

RULES for COMPETITORS

Members of a host club are not eligible for records at ANY Record Status shoot

For any non-standard non Record Status events the hosting club can determine the rules and scoring system

SIFA Big-Game Round

This round has SIFA record status. It will also be the basis of the SIFA Incentive Awards Scheme, i.e. for bronze, silver, gold and star gains. See further down the page for details.

The round, unmarked, will consist of a single unit of 18 targets (shot twice) or two units of 18, using 3D's or paper faces or a mixture of both OR a 36 target course as catered for on Sheet 2 of the "calculator"

PEGS

There will be 4 pegs, white with 1, 2, 3, 4 green bands

If there are 18 targets to be shot twice, there may be two sets of pegs. The pegs with green bands are to be used on the first round. Pegs to be used on the second round will have red bands.

Irrespective of bow style -

Adults (aged 17 or more) shoot from pegs 1,2,3

Juniors (aged 13 to 16) shoot from pegs 2,3,4

Cubs (aged 12 or less) shoot from pegs 3,4,4

SHOOTING

1. Course inspectors, course layers and the event organiser are the only persons allowed on the course at any time before the event starts.
2. All arrows must be the same in all respects except colour. They must be clearly marked 1, 2, and 3.
3. Competitors must not make any personal notes of any sort, by whatever means, whilst on the course. Except for sight settings, they must not refer to any personal notes or memoranda containing information to aid their shooting performance. Sight settings must be shown to the rest of the group and must not be altered in any way. Scorers must confine written information to scoring only with the exception of notes concerning lost arrows or other lost items.
4. A competitor must not welcome nor solicit from any other person information concerning any aspect of the course or courses being shot.
5. Competitors are welcome to take mobile phones onto the course. They can be used for communicating an emergency situation but at all other times must remain switched off.
6. It is forbidden to carry or use any device during a competition which is specifically designed for determining distances.
7. It is forbidden to carry or use binoculars, monoculars, telescopes or other similar devices (except in scope sights) at SIFA shoots.
8. Any competitor who is disqualified for rule infringement will not appear on the results, records or SBG gains
9. Archers in the group are to shoot in rotation e.g. 1234,2341 etc. unless otherwise agreed. This does not apply to juniors or cubs.
10. You must have your leading foot (left for right handed archers and vice versa) within 6 inches of the peg, to the side or behind but not in front.
11. You shoot up to 3 arrows in number order and from the correct pegs. If an arrow is shot in the wrong order, you must inform the target captain of such before shooting another arrow. An arrow shot from the incorrect peg cannot score.
12. You may stop shooting when a hit is made but you are not obliged to do so.
13. You should not pull arrows until scoring is complete.
14. If you find that you cannot see the whole target at whatever stance or consider the shot to be dangerous in any way e.g. slippery footing, you can, with the consent of the rest of the group, move to a safer place to make the shot, usually to one side.

SCORING

Double scoring is to be used i.e. 2 scorers per group

Arrow 1: kill 20, wound = 16

Arrow 2: kill = 14, wound = 10

Arrow 3: kill = 8, wound = 4

Arrows deflected by trees, foliage or the ground on their way to the target will count for scoring

PAPER FACES

Heart/lung areas found on some faces will be ignored. Inner and outer kill zone count as one kill zone. Wound lines on faces, if present, must be complied with.

3D's

Only the kill area facing the archer at peg 1 can count for scoring. Inner and outer kill zone count as one kill zone. Horns and bases don't score but hoofs may. Any arrows glancing off the target don't count. If an arrow bounces back off the scoring area of a target or passes through a target another extra identifiable arrow may be shot. An arrow glancing off any features of the landscape (including the ground) into the target will count.