARROW BAR
AND FREE PASS.
2ND: PLAQUE TAG OR ARROW BAR
- (3) OR MORE SHOOTERS.....1ST: HEAD PIN (SEE ITEM 6).
PLAQUE TAG OR ARROW BAR
AND FREE PASS.
2ND: PLAQUE TAG OR ARROW BAR.
3RD: PLAQUE TAG OR ARROW BAR.

2. MASTER

2-1. A MINIMUM SCORE OF 530 (FS & FSBH), 510 (FSL) 500 (FSBHL), 450 (BB) AND 300 (TRAD) IS REQUIRED TO QUALIFY FOR AWARDS.

2-2. AWARDS PER NUMBER OF SHOOTERS;

- (1) SHOOTER..... NO AWARD
- (2) SHOOTERS.....1ST: HEAD PIN (SEE ITEM 6).
PLAQUE TAG OR ARROW BAR
AND FREE PASS.
2ND: PLAQUE TAG OR ARROW BAR.
- (3) OR MORE SHOOTERS.....1ST: HEAD PIN (SEE ITEM 6).
PLAQUE TAG OR ARROW BAR
AND FREE PASS.
2ND: PLAQUE TAG OR ARROW BAR.
3RD: PLAQUE TAG OR ARROW BAR.

3. "A" AND "B" CLASSES (ALL STYLES)

3-1. AWARDS PER NUMBER OF SHOOTERS;

- (1) SHOOTER..... NO AWARD
- (2) SHOOTERS.....1ST: HEAD PIN (SEE ITEM 6).
FREE PASS OR ARROW BAR.
- (3) OR (4) SHOOTERS.....1ST: HEAD PIN (SEE ITEM 6).
TROPHY OR ARROW BAR.
- (5) OR (6) SHOOTERS.....1ST: HEAD PIN (SEE ITEM 6).
TROPHY OR ARROW BAR.
2ND: TROPHY OR ARROW BAR.
- (7) OR MORE SHOOTERS.....1ST: HEAD PIN (SEE ITEM 6).
TROPHY OR ARROW BAR.
2ND: TROPHY OR ARROW BAR.
3RD: TROPHY OR ARROW BAR.

4. BANTAM (ALL STYLES)

4-1. AWARDS PER NUMBER OF SHOOTERS;

- (1) SHOOTER..... FREE PASS.
- (2) SHOOTERS.....1ST: HEAD PIN (SEE ITEM 6).
TROPHY OR ARROW BAR.
2ND: TROPHY OR ARROW BAR.
- (3) OR MORE SHOOTERS.....1ST: HEAD PIN (SEE ITEM 6).
TROPHY OR ARROW BAR.
2ND: TROPHY OR ARROW BAR.
3RD: TROPHY OR ARROW BAR.

I. AWARDS (CONT.)

5. WHEN UNCLASSIFIED (OPEN) ARCHERS COMPETE IN A MASTER CLASS AND THEY WIN OR PLACE, THEY SHALL RECEIVE AN AWARD IN ACCORDANCE WITH ITEM 3-1 ABOVE, PROVIDED THEY SHOOT THE MINIMUM SCORE (OR HIGHER) FOR THE APPLICABLE STYLE (SEE ITEM 2-1).

6. ***TCAA "HEAD PIN"***

A 1ST-PLACE WIN (WITH TWO OR MORE SHOOTERS IN THE CLASS) IS REQUIRED TO RECEIVE A HEAD PIN. IF THE HEAD PIN IS CHOSEN BY THE ARCHER, IT IS AWARDED IN LIEU OF ALL OTHER 1ST PLACE AWARDS.

- 6-1. ONLY ONE HEAD PIN SHALL BE AWARDED PER ARCHER, ALTHOUGH A LOST OR DAMAGED HEAD PIN MAY BE REPLACED (AT THE CURRENT COST) ON REQUEST.

- 6-2. THE AWARDS CHAIRMAN SHALL ISSUE THE HEAD PINS; POSTING THE SERIAL NUMBER ON THE SCORE CARD AND RECORDING A LIST OF HEAD PINS THAT HAVE BEEN ISSUED. THE ARCHER MUST SIGN AND DATE THE BACK OF THE SCORE CARD UPON RECEIPT OF A HEAD PIN.

7. (1) FREE PASS MAY BE AWARDED IN LIEU OF A TROPHY WON AT SUNDAY TOURNAMENTS AND (3) FREE PASSES (ONE PASS FROM EACH TCAA MEMBER CLUB) MAY BE AWARDED IN LIEU OF A PLACE AWARD WON AT THE ANNUAL CHAMPIONSHIP, IF SO CHOSEN BY THE ARCHER.

8. ***ACCOMPLISHMENT AWARDS***

TO RECEIVE AN ACCOMPLISHMENT AWARD, SCORE CARDS REQUIRE THE SIGNATURES OF THE ARCHER AND (1) OTHER MEMBER OF THE GROUP, THE DATE AND THE CLUB MUST ALSO BE RECORDED (BY THE DESK CAPTAIN) ON THE BACK OF SCORE CARD.

- 8-1. EACH CLUB IS RESPONSIBLE FOR FORWARDING THESE SCORE CARDS TO THE THE TCAA AWARDS CHAIRMAN.

- 8-2. WHEN THE AWARDS CHAIRMAN RECEIVES (2) "GRANDMASTER" OR "MASTER" SCORES FOR AN ARCHER, THE AWARDS CHAIRMAN (UPON HIS/HER APPROVAL) WILL FORWARD A PLAQUE TO THE CLUB AT WHICH THE SECOND SCORE WAS SHOT. THE CLUB IS THEN RESPONSIBLE FOR AWARDING THE PLAQUE TO THE ARCHER.

- 8-3. "PERFECT 560 SCORE" CERTIFICATES, "ROBIN HOOD" CERTIFICATES, "RECORD SCORE" PLAQUES AND "HEAVY DEER" AWARDS SHALL BE AWARDED ANNUALLY (FISCAL YEAR=THE MONDAY IN JUNE AFTER THE CHAMPIONSHIP THROUGH THE FOLLOWING CHAMPIONSHIP), AND ARE PRESENTED DURING THE MONTH OF JULY.

- 8-4. ***"GRANDMASTER" PLAQUE***

AWARDED AFTER (2) 560 (FS ONLY) SCORES ARE SHOT.

- 8-4a. ONLY ONE PLAQUE PER ARCHER SHALL BE AWARDED.

- 8-4b. BANTAMS SHALL NOT BE ELIGIBLE FOR THIS AWARD.

- 8-5. ***"MASTER" PLAQUE***

AWARDED AFTER (2) SCORES OF 530 (FS & FSBH), 510 (FSL), 500 (FSBHL), 450 (BB), 300 (TRAD) OR HIGHER ARE SHOT.

- 8-5a. ONLY ONE PLAQUE (FOR EACH STYLE) PER ARCHER SHALL BE AWARDED.

- 8-5b. BANTAMS SHALL NOT BE ELIGIBLE FOR THIS AWARD.

I. AWARDS (CONC.)

8. ACCOMPLISHMENT AWARDS (CONC.)

8-6. "PERFECT 560 SCORE" CERTIFICATE

AWARDED UPON SHOOTING A SCORE OF 560.

8-6a. ONLY ONE CERTIFICATE (FOR EACH STYLE) PER ARCHER FOR EACH FISCAL YEAR SHALL BE AWARDED.

8-6b. GRANDMASTERS SHALL NOT BE ELIGIBLE FOR THIS AWARD.

8-7. "ROBIN HOOD" CERTIFICATE

AWARDED UPON SHOOTING AN ARROW INTO THE END OF ANOTHER ARROW, HOWEVER THE "ROBIN HOOD" MUST BE IN THE SPOT TO QUALIFY FOR THIS AWARD. EXCEPTION: BANTAM'S ARROWS MUST BE IN THE "5 AREA".

8-7a. ONLY ONE CERTIFICATE (FOR EACH STYLE) PER ARCHER FOR EACH FISCAL YEAR SHALL BE AWARDED.

8-8. "RECORD SCORE" PLAQUE

AWARDED UPON SHOOTING A RECORD SCORE AT THE ANNUAL CHAMPIONSHIP.

8-9. "HEAVY DEER" PLAQUE

AWARDED ANNUALLY (FISCAL YEAR=THE MONDAY IN JUNE AFTER THE CHAMPIONSHIP THROUGH THE FOLLOWING CHAMPIONSHIP) FOR THE HEAVIEST FIELD-DRESSED DEER (EITHER BUCK OR DOE).

8-9a. ONLY TCAA MEMBERS WITH A VALID CLASS CARD ARE ELIGIBLE TO RECEIVE THIS AWARD, THERE ARE NO ENTRY FEES.

8-9b. THE DEER MUST BE TAKEN IN NEW JERSEY.

8-9c. THE FALL (1998) AND WINTER (1999) SEASONS SHALL APPLY FOR THIS AWARD. THE CUT-OFF DATE FOR ENTRIES (FOR THE PRIOR FALL AND WINTER SEASONS) IS MAY 31ST. ANNUALLY.

8-9d. THE ARCHER ENTERING A DEER IN THE CONTEST MUST HAVE A WEIGHT SLIP SIGNED BY THE ATTENDANT AT THE CHECK-IN STATION. THE WEIGHT SLIP SHALL INCLUDE THE ARCHER'S NAME, THE DATE TAKEN, THE DEER'S SEX, NUMBER OF POINTS ON ANTLERS AND FIELD-DRESSED WEIGHT.

9. THE ARCHER MUST SIGN AND DATE THE BACK OF THE PERTINENT SCORE CARD UPON RECEIPT OF ALL THE ACCOMPLISHMENT AWARDS LISTED ABOVE. (A SCORE CARD SHALL ALSO BE USED AS A RECEIPT FOR THE HEAVY DEER AWARD)

ALL AWARDS NOT CLAIMED WITHIN ONE YEAR SHALL BE FORFEITED.

J. TARGET YARDAGE REGULATIONS

1. TCAA CLUBS ARE REQUIRED TO ADHERE TO THE FOLLOWING TOLERANCES ON THE TARGET YARDAGE MARKERS:
0 THRU 20 YARDS = +/- 3"
21 THRU 35 YARDS = +/- 6"
36 THRU 45 YARDS = +/- 9"
46 THRU 60 YARDS = +/- 12"

NOTE: THE CHAMPIONSHIP HOST CLUB RANGE SHALL BE INSPECTED AND YARDAGES CHECKED ANNUALLY PRIOR TO THE CHAMPIONSHIP.

2. EACH 14 TARGET RANGE SHALL CONSIST OF: (4) **GROUP 1** (60YDS MAX.) TARGETS, (4) **GROUP 2** (45YDS MAX.) TARGETS, (4) **GROUP 3** (35YDS MAX.) TARGETS, AND (2) **GROUP 4** (20YDS MAX.) TARGETS.
3. BANTAM YARDAGES (RULE OF THUMB) = ONE HALF (1/2) THE DISTANCE OF THE FIRST ADULT STAKE.

K. OFFICIAL TARGET SPECIFICATIONS (FINWOOD ANIMALS W/FL.RED SPOT)

<i>TARGET</i>	<i>MAXIMUM YARDAGE</i>	<i>OVAL SIZE</i>	<i>SPOT SIZE</i>
<u>GROUP 1</u>			
BLACK BEAR	60	9" X 14-1/4"	3" DIA
DEER	60	9" X 14-1/4"	3" DIA
ELK	60	9" X 14-1/4"	3" DIA
GRIZZLY	60	9" X 14-1/4"	3" DIA
MOOSE	60	9" X 14-1/4"	3" DIA
CARIBOU	60	9" X 14-1/4"	3" DIA
<u>GROUP 2</u>			
MT. LION	45	7" X 10-1/2"	2-1/2" DIA
ANTELOPE	45	7" X 10-1/2"	2-1/2" DIA
RAM	45	7" X 10-1/2"	2-1/2" DIA
DEER	45	7" X 10-1/2"	2-1/2" DIA
WOLF	45	7" X 10-1/2"	2-1/2" DIA
BLACK BEAR	45	7" X 10-1/2"	2-1/2" DIA
<u>GROUP 3</u>			
RACCOON	35	4-1/2" X 7"	2" DIA
JAVELINA	35	4-1/2" X 7"	2" DIA
WILDCAT	35	4-1/2" X 7"	2" DIA
COYOTE	35	4-1/2" X 7"	2" DIA
TURKEY	35	4-1/2" X 7"	2" DIA
FOX	35	4-1/2" X 7"	2" DIA
TURKEY	35	4-1/2" X 7"	2" DIA
PHEASANT	35	4-1/2" X 7"	2" DIA
<u>GROUP 4</u>			
JACK RABBIT	20	2-1/2" X 3-5/8"	1" DIA
ROCK CHUCK	20	2-1/2" X 3-5/8"	1" DIA
GROUSE	20	2-1/2" X 3-5/8"	1" DIA
WOOD CHUCK	20	2-1/2" X 3-5/8"	1" DIA
CROW	20	2-1/2" X 3-5/8"	1" DIA
SKUNK	20	2-1/2" X 3-5/8"	1" DIA
DUCK	20	2-1/2" X 3-5/8"	1" DIA
TURTLE	20	2-1/2" X 3-5/8"	1" DIA

NOTE: "HANK MARAVIOV" DEER AND SAFARI TARGETS MAY BE SUBSTITUTED FOR GROUP 1 AND GROUP 2 TARGETS, THESE TARGETS HAVE A CIRCLE FOR THE VITAL SCORING AREA.