

2011

21st Annual 3-D Broadhead League

Sylvan Archers Range

League begins on June 1st and runs through August 3rd, every **Wednesday** evening. Shoot your broadhead point arrows at 3-D Elk, Deer, Bear and more! We want you to improve hunting skills for: estimating yardage, shooting up and down hills, approach and aim at real life animal sets. Make that one shot that really count this next hunting season. 14 (3-D) animals set on our course every Wednesday for 9 weeks!

Awards for - 1st, 2nd, & 3rd places

Five Classes: (Release/sights, Fingers/sights, Barebow, Traditional, Youth)
Also there will be a Money DOT

We will have a BBQ's after each night's shoot. Bring food, beverages and hunting stories: All are welcome to come and have Fun.

Sylvan Members \$85.00
Non-Members \$95.00
Single Night Round \$15.00

Field point shooters are welcome but are not eligible for trophies or the weekly high score. All who sign up and attend the full 9 weeks will be eligible for the DRAWING. Sign-up's will be taken at the range for the first 4 weeks after league begins. Single night rounds are welcome; any week of the league \$15.00 per shooter! Bring the Family or your Hunting Buddies.

Shotgun start at 6:30 PM Sharp!
August 3rd 6:00 PM Sharp!

For more information contact: David Osler Director of Hunting Games (503) 913-3470

Make and Mail Checks to: Sylvan Archers. No Cash for pre registration please.

David Osler/ Broadhead League
8164 SW Shenandoah Way
Tualatin, Or. 97062

Name: _____ Class: _____

Address: _____ City: _____ Zip: _____

Telephone: _____

I have read and will abide by the rules of Sylvan Broadhead League.

(Signature Required) _____

Sylvan Archers Broadhead League Rules

1. **Safety comes first!** If at any time a dangerous shooting condition exists, **DO NOT** attempt the shot. If the condition can be corrected, do so and notify groups behind you to pass the word back. Notify Person In Charge.
2. **Shotgun start at 6:30pm Sharp.** For safety reasons, No late starts will be permitted.
3. Shooting groups will be assigned each week. Shooters will shoot in order and rotate after each target.
4. Shooters must touch the shooting stake with a foot, or within arms length during the shot. Tree stand shots will be taken from the upper platform in a safe and reasonable shooting position. 2 minute time limit to shoot.
5. To qualify for the gift certificate draw on the last night, you must have attended all shoot weeks and be present.
6. All shooters must be able to draw their bow at a **level** horizontal plane. If unable to do so, shooter must reduce his or hers bow weight until that level plane can be performed. Note: This will not be considered an equipment failure for a make-up.
7. Two score cards per shooter and two people will keep the score for that group. Both cards must match and be signed by the two score keepers before turning in those cards for the official scores for that group.
8. Scoring targets will be 10, 8, and 5 points. A no score will be recorded for hits in the horns, ears, antlers, or legs below the bodyline. To score a 10, 8, or 5 the shaft of the arrow (not a blade, which may have cut the line) must be touching the scoring ring. This will be determined by all in that group and no arrows will be pulled until all in the group are at the target for scoring.
9. Only **One** arrow per target! During a make-up round, the second arrow is to be shot only after following another shooter and only one make-up per night allowed. **No make-up's on the last night.**
10. Equipment failures: Only for the first 9 weeks, can a shooter's score be made up. During an equipment failure make-up round, that shooter can be fully scored with no penalties. Provided the shooter can show reasonable failure, and that shooter must stop shooting after a failure is declared. Running out of arrows is **not** an equipment failure!
11. Shooters missing a week: Can either take a minus 20 points from their previous weeks score or shoot a make-up round of which: he or she will be scored 1 point less the value of that arrow during the make -up. Ex: 10's are 9's, 8's are 7's, etc. 0 is -1 point.
12. Scoring will be on a handicapped system, except for the last night. Scores will be handicapped by 90%. Using 100 points as the base, your handicap will be either added (+) if the score under 100 points or subtracted (-) if over 100 points. Ex: Score of 127 points minus 100 points = 27. ($27 \times 90\% = 24.3$) 127 minus 24.3 = 102.7 for that weeks score. Score of 78 points minus 100 points = 22. ($22 \times 90\% = 19.8$) 78 plus 19.8= 97.8 that weeks score.

THE SCORING SYSTEM COULD CHANGE BY THE DIRECTOR.

13. Classes are Hunter, Release/sights, Fingers/sights, Barebow, Traditional and Youth. All classes may use binoculars. But Range finders, Scopes, Cameras or Lasers are **not** permitted at any time for any class. Bow scopes will **not** have any magnification. **Releases, Bows and Arrows** are what you use for hunting. This is not a 3-D shoot, but is designed to sharpen your hunting skills and shooting accuracy.
14. No stabilizers longer than 13" total length - Including one piece and quick disconnect extensions. All other counters, balances and weights will not extend more than 5" total length per device.
15. Broadheads will be checked to meet 7/8" min. fixed blades, no barbed broadheads. Be aware that some practice blades are not 7/8" wide, these will **not** be allowed if shooting for trophies. Broadheads need to meet Oregon State Hunting Laws.
16. **Sighting in with broadheads will only be shot into sandpits or bring your own Broadhead target. No Broadheads to be shot into the cedar bales anywhere on the range. Anyone caught will be removed from the league and will forfeit all entry fees.**
17. Shooter's turn to shoot will have maximum of 2 minutes to shoot from stake, then step away to allow next shooter's turn. There will be **No** discussion of distance or shot placements, until **all** in the group have shot! Lost arrows may only be looked for until next group arrives. **No** delays on course. You can return after the shoot to look for lost arrows.
18. **Every shooter is responsible for his or hers actions while on the Broadhead Range. Any shooter who disrupts or causes a disturbance at the range during the shoot will be asked to leave. Or they will be removed from the league and will forfeit all entry fees and will not be invited back.**