

The Trifecta Challenge

Official Rulebook

General rules:

Each competitor will be required to agree to the Liability & Photo Release and The Trifecta Challenge Format and Rules upon registration. Any person(s) found in violation of the rules may receive warnings and/or be disqualified from the event. Discretion of enforcement is applied based on individual circumstances as brought to Trifecta Challenge staff and judges.

Coaches are encouraged to attend the event however; they must remain behind the field of play in the designated spectator area during qualifications and eliminations.

Safety and conduct:

- No alcoholic beverages or controlled substances are allowed on the range or used during the tournament.
- Unsportsmanlike conduct will not be tolerated.
- Shoes must fully cover the foot; bare feet, open-toed sandals, and flip-flops are not allowed.
- Listening devices (headphones, earbuds, or the like) are not permitted to be worn on the shooting line or down range. Medical devices are allowed such as hearing aids, the judge reserves the right to ask for a medical note.
- Use of cell phones while on the shooting line is prohibited.
- No verbal abuse or slander of tournament officials is permitted

Target conduct:

- All rounds will be shot at 20 yards.
- Archers must not deface their target in any way.
- Arrows passing completely through or bouncing out of the target may be re-shot.
- If an arrow is embedded in another arrow in the scoring face, it is scored the same as the arrow in which it is embedded.
- For archers shooting a single spot target face, a shot released before the start signal or after the stop signal closing an end will result in the archer losing their highest scoring arrow of that end.
- For archers shooting a Multi - spot target face, a shot released before the start signal or after the stop signal closing an end will result in the archer losing their highest scoring arrow of that end.
- If an archer shoots more than the designated number of arrows in an end, they will lose their highest scoring arrows and the lowest scoring arrows will be recorded.
- Arrows traveling entirely past the 3-meter dead arrow line cannot be re-shot and will be scored as a miss.
- Double scoring will be utilized, with both a tablet and paper scorecard, arrow calls are made by the majority of the group.
- Scorecard must be carefully totaled and signed before being turned in as the final scorecard. Scores for top qualifiers will be rechecked and addition changed if the written math is incorrect. Electronic scoring is unofficial.
- Do not touch any arrow or target face until all arrow values have been called and recorded accurately.
- An archer may request a Judge if he/she disagrees with the group call; the Judge's arrow call is final.

Equipment:

- The maximum peak bow weight allowed is 80 pounds.
- Sight lights are allowed.
- Tripods for spotting scopes are not permitted.

- All arrows used in the three rounds must be identical in length, weight, and diameter throughout the tournament.
- Arrow Diameter: Maximum 27/64" (or 0.422 inches, 10.7 mm).

Barebow

- Bow and accessories: Must be free of any sights or aiming marks.
- Release: Gloves, tabs, or fingers only.
- String walking: Allowed.
- Bow check: The entire bow with accessories must fit through a 12.2 cm ring.

Freestyle

- Sights: Any type of sight and sight is permitted.
- Release aid: Any hand-operated release aid is allowed.
- Rear stabilizer: Cannot touch the archer's body.
- Adjustments: Can be made during a round.

Modern Bowhunter Freestyle

- Any sight and scope may be used as long as the scope itself does not contain any lens in front of or behind the pin/s. Scopes with lenses, clickers, and draw checks are not allowed. A sight pin consisting of a housing with a hole through it, that does not contain a fixed reference point within the hole is not allowed.
- Release aids will be permitted. In the case of physical disability of the arms or hands, a chew strap may be used in place of fingers or release aids.
- A pin guard mounted on the sight, and a level mounted anywhere, will be legal in this style of shooting.
- A string of suitable material with a center serving and end servings of the same or different color than the string may be used. One consistent nocking point only is permitted. Nocking point locators shall not extend more than 1/2 inch above or below the arrow nock when at full draw. Brush buttons and string silencers properly attached will be legal.
- One anchor point only is permitted.
- All arrows shall be identical in size, length, weight, and fletching with allowances for wear and tear.
- Straight stabilizer, coupling device included if used, which cannot exceed 18 inches at any time, as measured from the back of the bow, V-bar, counterbalance, and string dampeners may be used.
- An archer will not be permitted to change the draw weight of the bow during a round.

Traditional

- Bow type: Recurve or longbow only.
- Sights/Aiming: No sights, marks, or any sighting aids are allowed.
- Rest: An arrow rest, arrow plate, or plunger button are the only devices allowed in the sight window.
- Finger position: Must remain consistent during competition, and the index finger must touch the arrow nock.
- Release: Fingers, glove, or shooting tab only.
- String walking: Not allowed.

Freestyle Limited Recurve

- Bow type: Recurve.
- Sights: Any sight may be used, but with no magnification, levels, or electronic devices.
- Release aids: Limited to gloves, tabs, and fingers.

- Stabilizers: The rear stabilizer may not touch the archer.

Equipment Failure:

- In the event of equipment failure, the archer should step back from the shooting line and raise the bow above his/her head. A judge will come to the archer's assistance. The archer will have 15 minutes of repair time without holding up the tournament. One practice end will be allowed. The archer shall be allowed to shoot any arrows missed during the 15 minutes. All make-up arrows will be shot at the end of the round. There will be no allowance for equipment failure in shoot-offs.

Trifecta Challenge:

- Maximum score of 1170 points.
- Three practice ends at the beginning of the challenge.
- 15 Minute break between rounds.
- Money Class top three shoot-off and tie breaker

Five Spot Round:

- Maximum score of 360 points
- Ends and arrows: An end is a three-minute period during which archers shoot five arrows.
- Archers will shoot 60 arrows (12 ends of 5 arrows) with each arrow scoring 1-6 points.
- Half-way through the scoring portion on the round, archers shooting bottom targets will move their target face to the top, and archers shooting top targets will move their target face to the bottom.
- For the single-spot target face, scores of one through six are possible. The rings, from inside the target face to outside, are called the X-ring equals six points, the center spot equals 5, points the 4-ring, the 3-ring, the 2-ring, and the 1-ring.
- On the five-spot target face, the X-ring equals six points and center spot are worth five points. The outer rings are worth four points.

The Vegas Round:

- Maximum score of 330 points
- Ends and arrows: An end is a two-minute period during which archers shoot three arrows.
- Archers will shoot 30 (10 ends of 3 arrows)
- Half way through the scoring portion on the round, archers shooting bottom targets will move their target face to the top, and archers shooting top targets will move their target face to the bottom.
- Scoring: Scoring is based on the 40cm three-spot target face or a 60cm single spot target face, with the center "X" ring counting as 11 points. An arrow only needs to touch the line of a scoring ring to receive the higher value.

Trifecta Challenge Round:

- Maximum score of 480 points
- Ends and arrows: An end is a two-minute period during which archers shoot four arrows.
- Archers will shoot 40 arrows (10 ends of 4 arrows) with each arrow scoring between 5,8,10,12 and 14 points.

- Halfway through the scoring portion on the round, archers shooting bottom targets will move their target face to the top, and archers shooting top targets will move their target face to the bottom.
- Compound and Freestyle Limited Recurve Archers are only allowed one arrow per scoring space on the target face.
 - Target face scoring
 - 14 points – for breaking the red ring or better on the Archery Shoppe Logo Target (The shot must be called by dropping a red disc with the bail number and A or B. May only be shoot once per end).
 - 12 scoring spot - 12 points for breaking the red, 8 points for inner yellow ring and 5 points for outer yellow ring.
 - 10 scoring spot – 10 points for the inner red ring and 8 points for outer ring.
 - Elk Face Silhouette – 5 points for anywhere on the Elk Face Silhouette to include the antlers.
 - 0 points – for anywhere else on the target face not already denoted
- Barebow and traditional archers can have multiple arrows in the same scoring space on the target face. With the max of two 12-point scoring spots shoot per end.
 - Target face scoring
 - 14 points – for breaking the red ring or better on the Archery Shoppe Logo Target (The shot must be called by dropping a red disc with the bail number and A or B. May only be shoot once per end).
 - 12 scoring spot - 12 points for the whole 12 scoring spot.
 - 10 scoring spot – 10 points for the whole 10 scoring spot.
 - Elk Face Silhouette – 5 points for anywhere on the Elk Face Silhouette to include the antlers.
 - 0 points – for anywhere else on the target face not already denoted

Shoot off and tie breaker rules:

- For each end both 12's must be shot and two 10's must be shot. A 14 may be called before the shot, in which the archer must shoot the 14, both 12's and one of the 10's. The shoot off concludes when there is a higher score at the conclusion of an end. The archers will continue ends until a higher score is obtained, in which the individual with the highest score will be declared the winner.