



*****PLEASE FILL OUT EQUIPMENT LIST. BRING TO THE FIRST NIGHT OF LEAGUE*****

- TWO PERSON TEAMS.
- TEAMS WILL CONSIST OF AN A SHOOTER & B SHOOTER. ANY COMBINATION/STYLE OF SHOOTER. (Compound & Recurve, Recurve & Youth, Youth & Youth etc.)
- 300 ROUND SHOOTING. THREE ARROWS PER END. TOTAL OF TEN ENDS WITH TWO PRACTICE ENDS.
- TARGET FACE: SINGLE 40mm FACE OR THREE SPOT 28mm FACE. ANY COMBINATION CAN BE USED (One arrow in each, Two in one etc.).
- ARROW SCORING: 10, 9, 8, 7, 6, 5, 4, 3, 2, 1, 0. IF THE ARROW SHAFT TOUCHES THE LINE, IT IS CONSIDERED THE NEXT HIGHEST SCORING VALUE.
- AVERAGE WILL BE A TOTAL OF LAST THREE WEEKS SCORED.
- 80% HANDICAP.
- TEAM SCORING: TWO GAMES PER NIGHT (Ends 1-5 & Ends 6-10).
 - GAME ONE: TOTAL OF EACH TEAM'S SCORES: 2 Points
 - GAME TWO: TOTAL OF EACH TEAM'S SCORES: 2 Points
 - TOTAL SCORE OF GAMES ONE & TWO: 1 Point
- WILL BE SHOOTING TWO LINES, TOP LINE AND A BOTTOM LINE. TEAMMATES WILL SHOOT ON THE SAME LANE. TEAMMATES WILL CHANGE TOP TO BOTTOM, BOTTOM TO TOP.
- BETWEEN ENDS 5 & 6. CHANGE YOUR PAPER TARGET ONLY IF IT IS TOO HARD TO READ FOR SCORING.
- IN THE EVENT OF A ONE MEMBER TEAM, THE SECOND TEAM MEMBER WILL BE THE LEAGUE AVERAGE.
- THE LEAGUE WILL BE HELD AT THE UPPER PRACTICE RANGE.
- SHORT BREAK BETWEEN ENDS 5 AND 6.
- FOOD WILL BE SERVED AT 6:30 PM AT THE PRACTICE RANGE AND SHOOTING AT 7:00PM.
- THIS IS NOT A MONEY LEAGUE. FREE FOR SUFFOLK ARCHER MEMBERS & ASSOCIATES.
- SCORES WILL BE POSTED ON SUFFOLK ARCHERS WEBSITE WEEKLY.
- THIS IS FOR MEMBERS & ASSOCIATES ONLY LEAGUE.

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RULES FOR "THE 300"

- ALL ARCHERS MUST FOLLOW THE SUFFOLK ARCHERS SAFETY RULES!
- ARCHERS MUST STAND BEHIND THE WOOD FIRING LINE.
- IF AN ARCHER STARTS END ONE THEY ARE COMMITTED FOR THAT NIGHT.
- IF ARCHER HAS AN EQUIPMENT MALFUNCTION, ILLNESS etc., ARCHER HAS TWO COMPLETE ENDS TO RECTIFY THE SITUATION. MAKE UP FOR THE TWO MISSING ENDS WILL BE DONE AT THE END OF THE NIGHT. AFTER MISSING TWO ENDS, THE THIRD END MOVING FORWARD WILL BE SCORED A ZERO UNTIL THE ARCHER RETURNS.
- PRE-SCORE CAN BE COMPLETED AT YOUR CONVENIENCE ANY DAY PRIOR TO THE MISSED WEEK. ONLY 5 POINTS ABOVE AVERAGE WILL BE SUBMITTED WHEN USING PRE-SCORE. A PICTURE OF THE SCORE SHEET MUST BE SUBMITTED PRIOR TO MISSED WEEK. PRE-SCORE SHEETS ARE AVAILABLE IN THE LODGE.
- IF ARCHER IS MISSING A WEEK AND DID NOT COMPLETE A PRE-SHOOT, 5 POINT WILL BE DEDUCTED FROM ARCHERS AVERAGE FOR THE MISSING WEEK.
- ARCHER MUST CONTINUE WITH THE TARGET (single or three spot) THAT THEY HAVE SELECTED FOR THE DURATION OF THE NIGHT. ARCHER CAN CHANGE TARGET STYLE WEEK TO WEEK.
- THERE WILL BE TWO OFFICIAL PRACTICE ENDS BEFORE SCORING STARTS.
- ARROWS THAT BOUNCE OUT OF THE TARGET CAN BE RESHOT IN THE SAME END.
- IF AN ARROW IS SHOT AT A DIFFERENT ARCHERS TARGET IT WILL BE SCORED AS A ZERO.
- DO NOT REMOVE OR TOUCH THE ARROWS UNTIL THEY ARE SCORED. ONCE SCORED, SCORER WILL CALL "CLEAR TO REMOVE ARROWS".
- ONE TEAM MEMBER FROM ONE TEAM WILL CALL SCORES AND ONE TEAM MEMBER FROM THE OPPOSITE TEAM WILL RECORD SCORES.
- ANY ARROW SHOT PASSED THE DESIGNATED FOUL LINE WILL BE CONSIDERED A SHOT ARROW. ARROW MUST FULLY PASS THE DESIGNATED FOUL LINE TO BE CONSIDERED A SHOT ARROW. IF AN ARROW DOES NOT PASS THE DESIGNATED FOUL LINE ARCHER MAY RE-SHOOT A DIFFERENT ARROW. ARROW MAY NOT BE RETRIEVED UNTIL "ALL CLEAR" IS CALLED.
- IF IN THE EVENT OF A "ROBIN HOOD" THE SCORE OF THE FIRST SHOT ARROW IN THE ROBIN HOOD WILL BE SCORED TWICE.
- IF THERE IS A DISPUTE IN A CALLED SCORE A SHOOTER FROM A DIFFERENT TEAM WILL BE CALLED TO SCORE THE DISPUTE. ONCE THE CALL IS MADE, THE SCORE IS FINAL!
- PAPER TARGETS CAN NOT BE ALTERED IN ANY WAY.
- EQUIPMENT CANNOT BE UPGRADED OR DOWNGRADED FROM YOUR DESIGNATED EQUIPMENT LIST (see below). MUST FINISH LEAGUE WITH THE EQUIPMENT THAT WAS USED ON WEEK ONE.
- BINOCULARS ARE PERMITTED AFTER ARROW ONE AND ARROW TWO. NO GLASSING (using binoculars) AFTER THE THIRD SHOT. ARCHER MUST STEP BACK FROM FIRING LINE TO USE BINOCULARS.
- TALKING AND PLAYING MUSIC IS PERMITTED DURING SHOOTING.
- SMOKING IS NOT PERMITTED IN THE PRACTICE RANGE AREA DURING LEAGUE.
- THE USE OF THE FIRE PIT IS PERMITTED.
- THERE IS NO TIME LIMIT ON EACH END.
- IN THE EVENT OF A FINAL SHOOT OFF, EACH TEAM MEMBER WILL SHOOT THREE ARROWS EACH. THE TEAM WITH THE HIGHEST TOTAL SCORE WINS. SHOOT OFF WILL REPEAT UNTIL THERE IS A WINNER.
- SUFFOLK ARCHER MEMBERS WHO ARE NOT PARTICIPATING IN THE LEAGUE ARE PERMITTED TO USE THE PRACTICE RANGE DURING THE LEAGUE.
- MUST SIGN AND RETURN EQUIPMENT LIST ON THE FIRST NIGHT OF LEAGUE.



EQUIPMENT LIST

PLEASE CHECK THE BOX OF THE STYLE AND EQUIPMENT THAT YOU WILL BE USING.

COMPOUND

MAKE: _____

MODEL: _____

SIGHT

- NO SIGHT
- MULTIPLE PIN
- SINGLE PIN
- DOVETAIL STYLE
- MAGNIFICATION: _____ X
_____ X

STABILIZERS (FILL IN LENGTH IN INCHES)

- FRONT: _____"
- REAR: _____"

RELEASE

- FINGERS PULL THROUGH
- WRIST RELEASE HINGE
- THUMB ACTIVATED

RECURVE

MAKE: _____

MODEL: _____

SIGHT

- NO SIGHT
- MULTIPLE PIN
- SINGLE PIN
- DOVETAIL STYLE
- MAGNIFICATION:

STABILIZERS (FILL IN LENGTH IN INCHES)

- FRONT: _____"
- REAR: _____"

RELEASE

- FINGERS
- WRIST RELEASE
- HAND RELEASE

ARROW DIAMETER SIZE: COMPOUND AND RECURVE

- | | | |
|-------------------------------------------|-----------------------------|-----------------------------|
| <input type="checkbox"/> .166-.201 SKINNY | <input type="checkbox"/> 23 | <input type="checkbox"/> 26 |
| <input type="checkbox"/> 17-22 (STANDARD) | <input type="checkbox"/> 25 | <input type="checkbox"/> 27 |

***** I HAVE READ AND AGREE WITH THE RULES. PLEASE SIGN *****

_____ PRINT NAME

_____ SIGNATURE