



# 3 Star Tour Judges Guide Book



Acknowledge:

Purpose:

### **1. The Director of Shooting-DOS**

The Director of Shooting- (DOS) and Line Officials are in control of the shooting from the time the archers appear on the shooting range until shooting has been completed for the day. Under no circumstances should newcomers to archery be appointed to these important positions.

The primary duties of a Director of Shooting and Line Officials are:

- (a) To check the timing equipment is working properly and that it is capable of setting the time for all variations that might occur in the tournament.
- (b) Control of shooting.
- (c) Regulation of the timing of ends.
- (d) Maintaining the order of shooting.
- (e) Implementation and enforcement of safety procedures.
- (f) Control of the public address system (which may be in cooperation with a sport presenter if present).

- (g) Control of access to the field by media personnel, team officials and the public.
- (h) General Field security.

The Director of shooting must work closely with the National Tournament Chairperson, Line Judges and the field crew to ensure that the tournament runs smoothly.

## **2. Protest Committee:**

Upholding the rights of the competitors and their team officials is one of the most important considerations at any 3 Star Tour event. It would be very unfortunate if the actions of another competitor, Judge or member of the Organizing Committee unfairly affected the performance or score of a competitor.

The Protest Committee is there to ensure that the spirit of fairness in competition and the fair application of the rules. In this way it protects the competitor's rights as well as the Judges who have done the job responsibly.

## **3. Dress**

The working uniform for the officials is a black strip on white official's shirt and black pants (no jeans).

The working uniform will be used when on duty at the tournament and it is imperative that all judges wear the same configurations of the uniform.

#### **4. Media**

Associations today are working hard to bring our sport to the attention of the public. One of the best ways to do this is to co-operate with the media. In order to achieve this goal, the 3 Star Tournaments has instituted special arrangements for photographers and television crews at all major 3 Star Tournaments. We must remember that the media crews have their jobs to fulfill; this normally requires carefully planned scripts with air time, which either might not exactly coincide with the tournament or might be in conflict with the tournament directors and Judges in their efforts to run a smooth tournament.

The identification of the press is essential to the Judges and should be referred to the Organization Committee. In case a photographer or camera operator does not

have the proper identification, you should politely ask him/her to contact the press office where he/she will receive further information. You should allow on the field only those photographers and camera operators who have the valid identification. The Judges may allow such photographers and camera operators to walk to the target while scoring is taking place. If necessary the Judge should instruct the media personnel to not disturb the archers with interviews on the field while the competition is still in progress.

## **5. Other Tournament Requirements**

Be certain that chairs and protection are available for the Judges at the waiting line.

Ensure that the DOS stand provided is in the proper position and large enough. Finally, be certain that the access to emergency facilities is known to all Judges and officials, and that they are easily available.

## **6. Timing and Sound Devices**

Ensure that the visual and audible timing devices are adequate, and function properly for all the variations that may occur during the event. Also spare

equipment for audible and visual signals must be checked to see that such equipment is present and works properly.

## **7. Safety**

Safety to the general public, to all competitors and officials is paramount during the competition and must be maintained at all times. Precautions should be taken to keep spectators back from the shooting range and to insure that the distances indicated in the NFAA rule book are checked to ensure safety.

## **8. Shooting Positions**

You must check that the archer's position on the line does not create conflicts.

## **9. High draw**

Judges must be concerned with safety aspects at all times during a competition. If, in the opinion of the Judge, an archer is using a technique to draw back the string which could allow the arrow, if accidentally released, to fly beyond the safety zone (overshoot area, net, wall etc.), the archer must be advised to change his/her technique.

However, it is not always easy to determine what constitutes a high draw. It is not necessarily a high draw when an archer is lifting the bow-arm above shoulder level. The safety issue is a factor only when there is a considerable pull on the sting or beyond the peak weight point of a compound bow. The judge must therefore consider the position of the bow arm and the direction of the arrow at the moment the string is pulled back.

Considering these parameters, it will always be wise to have another Judge, or Judges study the archer in question, and also include the tournament chairman.

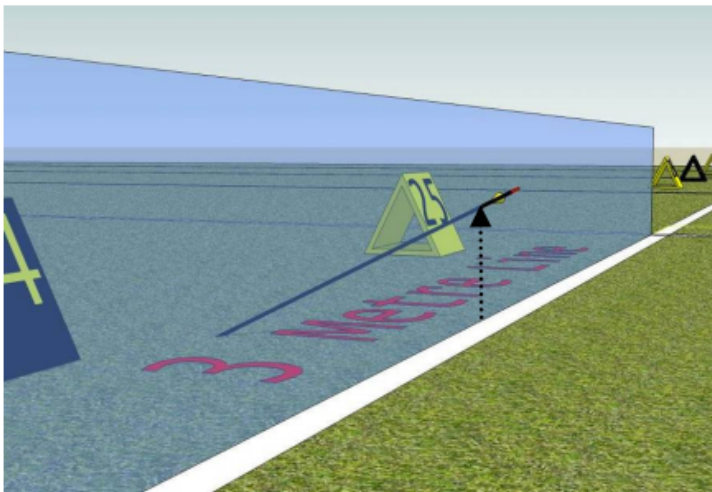
#### **10. The 10ft Line**

The 10ft line is placed in front of the shooting line to create a fair and consistent measure for archers in a situation where an arrow drops down from the bow or is miss-shot for some reason. The rule refers to a part of the arrow shaft needing to be within the 10 ft. line to be considered as having been not shot. Even if only the nock of the arrow is within the 10ft line, as long as it is still attached to the shaft, that arrow will be

considered as not having been shot and another arrow may be shot.

Remember that the 10ft line is 3 dimensional and is projected vertically above the line as can be seen in Figure 1.

Figure 1:



One way of dealing with a drop-down arrow is to have the archer, seeing that the arrow is within the 10ft line, shoot another arrow within the time limit. However, knowing that such drop-down is often the result of an equipment failure, it might be dealt with as such; the archer should stop shooting and call a judge. Then the



Judge can go to the 10ft line to check the position of the arrow when the end is finished. The arrow may be reshot at that time if the judge determines the arrow is within the 10ft line.

### **11. Archers Leaving the Line**

The rule tells us that archers have to leave the line when they have finished their shooting. The intention is to avoid having any unnecessary delays, so the importance of this rule concerns those archers who are the last ones on the line.

We are not concerned about the archer who out of courtesy to a neighbor still shooting, remains on the line to order not to disturb another archer.

Another issue is archers who leave the shooting line and return to continue shooting within the time limit given. However, it is the responsibility of the archer to return to the line before the end is finished. This is not forbidden unless it is done repeatedly to disturb opponents.

### **12. Bounce Outs**

The Judge, on being notified of this situation, will proceed with the archers after the end is finished shooting to determine if the arrow is a bounce out. After the judge has determine that it is in fact a bounce out, the judge will inform the archer he/she may make up the arrow after scoring for that round is done.

### **13.Pass-Through**

The procedure for a pass-through is similar to a bounce out. Pass-through are usually discovered when the archers are scoring the values of their arrows. When a pass through is discovered, the judge must first try to locate the arrow, either on the ground or possibly embedded in the target in such a way that it is not possible to score by the rules. Once the judge has determined that the arrow is a pass through the judge will instruct the archer that he/she may make up the arrow at the end of scoring of that round.

At no time should the Judge push back the arrow or allow the archers to push the arrow back for score.

### **14.Hanging Arrows**

If an arrow is hanging across the target face but not properly embedded in the buttness the archer must continue shooting. At no time should the shooting be stopped. If the arrow should fall out during shooting then it will be treated as a bounce out and all rules on a bounce out should be followed.

### **15.Vegas Target Scoring**

Only at Vegas does the archer have to place one arrow in each target of a multiple face target. Occasionally an archer will make a mistake when shooting at multiple target faces and shoot 2 arrows in 1 target. The rule tells us that if you have more than 1 arrow in one target of a multiple target face, the higher valued arrow will become a missed arrow.

### **16.Equipment Failures**

Should an archer experience failure of his/her equipment during an end, he/she will call for a judge by stepping back from the shooting line to signal a judge that they are having problems with their equipment. The judge assigned to that area will come to the archer and determine if the archer has

equipment problems. After the judge has determined there is an equipment problem the judge will allow the archer to fix his/her equipment and inform the archer of the time allowed for repair. The judge will note the time. After the repair has been made to the archer's equipment, the judge will ask if the archer wants to take his/her practice end. The archer has the chose to continue scoring or have one practice end. The judge will record if the archer wanted the practice end and how many arrows the archer will have to make up after scoring is done for that round.

### **17. Multiple Arrows Make Up**

When there are archers who have to make up arrows, the judge, scorers and the archer will go to the target/s assigned by the DOS. The judge will keep the time for the arrows to be made up and assist in the scoring of the arrows.

### **18. Shooting Before and After the Signal**

More often you will face the problem of an archer shooting after the time limit has expired, letting the

arrow go on or closely after the time limit has expired, letting the arrow go on or closely after the audible signal (see below for discrepancy between the clock and audible signals).

Before you take action, you must be absolutely sure that the time limit had expired – often a difficult judgment. You must take into consideration that you may have heard the sound signal before the competitor. This is a reality if you are standing closer to the sound source than the archer. You may, if practical, consult with the DOS on the situation, as he/she is supposed to have watched the situation closely.

If an arrow is shot simultaneously with the start or the stop shooting signal, the archer must be given the benefit of the doubt.

When an arrow has been shot before or after the signal, the archer will forfeit the highest scoring arrow of that end.

### **a) Discrepancies Between Sound and Timing Signals**

Timing Signals: The rules say that the audible signal is the official signal if there is a discrepancy between it and the timing clocks. So if the difference between the two is a matter of a second or so, the sound is to be considered the official beginning/end of shooting.

### **19. Judges Position during Shooting and Scoring.**

It is important that judges place themselves where the archers shooting can have access to them during the tournament. During shooting, judges should be seated behind the shooting line, in the target area that they are assigned to, but where they are not interfering with the archers shooting and are able to be seen by any archer that needs their assistance.

At no time should a judge leave the shooting line to visit with friends or to assist an archer with their equipment.

Close to the end of shooting time (45 Sec) the judges will stand on the shooting line to make sure that the archers are finished shooting. When all archers have finished shooting, the judge will signal to the center judge or the DOS that the shooting line is clear so the

next line may be called to the shooting line or the archers may be allowed to score their arrows.

After the signal to proceed with scoring, judges will move to the targets as a unit, in line. They will remain at their designated positions, approx. 15 ft. in front of the targets assigned to them. If called for assistance, they will carry out the task and return to their position facing the targets. At no time should a judge leave his assigned target area to aid in scoring on other target butts. Too many times we have had an archer that didn't like the value given them by a judge, and when the judge who scored the low value left the target, has called another official to try to improve their score.

When all the archers have completed their scoring and passed through the judges, the judges will make certain that no one is behind the targets and that their assigned targets are clear (no arrows left) and safe. At that time the judges will leave the range as a unit, indicating to the DOS that the field is clear and safe.

## **20.Arrow Values-No Second Calls**

Judging arrow values in the target is one of the judge's most important responsibilities, especially since the call of a single judge is final. You will get the archers respect and trust if you do this important job professionally.

It is vital that you meet the problem in the proper way;

- (a) Ask and make sure all arrows have been scored including the arrow in question before scoring the value of the arrow in question
- (b) Always use your magnifying glass
- (c) Always view the arrow from both sides
- (d) Always view the arrow from a position close to right angles (90 degrees) as possible
- (e) Always try to avoid touching the face, butt or arrows.
- (f) Always give a clear value of the arrow
- (g) Always check that your called value is scored

Never ask to whom the questionable arrow belongs, and refrain from making comments on how difficult it is for you to judge the arrow. Be firm in your announcement of the decision you have made, e.g. "the arrow is a nine."

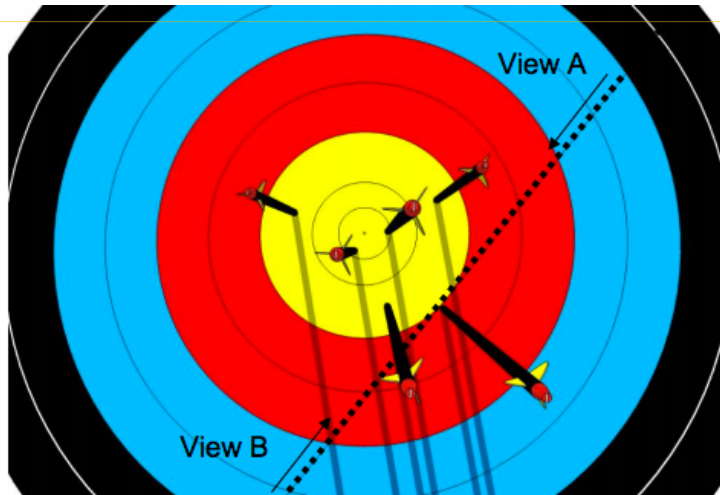


When the dividing line is not present, you may sometimes find it necessary to look at the line from a position right in front of the target from where you will be able to better estimate the probable radius of the missing section of the line. Do this only after you have tried to judge the arrow with your magnifying glass from both sides.

Apply these guidelines in your judging:

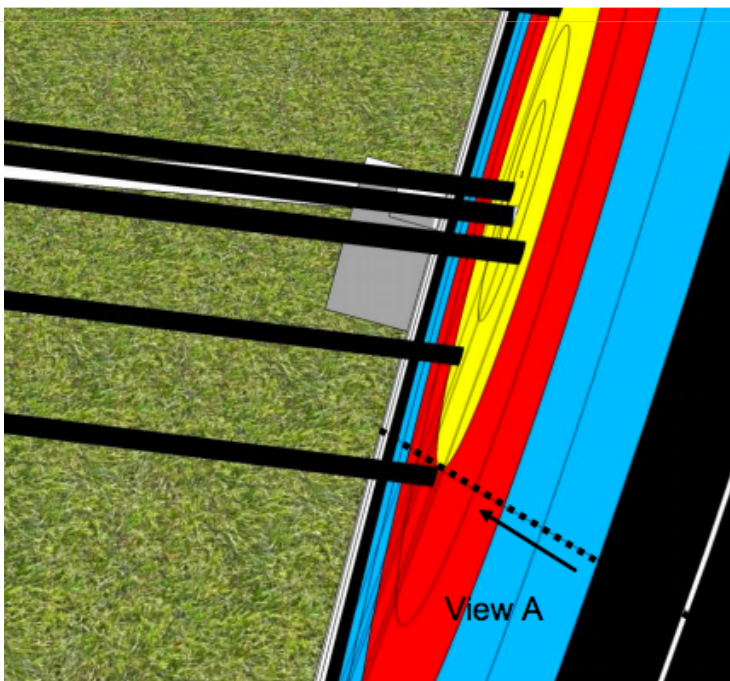
- (1) If the dividing line is not intact or if it is displaced by an arrow in the area in question, try to visualize the imaginary circumference of the original circle.
- (2) Do not take too long in making your decision. If you are not sure, give the higher value.  
Remember that the archer gets the benefit of the doubt.

Figure 2:



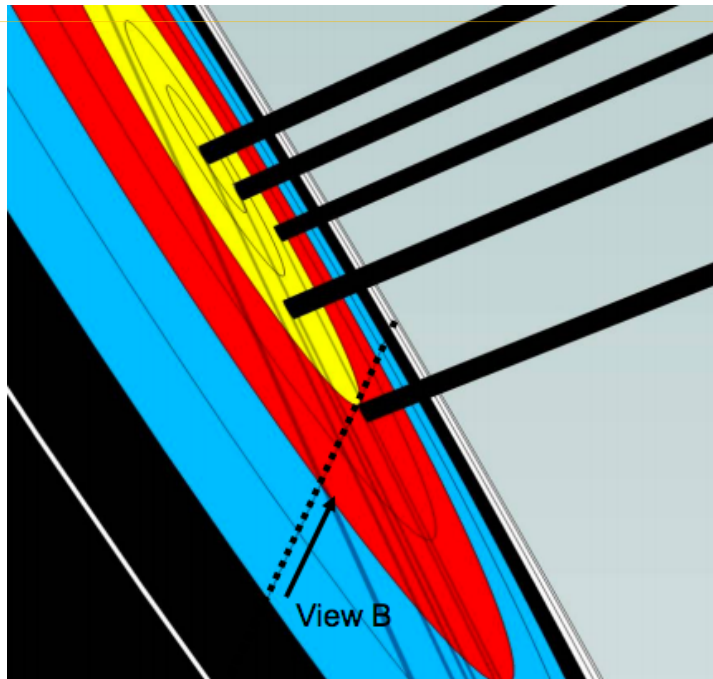
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Figure 3:



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Figure 4:



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*Figure 2-4. Scoring an arrow  
(The arrow on the bottom right of the target is very close to the line and requires a judge to decide on the arrow value. The first impression of the target, is a frontal view which in many cases can be misleading. Because of this, arrow calls should not be determined from this view. It is always necessary to take a tangential view point toward the scoring ring and the arrow impact*

*point from the upper right hand corner of the target toward the arrow (View A) and from the bottom again toward the arrow (View B). An inspection from in front of the target may be required when the scoring ring is missing.*

Once a judge has decided on the arrow value, there can be no second call or appeal

**21. Too Many Arrows Shot.**

If an archer shoots more arrows than is permitted in the allotted time, then, depending of the round being shot, the lowest three or five arrows will be scored. For all but the Vegas Shoot, 1 point will be taken from the score for each arrow over the number allowed.

**22. Multiple Violations.**

If an archer shoots an arrow out of time, and also shoots too many arrows, then multiple violations have occurred. In this situation, the lowest arrows will be scored according to their value in the target, and then the highest scoring arrow

will be pulled. In a 5 arrow end only the 4 lowest arrows will be scored. In a 3 arrow end only the 2 lowest arrows will be scored. In all but the Vegas Shoot, an additional point penalty will be assessed for shooting too many arrows. Also, in the Vegas Shoot, if two arrows are shot into the same spot on the triple face, the higher valued arrow will be withdrawn before any of the above actions are initiated.

**23. Score Cards and Score Card Corrections**

Should there be a discrepancy in the arrow values between the two sets of score cards the card with the lower value will be the valid one.

On the final end of the round the archers are required to sign the score card. This action signifies that the archers agree with the written arrow values and with the sum total indicated at the bottom of the score card.

**24. Arrows Left in Target**

If arrows are inadvertently left in the target butt, the shooting will not be interrupted. The

affected archer may make up the arrows lost at the end of scoring of that round or may choose to shoot another set of arrows into the same target. If the archer chooses to continue shooting with the arrows in the target, the judge assigned to the affected target will participate in the scoring of that end making sure that the arrows which had remained in the target butt from the previous end are checked back to the archer's scorecard before any arrows are withdrawn from the target butt.

**25. Fallen Buttress**

If the target buttress should fall off its stand, the judge assigned to that target will take whatever measures deemed necessary to correct the problem and ensure adequate time for shooting the remaining number of arrows once the situation on that target buttress has been carefully assessed.

If it is evident that the arrows have been broken or dislodged from the impact position, or if it is impossible to determine the precise impact point

and hence the value of the arrows, then the assigned judge decides what action to take. Only arrows that are impossible to score should be considered as having been not shot.

# Judge Assessment

Judges Name: \_\_\_\_\_

Date: \_\_\_\_\_

Tournament: \_\_\_\_\_

- |                                       |           |
|---------------------------------------|-----------|
| 1. Judge is in uniform                | Sat/unsat |
| 2. Demonstrates knowledge of rules    | Sat/unsat |
| 3. Shows good judgment                | Sat/unsat |
| 4. Makes good decisions               | Sat/unsat |
| 5. Co-operates well with other Judges | Sat/unsat |
| 6. Shows fairness in decisions        | Sat/unsat |
| 7. Is in position during tournament   | Sat/unsat |

General comments:

Signed by evaluator:



# Daily Tournament Report

Name of Tournament: \_\_\_\_\_

Location: \_\_\_\_\_

Date: \_\_\_\_\_

Type of Tournament: \_\_\_\_\_

Day 1   Day 2   Day 3

General Observations:

Number of Pass-through: \_\_\_\_\_

Bounce out: \_\_\_\_\_

Targets butts (target numbers) that need to be work on  
or replaced.

## Chairperson Check List

1. Name, address and e-mail address of judges
2. A detailed schedule of the tournament and required dates of arrival and departure date of judges
3. Information of accommodations, transport, venue location.

Tournament Director should provide the following information to the judges.

- Location of event
- Tournament schedule
- Judges accommodation and meals
- Dress code
- Date and time of the judges meeting
- Any update of rules
- Prepare information packs for the judges
- Meeting with DOS's after the days shooting
- Meeting with the staff to discuss their duties
- Complete list of shooters for the shooting lines

- Working with the judges concerning any appeal in which a decision was made
- At the end of the tournament drafting evaluations and submitting to organizers