

ECIA's OPA Style Shoot Rules and Information

1. Known distance from 4 to 80 yards.
2. The 12 ring will be **ORANGE** and 14 ring will be **PINK**
3. ASA 3D scoring of 14's, 12's, 10's, 8's, 5's, etc.
4. Each shooter will shoot 30 targets.
5. There will be a shotgun start at 10am. Grouping will be a blind draw with a max of 5 shooters per group.
6. The top 5 shooters from each class after 30 targets will go to a 5 target shoot off for the final standings.
7. Each shooter that makes the final 5 will carry their total 30 target score over into the shoot off.
8. Shooter must call their shot if they are going for a 14.
9. If 14 is called, the shooter cannot score a 10 or 12
10. 2 cards per shooter.
11. 2 scorers per group.
12. 2 callers per group.
13. There is a speed limit of 299 Fps Max, no leniency. Each shooter is subject to be checked at any time. Winner of each class will be chronographed. If they are found guilty of the speed limit violation then they will be disqualified. To be clear 299 is a legal speed and 300 will be disqualified.
14. Shooters are allowed 2 let downs per target and has to fire on 3rd draw.
15. There will be no reshot arrows (if arrow is projected by string past certain line). Only one arrow, per shooter, per target will be shot from the stake. Anyone shooting the wrong target, will receive a "0" for the target which should have been shot regardless of the actual stake that the shot was made from.
16. The projection of a light or reference point, either directly or by reflection, onto a target is prohibited. This prohibition includes lighted nocks which may be used but which must go dark prior to the next shooter assuming the stake. Anyone in violation of this prohibition will be disqualified.
17. The use of any device or outside agency (including stabilizer bar or prop stick) that allows the mass weight of the bow to be relieved from either arm while shooting is prohibited. Anyone in violation of this rule shall receive a score of zero for each target where the violation occurred.
18. Each shooter is granted one breakdown. He/she will have 30 minutes to resolve the problem and fall back in with their group. Make ups will be done at the end of the shoot with entire group present. Equipment failure need not be visible, but must be reported to an official. If the equipment failure occurs during the act of shooting, the arrow will be scored as shot.
19. When calling arrows, the bonus rings will be scored by whether or not the arrow is touching the line, NOT by the paint of the target. On all other rings the arrow will be scored in or out by the outside of the line on that ring. The arrows will be scored by the integrity of the lines. No pulled or mangled lines will be called in if the arrow would be out, taking the integrity of that line into consideration. If there is a disagreement between the group on a call, only the shooter of the arrow in question can call an official challenge. If that official rules in favor of the shooter then he/she maintains possession of their challenge. If the official rules against the shooter, he/she loses their challenge for that day.

Each shooter is allotted one challenge. Each group will designate two members of their group as "Scorekeepers" who will record all scores for the group. Three individuals will be designated as "Scorers" but no one will be allowed to score their own arrow. In groups of four the third scorer will be alternated between the scorekeepers for the other scorekeeper's arrow. If 2 shooters call the arrow in and 2 shooters call the arrow out then the tie will go to the shooter.

20. The completed official colored scorecard must be reviewed and signed as correct by the Scorekeeper and the shooter.
21. The Scorekeepers for each shooting group will turn in the official scorecards for the group together except when a shooter is permitted to make-up targets due to an equipment failure or other approved leave. Shooters assume full responsibility for the accuracy of the information and scores on their cards. Any group that does not turn in their scorecards together before leaving the range will be subject to receiving a score of zero for that round
22. All arrows must remain in the target until all arrows are scored. The status of any doubtful arrows must be determined before drawing any arrow from the target. The score is based on the status of the arrow while all other arrows remain in the target. Arrows may not be removed until a scoring judgment has been made and no changes may be made to the score after removal of any arrow. Targets may not be moved or dislodged for scoring purposes, and shall be returned to their proper upright position upon removal of the arrows.
23. Target "Pass Through" or "Rebound" without striking another arrow: (1) Arrows passing through the front of, but still in, the target will be pushed back and scored; (2) If the group agrees that an arrow passed through the target's insert seam the shooter will be given a score based on the point of pass through not to exceed eight (8) points; (3) If the group agrees and confirms that the arrow actually passed through the target due to the high number of arrows that had been shot at the target, the range official is to be notified and the shooter will be allowed to take the score where the "pass-through" occurred as determined by the group up to a maximum score of 10 points, or (4) If the group agrees that the arrow rebounded out of the target, or deflected off of a plastic leg, without striking another arrow the shooter will be allowed to take the score where the rebound occurred up to a maximum of ten (10) points. Special Note: A score of 12 will not be permitted under sections 2, 3 or 4 of this rule.
Any arrow embedded ("Robin Hood") in the nock of another arrow will be scored the same as the arrow it is embedded in. Also, any arrow rebounded off another Arrow (a "Robin Hood" that strikes and damages another arrow and does not proceed toward the target, but bounces back) will be scored the same as the arrow it struck, provided the damaged arrow can be identified. Any arrow deflected by contact with another arrow already in the target and still proceeding toward the target will be scored as the greater of: (1) where it lies in the target; or (2) a maximum of five (5) points if it is not in the target.
24. The first shooter will have 2 minutes to fire his/her arrow. Each shooter after that will have 1 minute to fire their arrow. The first shooter's time starts when he/she steps up to the stake. The following shooter's time will start when the previous shooter steps away from the stake. If a person is in question and is found guilty of violating the time rule he/she will be docked 2 points per violation. Only an official can make this call. Each shooter will be given one warning before any points are docked. Every shooter that is up next he/she will stand in the on-deck box where they can figure cuts etc....