

Rogers County Fair Shooting Sports

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 Outdoor 4-H Superintendents: Dana Rouw - 918-697-5704
 Ed Rouw

Please read all competition details carefully before selecting your division.
 Participants must choose either Indoor or Outdoor, as you may only compete in one.

- Indoor Competition: *Genesis bows only*
- Outdoor Competition: *Compound and Recurve bows only (Max draw weight is 60 lbs)*

Make sure your equipment matches the division you select.

NO DAY OF REGISTRATION - MUST SIGN UP AUG 1- AUG 29

Online Entry Deadline Friday, August 29, 2025 (REQUIRED – NO day of Registration)

Competition: Friday, September 5, 2025

Location: Chelsea Public School AG (FFA) Building.

Sign in: 7:30 a.m. – 8:30 a.m.

Safety Meeting: 8:30 a.m. – 9:00 a.m. (Hunters Safety ID Required Except NASP Genesis))

Flight Time: 9:00 a.m

General Rules for Indoor & Outdoor:

- All rules for the contest and the MANDATORY PERMISSION FORM can be found on the Rogers County Fair website
- Close toes shoes REQUIRED (NO crocs)
- No facial jewelry and neck jewelry
- Long hair must be contained
- No loose strings from jackets or hoodies
- Must attend safety meeting 15 minutes prior to competition

Rules for the NASP Genesis Bow Contest

Participants Conduct

All participants, coaches, parents, and spectators are expected to always conduct themselves in an exemplary manner by displaying courtesy, consideration, and good sportsmanship to all team

members, coaches, competitors, and officials at all times. Any individual not acting as such will be asked to leave the premises. **SAFETY is our main priority!** Any individual caught acting in a fashion unsafe may be asked to leave.

NASP Contest will Follow:

- National Archery in the Schools Program (**NASP Tournament Sanctioned Rules & Protocols**)
www.wildlifedepartment.com/education/archery/archery-schools-program-oknasp
- <https://www.naspschools.org/download/national-rules-3d/?wpdmdl=2391>
- <https://www.naspschools.org/download/national-rules-bullseye/?wpdmdl=2392>

General Rules:

- The Top archer award will go to the contestant with the best combined score of both Bullseye and 3-D. To be qualified for the Top archer award they have to have competed in both events.
- All Contestants compete as Individuals. Jr. Division (Ages 9-11) Intermediate Division (Ages 12-14) Sr. Division (Ages 15+)

Safety Rules:

- Archers must walk when moving about the range.
- Archers must have one foot on each side of the shooting line with 'bows on toes' before shooting begins.
- While shooting, the archer must straddle the shooting line with the non-target foot behind the back edge of the shooting line. NO PART of the shooting line will be covered by the archer's foot.
- The tournament-provided arrow quiver must be placed ON the shooting line in FRONT of the archer.
- Shooter and quiver must remain in each archer's half of the assigned lane when on the shooting line. No part of the archers' body or the quiver may cover, or be past, their lane marks.
- Crowding across the middle of the lane, or into an adjacent lane, is unsportsmanlike conduct. Crowding is defined as any part of the archer's body or equipment extending past the 30-inch area assigned to the archer.
- The archer must knock, pre-draw, draw and aim in a manner that keeps the arrow pointed safely towards the target throughout the process. (Below the top of the backstop curtain, and away from the floor)
- While both archers may approach the target when scoring, only one archer may remain at the targets when arrows are pulled. The other archer must be safely behind the target line waiting their turn to pull arrows.
- Archers must remain on their feet (standing or squatting) and off their knees when scoring and pulling arrows.
- Arrow points must be covered with one hand and shafts grasped below the vanes with the other hand when walking with arrows.

Equipment:

- **__ Bows:** Archers are expected to bring their own NASP® Genesis™ bows. Only the stock (original) unmodified Genesis™ bow approved for NASP® may be used.
- **__ Arrows:** Only the original Easton aluminum 1820 arrows approved for NASP® may be used. The length of the arrow shaft must be the standard NASP® length.
- **__ Accessories:** Very few accessories are allowed in NASP®
 - **__ Archers** may wear basic finger tabs (free of metal or rigid plastic), tape, or gloves to protect draw-hand fingers. This includes unmodified “5-finger” gloves like golf and batting gloves. Unmodified golf or batting gloves may also be worn on the bow hand. Finger tabs designed for anything other than finger protection, including markings, are disallowed.
 - **__ Finger protection devices** like the “No Glove” and devices made by other manufactures may be placed on the bowstring, but these must be without locator buttons (also known as kisser buttons) discs or aiming aids.
 - **__ Heat shrink tubing** may be placed on the bowstring to reduce finger strain, but the tubing must cover the entire center serving above and below the nock locator(s).
 - **__ Archers** may wear arm guards and chest protectors.
 - **__ Archers** may wear eye patches, glasses, or tape on glasses.
- **__ Finger or wrist slings** are allowed but only if they meet requirements found on the tournament handbook rules. Finger slings are only to be put in place once the 1 whistle command to shoot is provided.
- **__ Mechanical release aids or devices** designed to hold the bow at full draw are prohibited.

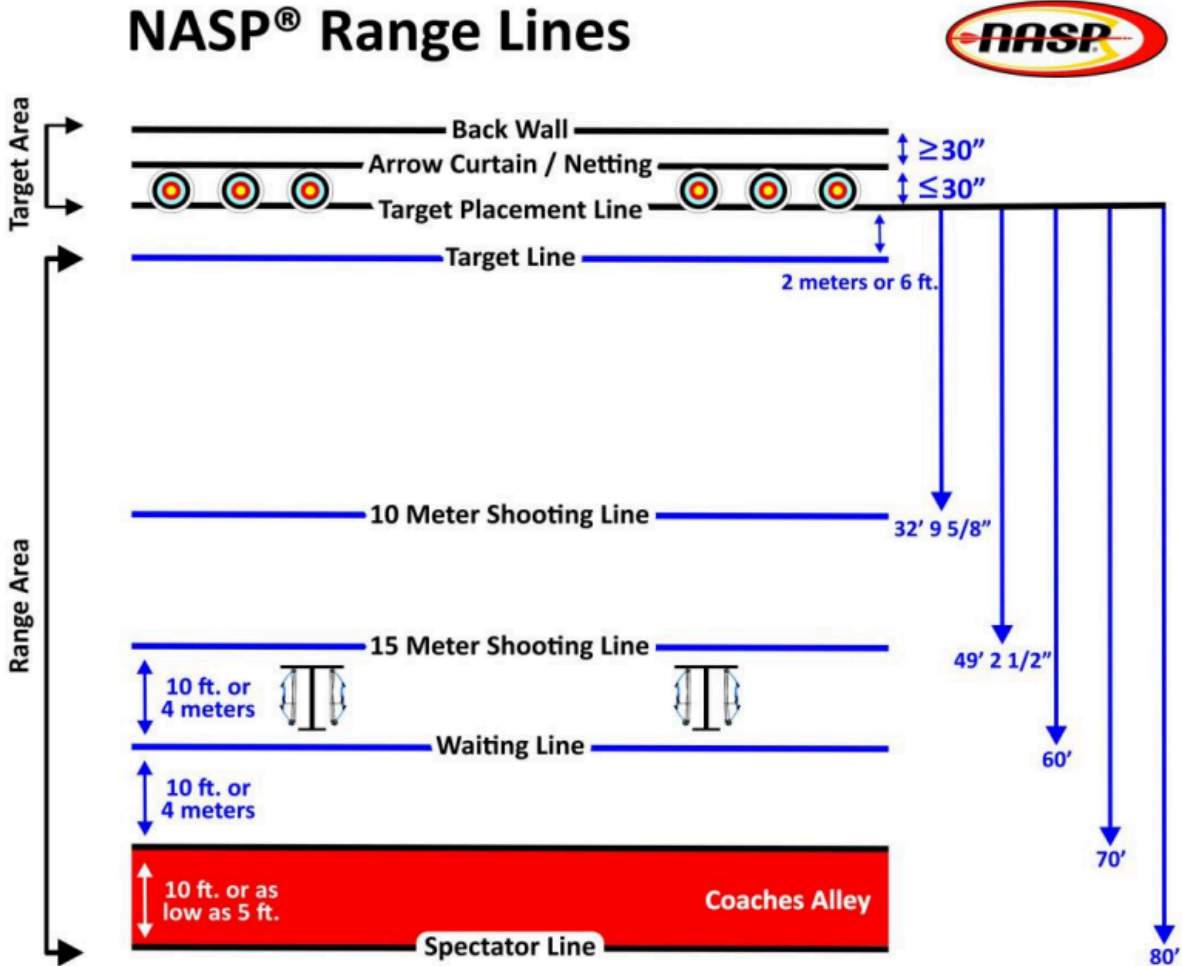
Whistle Signals will be used:

- **__ 5+** whistles for an emergency
- **__ 2** whistles to 'get bow.
- **__ 1** whistle to 'shoot'
- **__ 3** whistles to 'go get arrows.

Bullseye Order of Shooting:

- **__ Archers** will shoot one practice end of 5 arrows and 3 scoring ends of 5 arrows at 10 meters.
- **__ Archers** will shoot one practice end of 5 arrows and 3 scoring ends of 5 arrows at 15 meters.
- **__ Archers** will have 2 minutes to shoot each 5-arrow end.
- **__ Dropped arrows** will be left on the floor and replaced by a range official.
- **__ An arrow** that bounces off the target may be shot again as instructed by range officials. Except for practice ends.
- **__ Replacement arrows** will only be provided for bounce outs on scoring ends. Practice bounce outs will remain as shot.

- An arrow that crosses the target line is considered a shot arrow.



Bullseye Scoring:

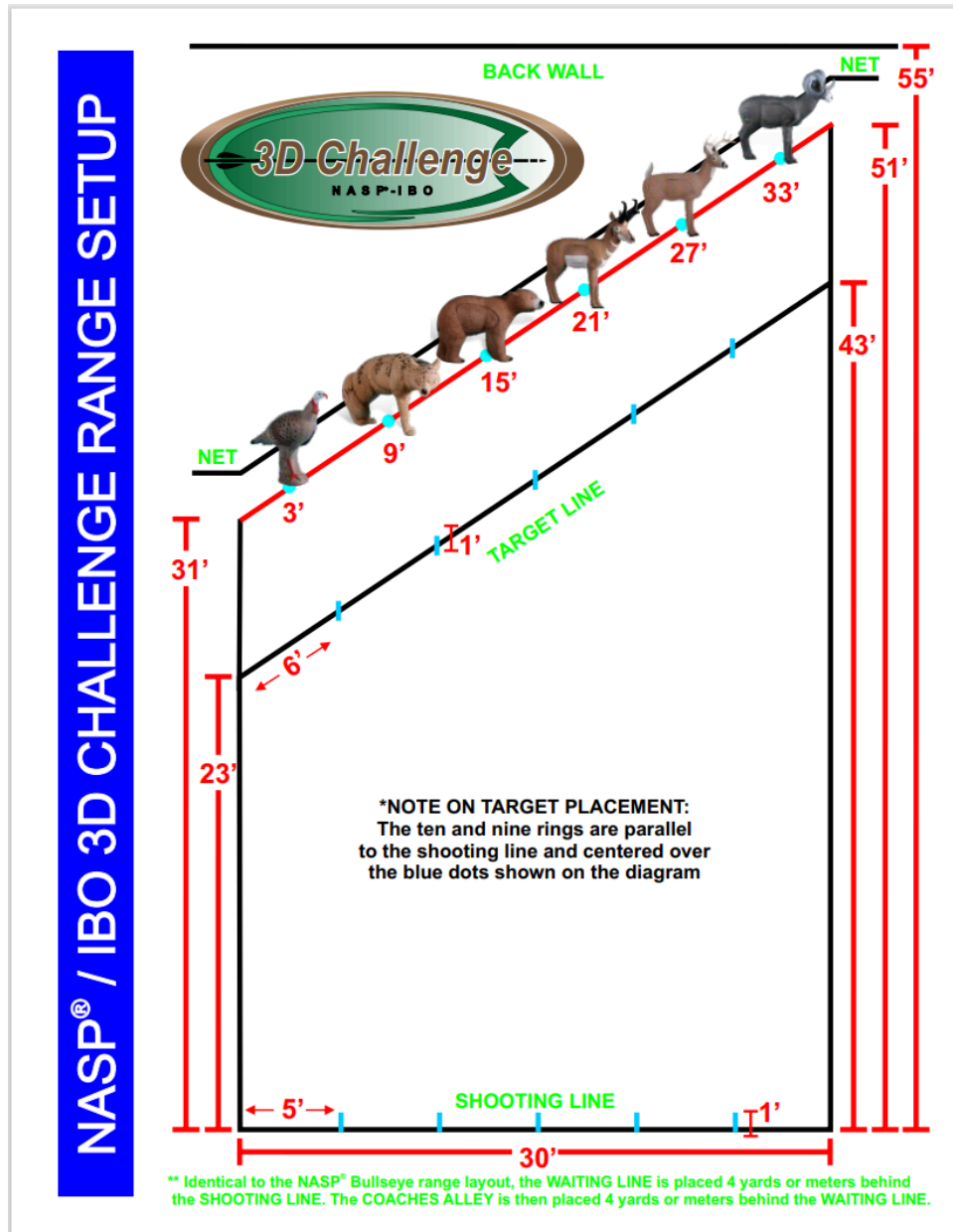
- Only archers and tournament officials will be allowed downrange of the waiting line.
- All arrows should be scored before any arrow or the target's face is touched.
- Beginning in the center of the target, scoring rings are 10, 9, 8, 7, 6, 5, 4, 3, 2, & 1
- An arrow shaft touching a scoring ring line is awarded the higher point value.
- An arrow outside all scoring rings is awarded '0' points.
- An arrow that 'robin-hoods' (sticks in the back of another arrow) receives the value of the arrow in the target. An arrow that deflects off another arrow and sticks in the target is scored where it sticks. An arrow that deflects off another arrow and fails to stick in the target is treated as a bounce out. An arrow that skips off the floor and imbeds in the target is scored where it sticks. An arrow that skips off the floor and bounces off the target is treated as a bounce out. An arrow that sticks in the target, but falls completely out as shooting continues, is treated as a bounce-out and a replacement arrow may be shot.
- (Bubble-type) scorecards will be used. Archers should practice with this type of scorecard before coming to the tournament.

- One or both archers may approach the target face to score arrows.
- **OFFICIAL SCORING PROTOCOL:** One archer will CALL and BUBBLE the other archer's arrows. Then the archers will reverse roles. If archers cannot agree on an arrow's score, a range official must be asked for the final decision. Once scores are final arrows may be pulled.
- At the conclusion of the flight both archers must sign the scorecard.

3D Order of Shooting & Scoring:

- Archers will shoot one practice end of 5 arrows at the target placed in their shooting lane
- Archers then shoot the first scored end of 5 arrows at this same starting target.
- After shooting and scoring an end of 5 arrows, the archer will move the scorecard from left to right, to the target line at the next target and move arrows to the next quiver. When the archer comes to the right end of the range and has not yet shot all 6 targets, the archer will move to the opposite end of their 6-target range and continue shooting and moving to the right until the flight concludes.
- Archers will have 2 minutes to shoot each 5-arrow end.
- Dropped arrows will be left on the floor and replaced by a range official. An arrow that bounces off the target may be shot again as instructed by range officials, except for practice arrows. A bounce out is an arrow that hits the target and falls straight down or bounces back toward the archers. An arrow that skips off the target is NOT considered a bounce out and no replacement arrow will be given. Replacement arrows will only be provided for bounce outs on scoring ends. An arrow that reaches the target line without hitting the target is considered a shot rather than a dropped or bounced-out arrow and will be scored zero points.
- If an archer is unable to safely use the equipment and follow range protocols, that archer may be removed from the competition
- After shooting the last arrow the archer must immediately leave the shooting line, rack the bow, and return behind the waiting line. If, after returning to the waiting area, an archer's scorable arrow falls out of the target it is a bounce out and a replacement arrow will be given. An archer is to notify a lane official immediately
- All arrows should be scored before any arrow, or the target is touched.
- The scoring rings are 10, 9, & 8. Any arrow outside the 8-ring but on the animal is scored a 7. Arrows in the horns (sheep & antelope), antlers (deer), or stump (turkey) are scored zero.
- An arrow shaft (not the hole) touching a scoring ring line is awarded the higher point value.
- An arrow scores zero (0) points if the arrow misses the target or the arrow deflects off and past the target.
- An arrow that deflects off another arrow and sticks in the target is scored where it sticks.
- An arrow that deflects off another arrow and fails to stick in the target is treated as a bounce out.
- An arrow that skips off the floor and imbeds in the target is scored where it sticks.
- An arrow that skips off the floor and bounces off the target is treated as a bounce out.
- An arrow that sticks in the target but falls completely out as shooting continues is treated as a bounce-out and a replacement arrow may be shot
- Scannable (bubble-type) scorecards will be used. The score board will be placed on the target line.
- Both archers will walk to the target in their lane to record arrow scores.
- One or both archers may approach the target face to score arrows.
- If archers cannot agree on an arrow's score, a range official must be asked for the final decision.
- Only range officials may have erasers on the range.

- One archer will move safely behind the Target Line while the other archer pulls his own arrows. Then the archers will reverse positions. At the conclusion of the flight both archers must sign the scorecard.



Indoor Archery Premiums & Awards

Premium: 1st- \$10.00 2nd- \$9 .00 3rd- \$8 .00 4th- \$7 .00 5th- \$6.00

Bullseye Sr. (1st – 3rd Place)

Award

Bullseye Int. (1st – 3rd Place)

Award

Bullseye Jr. (1st – 3rd Place)

Award

3D Sr.	(1 st – 3 rd Place)	Award
3D Int.	(1 st – 3 rd Place)	Award
3D Jr.	(1 st – 3 rd Place)	Award
Top Sr (Combined Bullseye +3D)		Award
Top Int (Combined Bullseye +3D)		Award
Top Jr (Combined Bullseye +3D)		Award

Rules for 4-H Compound & Recurve Bow Contest

Participants Conduct

SAFETY is the first priority for range staff, participants, coaches, and spectators. Standard and accepted range and shooting safety rules will be followed at all times. Any site-specific safety considerations will be announced at the appropriate venues. Match Directors, Range officers, or other event staff may caution, warn, or eject any person on any range for unsafe behavior. Such ejection may result in forfeited scores, disqualification, or ejection from the grounds. Any spectator contributing to unsafe behavior or rules violations may be barred from the ranges by event management.

4-H Contest will Follow:

- <https://4h.okstate.edu/projects/shooting-sports-curriculum/site-files/docs/contest-information/2024-2025-oklahoma-4-h-shooting-sports-rule-book-a.pdf> *with modifications to fit the Rogers County Fair Outdoor Archery

General & Safety Rules:

3D Round will consist of 2 arrows per target:

Field Round will consist of 2 arrows per target (arrows must stick into target to be scored).

Distances will be determined on the day of event.

Hunter's Safety Certification

In order to participate in Oklahoma 4-H Shooting Sports Contests youth must possess their Hunter's Safety Certification number (if under 10 years of age a certificate will suffice). Hunter's Safety Certification can be obtained online through the Oklahoma Department of Wildlife Conservation.

Equipment Check-in

All archery equipment must be checked prior to the start of official competition. Spot check of equipment may take place on the range prior to, during, or after any match. Chief Range Officers may verify check-ins on the range. Spot checks prior to or following any competitive event are permitted and likely. Participants whose equipment does not meet the event standards will be given an opportunity to adjust or to modify equipment to bring it into compliance prior to a second check. Check-in staff may be able to assist in that process if needed. Equipment failing to meet specifications during on-range spot checks will result in disqualification. All arrows

brought to the Archery check-in tables must be stored in a quiver or a storage container. Participants are limited to checking in a maximum of three bows during the official equipment check-in period. Chief Range Officers may verify a backup archery equipment, if needed, on the practice range. Max draw weight on bows is 60 lbs. NO EXCEPTIONS!!

Range Protocols

Chief Range Safety Officer will wear bright pink vest. Range Safety Officers will wear bright orange vests. Deliberate shooting or attempting to shoot any living animal while on competitive ranges is grounds for ejection from the event or from the match.

Cell Phones and Other Electronic Devices Except in emergency situations

NO cell phones, radios, or other electronic communication devices may be used by participants or others on or in the immediate vicinity of competitive ranges during active competition. Participants will be given one warning. After that if a cell phone is still being used the participant will be disqualified and asked to leave the range.

Ranging, Walking or Previewing Ranges

In any contest where estimating ranges is inherent in the contest, use of range finders, previewing ranges, communicating distances to later participants or similar actions are not allowed. These actions are grounds for disqualification for any individual or team involved.

Coaching

Coaches may not create a disturbance, upset either their participants or others, create unnecessary delays, or otherwise interfere with the safe and efficient operation of the range and execution of the matches. Coaches may assist participants during prep time, setting up equipment, spotting sighter shots, and offering positive advice and support. Unless called to the line by range officials, coaches will remain in the coaches' area. The coach's area will be set up behind the range safety line. Coaches will remain behind that line once preparation time ends, unless called to a firing point by a range safety officer. Once record shooting begins, no coaching is permitted unless initiated by the participant through the range officer and with his or her permission. Coaches may NOT initiate contact with their participants. Coaches may not handle firearms or equipment once the match has begun, nor may they advance to the firing line unless authorized by the range officer. Coaches may use spotting scopes to observe shot placement. NO cell phones, radios, or other electronic communication devices may be used by participants, coaches, or others on or in the immediate vicinity of competitive ranges during active competition. Specific coaching instructions may be issued on the ranges for each event.

1. Only the Chief Range Officer(s) or their Assistant(s) are allowed to remove someone from the line or prevent a participant from going to the line.
2. Draw: A minimum of the arrow tip must extend beyond the riser of the bow at full draw. The tip of the arrow is defined as the entire portion of the arrow point that is inserted, threaded in, glued or affixed into or outside the arrow shaft. All bows must be hand-held at full draw. (Any devices used to aid the participant must allow for the rule that the arrow tip must extend beyond the riser of the bow at full draw). "Sky Draws" (drawing the arrow back while the arrow is at an unsafe angle above the target range) will not be allowed and can because for removal from the line and disqualification of scores.

3. Poundage: Maximum draw weight for any bow is sixty (60) pounds. A portable poundage device will be used to check bows. Bow poundage checks will be conducted prior to the participants beginning the contest. Adjustments to bow poundage may not be made after the bow poundage has been verified by range officials. Random bow poundage checks of squadded groups will be conducted after participants start the contest. Participants with bows found to be over sixty (60) pounds draw weight will be disqualified.

4. Quivers: All arrows must be in a quiver or arrow case at all times. This includes all persons attending the State competition – youth, coaches, parents, leaders or other adults. Quivers must be properly worn, not carried by participants. No ground or pocket quivers allowed. Quivers attached to bow are also not allowed.

5. Binoculars: Binoculars will be allowed for participant and spectator use on the archery ranges. Random binocular checks of squadded groups will be conducted after participants start the contest. Participants may not glass targets from the firing line. In consideration of time limitations per station, participants will move through their courses of fire expeditiously to avoid delays. Rangefinders: Absolutely NO range finders or modified range finding equipment (mechanical or electronic) of any kind are allowed on any archery ranges. This applies to both participants and spectators and includes binoculars equipped with rangefinders. If a participant is found with a rangefinder on the range, they will be disqualified immediately. If a spectator is found with a rangefinder on the range, they will be required to leave the premises.

6. Arrows: No fiberglass arrows. Wood arrows are discouraged at the state contest, but may be used with Recurve / longbows with the approval of the contest superintendent prior to the start of the contest.

7. Arrow Retrieval: Whenever anyone is beyond the target backers an arrow must be placed in the top of the target backer (straight up) or a safety flag displayed vertically signifying that someone is behind the target backer.

8. Bows that fail safety inspection will not be allowed on the range.

9. All arrows must remain in the target butt until all arrows are scored. An arrow touching the line will be scored at the higher point value. They may then be withdrawn.

10. Arrows touched by the participant before they are scored will count as a zero.

11. If an appeal is made regarding scoring or other issue, the scorekeepers and range officers will meet and the Chief Range officer's call will be final

12. Off-ground skids or glances off of or into the target shall not be scored.

13. Bounce Out & Pass through Arrows:

Bounce Out Arrow – An arrow that has impacted the scoring area of the target and failed to remain in the target and fallen to the ground in front of the target. Pass Through Arrow – An arrow that has impacted the scoring area of the target and passed completely through the target. 3-D – Witnessed and confirmed bounce out and pass through arrows believed to have hit the target in the scoring area must be reported to the line official by the participant prior to the participant shooting their next arrow. If it is determined by the line official that the pass through arrow is not a result of the target condition, bounce out or pass through arrows will be scored by the line official as five (5) points. If it is

determined by the line official that the bounce out or pass through arrow was a result of target condition, the participant may re-shoot a single arrow in place of the bounce out or pass through arrow.

14. An arrow embedded in the nock of another arrow (generally known as a robin hood) will be scored the same as the arrow skewered.

15. A dropped arrow is one which falls while being transferred from the quiver in preparation for a shoot or falls from the string during a controlled letdown. (A dropped arrow may be reshot).

16. The assigned target holder must report all crossfires to the line official immediately, before the allotted relay time expires. Crossfires will not count for the participant's score and will be scored as a miss

17. Excessive shots on a target – i.e. - 11 shots on a 10 bull target: From the back side of the target count total number of holes. If the total number of holes is more than the course of fire dictates, the participant will lose the highest scoring shot of the target for each excessive shot on the target.

Whistle Signals are as follows:

2 whistle blasts: Participants to the line/Participants will straddle the line

1 whistle blast: Commence firing

3 whistle blasts: Score and retrieve arrows

4 or more whistle blasts: Cease Fire Immediately

Equipment Malfunctions

Equipment malfunctions must be addressed at the time of the incident. It is the participant's responsibility to notify the range officer of the malfunction. In the event of an equipment malfunction, the participant is to step back from the shooting line and raise their hand. A line official will come to assist. The participant will have a maximum of 15 minutes for repair time. The participant shall be allowed to shoot remaining arrows left in the end that occurred during the 15 minutes of repair time. If the participant is unable to return to the firing line after the 15 minute repair time has expired they will turn in their scorecard and not complete the remaining course of fire. Participants must return to the firing line at their assigned start time for the second course of fire in order to continue in the contest. One practice end will be allowed if malfunction deems necessary. This is a one-time option. All make-up arrows will be shot at the end of the round or at the officials' discretion. There will be no allowance for equipment failure given for arrows shot before or after said malfunction (arrows shot are arrows scored).

Equipment Standards: (sights and magnifiers)

There will be THREE separate divisions and they will compete in their respective discipline for awards.

Compound Division (All Age Divisions)

- Any bow that uses pullies or cams is deemed a compound.
- Release aids, string peeps, optical sights and spirit levels are permitted.
- Magnified sights are permitted but NO range finding sights or sights that produce an image on the target are permitted.
- 60 lb. maximum draw weight.

Recurve/Long Bow Division (All Age Divisions)

- One adjustable sight pin or multiple hunting style sight pins may be used; clicker and kisser buttons permitted;

Participants may have as many sight pins as deemed necessary; Torque compensators are permitted.

- String peeps and mechanical release aids are not permitted
- 60 lb. maximum draw weight.

Arrows

Arrows must meet AMO minimum weight standard. 5 grains arrow weight per pound bow peak draw weight will be minimum arrow weight. Examples · If your bow has a 60 lb. draw using a 5 grain arrow weight then your arrow cannot weigh less than 300 grains No arrows larger than 27/64ths in diameter are permitted. Bow draw weight and arrow weight will be checked by scales before the event

Even though the 3 governing bodies for the 3 events have slightly different requirements or restrictions-for the sake of simplification- this 4-H match will use one standard for equipment for all events.

All decisions made by official judge(s) for the event decision will be final.

Time Limit Participants will move through the course expeditiously and avoid delays.

Scoring 10X, 10, 9, 8 from the center outward. Tie breaks will follow the NGB Rules.

NGB Rules National Field Archery Association <https://www.nfaa.usa.com/wp-content/uploads/2021-2023-CONSTITUTION-.pdf>

3-D ROUND

Targets: 3-D targets as selected and placed by the management.

Distances: Seniors:
Unmarked distances from 5 to 50 yards.

Intermediates:
Unmarked distances from 5 to 40 yards

Juniors:
Unmarked distances from 5 to 25 yards

Course of Fire: 3D Round will consist of 2 arrows per target; Field Round will consist of 2 arrows per target (arrows must stick into target to be scored). Distances will be determined on the day of event.

Time Limit: Participants will move through the course expeditiously and avoid delays. Lost arrow search is limited to 2 minutes.

Scoring:

- +10X pts. "X" ring centered inside the 10 ring
- +10 pts. 10 ring
- +8 8 ring

- +5 Any other body shot
- M (for 0) Misses, glancing shots, not touching body color (horns, rocks, logs, etc.) Hooves are considered body color

Ties will be broken by the number of the highest number of X's, then 10's, 8's, etc

Other:

In consideration of time, no participant may glass the target from the shooting stake after taking his or her shot. Participants may glass the target prior to shooting, but are reminded of the time restriction for their shot. No adjustment of sights will be allowed after an archer has drawn and letdown. No adjustment of sights will be allowed after an archer has glassed the target while at the shooting stake. No Range Finders are allowed on the course (3-D) for use by participants, coaches, other adults or other youth.

NGB Rules: IBO – <https://f.hubspotusercontent10.net/hubfs/2446169/2021%20IBO%20Rules.pdf>

Outdoor Archery Premiums & Awards

Premium: 1st- \$10.00 2nd- \$9 .00 3rd- \$8 .00 4th- \$7 .00 5th- \$6.00

Junior Compound Overall	Award
Junior Recurve Overall	Award
Intermediate Compound Overall	Award
Intermediate Recurve Overall	Award
Senior Compound Overall	Award
Senior Recurve Overall	Award

Rogers County Fair Archery Permission Form

By signing this form, I acknowledge that the Rogers County Fair or Chelsea Public School is not liable for accidents that may happen during the contest. Also, that I am responsible for my child or student to understand the rules and all safety regulations. Furthermore, the FFA or 4-H members participating will always be supervised by their local school Agricultural Education instructor, 4-H Instructor, Coach, or Parent during the entirety of the shoot.

- This completed Permission Form is required of all participants. Both signatures are required. No exceptions.
- Each FFA or 4-H member participating must have a minimum of eight hours of Archery shooting practice to compete.
- Each participant must know how to operate their bow without assistance.
- No first-time shooters. No exceptions. Each participating FFA or 4-H member must have read and understood ALL THE RULES.
- A Parent, FFA Advisor, 4-H Leader MUST BE PRESENT WHILE IN FLIGHT
- Participant has been taught and understands the NASP rules and regulations and will conduct themselves in a manner fitting their club, school, and the NASP sport.
- A Hunter Safety Card is required of each member participating. No exceptions. Write Hunter Education # _____ (Except NASP Genesis)

This Permission Form must be presented at the time of check-in for competition for each participant on the date of the event. No exceptions.

_____, a member of the _____ FFA/ 4-H Chapter/ Club, has my permission to compete in the Rogers County Fair Shooting Sports event.

Signed _____
Parent or Guardian Signature

Signed _____
FFA Advisor, 4-H Club Leader, Coach

Date Signed _____

A Parent, FFA Advisor, 4-H Leader MUST BE PRESENT WHILE IN FLIGHT