

## **IBO RULES for Traditional Only**

The rules for combined shoots (defined as a tournament in which compound and traditional classes compete in the same venue) differ from the standalone traditional shoots. The traditional only venue enables IBO to further break shooting classes down to accommodate various recurve and longbow shooting styles.

### **I. IBO Membership**

An archer does not have to be an IBO member to shoot in the IBO Traditional Worlds. An archer must be an IBO member to compete in IBO Indoor World, World Qualifying Events, National Triple Crown, or World Championship, except as noted in E-2 below.

### **II. Awards, Entry Fees**

Awards are given to top 3 archers in each class. Entry fees vary and are determined by the event.

### **III. TARGETS AND SCORING AREAS**

#### **A. Targets**

1. Host clubs may use any 3D animal as long as the targets have official IBO scoring areas. In the IBO Traditional World Championship Rinehart Targets will be used.
2. Targets shall be set at unmarked distances. Classes will shoot the following stakes:
  - a. White Stake: Youth, All Female Classes, LB, SLB, SB, TH, ST, VT
  - b. Orange Stake: BB, MR, MLB
3. Care shall be taken when setting targets not to angle or excessively lean targets.

#### **B. Scoring Areas**

1. For all IBO-sanctioned shooting events, the targets shall have scoring areas as follows:
  - a. An "11" ring consisting of a circle centered within the 10 ring.
  - b. A "10" ring consisting of a circle inside the vital area.
  - c. A vital area (8-ring) that approximates the heart, lung, and liver area of the animal.
  - d. All area outside the 8 ring is considered "body" (5 pts) except as explained in "e".
  - e. An arrow embedded in the horn of an animal, not touching body color, is a miss and scored a zero. Targets with legs and hooves of a different color than the main body will still be considered body color for scoring a "5".
2. The material surrounding the actual outline of a target animal will NOT be counted for score. (0)

## IV. SHOOTING RULES AND ETIQUETTE

### A. Shooting Etiquette

1. At IBO Trad Worlds, every effort will be made to peer group according to class.
2. Shooting groups shall not consist solely of friends and relatives. At least one outsider will be added to such groups, who will also keep score when possible. A group of friends and or relatives must be aware that good sportsmanship requires an additional competitor/scorekeeper be added to their group. The archers in a group of friends and or relatives are required to make range officials aware of this situation. Failing to do so is unsportsmanlike conduct.
3. In a group that contains archers shooting from different stakes, the archers shooting from the farther stakes shoot first. No archer (or spectator) shall approach a target prior to the entire group shooting.
4. When shooting, the archer must touch the appropriate stake with some part of the body. Stakes are set to challenge the archer with various shooting positions. Alterations to the ground around the shooting stake, using any tools or leveling aids, natural or otherwise, are not permitted. After shooting, the shooter should immediately clear the stake for the next shooter.
5. Using binoculars from the shooting stake after the shot is prohibited.
6. There shall be no discussion of yardage until all arrows have been scored. Discussion of yardage is permitted only among archers who have shot the target and must be done in a manner to ensure that other archers who have yet to shoot the target will not be assisted.
7. For all classes other than Barebow (who are allowed to string-walk), you may address the arrow with a 1/8<sup>th</sup> inch space between the nock and your index finger. At full draw you must be touching the nock of the arrow.

### B. Scoring

1. Scorecards: At all IBO-sanctioned shooting events, two score cards must be completed for each archer. Scorecards must have archer's name, address, IBO membership number, and the IBO membership number of each scorekeeper.
2. Scorecards must be split between two scorekeepers so that each scorekeeper has one card for each archer. Both scorekeepers must agree on a score, compare, and punch or mark the scorecards before the arrows are pulled from the target.
3. Arrows pulled early will receive a zero. Repeated violations of this rule will result in the offending archer being disqualified.
4. If the two scorekeepers for a group mistakenly record different scores, the inconsistent scores must be corrected as agreed upon by the majority of the group. The error must be circled and initialed by both scorekeepers and the correct score punched or otherwise clearly marked. If agreement by the majority of the group is not possible, the shooter will receive the lower of the two scores.

5. Score cards must be legible, complete, and signed by the archer to be accepted. No scorecard may be changed by a competitor or scorekeeper after submitting it to a range official.
6. Scorecards will be collected at the end of each course. Each group's scorecards must be turned in together by the entire group.
7. Archers shall be responsible for their own scorecards. It is up to each archer to ensure that his or her scorecard meets the above requirements. Duplicate cards will not be issued to replace lost or damaged cards, except in unusual circumstances approved by the host and/or IBO tournament officials at their sole discretion.
8. Host clubs shall keep scorecards for one year following an IBO-sanctioned shooting event.
9. Any attempt by an archer to knowingly falsify a score, or knowingly allow another to falsify the score, shall result in disqualification of that archer for shooting event, and that archer shall be ineligible to participate in an IBO-sanctioned shooting event for a one (1)-year period. A suspended competitor may petition the IBO Board of Directors for reinstatement.
10. The IBO reserves the right, in its sole discretion, to correct harmless errors including but not limited to, score tabulation, lack of initials or signature, posting, etc. which in the opinion of the IBO was clearly not a result of an attempted inflation of the archer's score.

### C. Scoring Arrows

1. Scores will be tabulated as follows:
  - i. 11 points: 11 ring or "X" ring centered inside the 10 ring
  - ii. 10 points: 10 ring or heart
  - iii. 8 points: Vitals
  - iv. 5 points: Body, Hooves
  - v. 0 points: Miss or arrow not touching body color
2. If more than one scoring area is visible on a target, the host organization of any IBO sanctioned event shall note which area shall be used at the shooting stake. In the event that such a target is not posted, scoring ring should be decided upon by peer group prior to first shot.
3. An arrow touching the line of a greater scoring area shall be given the higher score.
4. Arrows must stick in the target in order to receive a score other than a zero with the exception of a pass-through, Robinhood, or bounce-back as set out in Paragraphs (5.) (6.) and (7.) below.
5. An arrow that passes through a target may be scored if witnessed and agreed upon by the majority of archers in the group. A pass-through is an arrow passing completely through the target with material 360 degrees around the arrow, leaving a separate entrance and exit hole. If the pass-through was witnessed by a member of the group other than the shooter, and the group cannot agree, the archer may re-shoot the target before the group advances to score the target.

6. All whole arrows, or partial arrows that are sticking in the target shall be scored where they penetrate the target. An arrow embedded into the nock end of an arrow embedded in the target shall be scored the same as the arrow embedded into the target. An arrow that hits another arrow—with the arrow being struck showing visible damage that does not stick in the target shall be given a score of the arrow that was struck. The majority of the group must agree that 1) a particular arrow was struck, and 2) that striking the arrow prevented the arrow from sticking in the target, or the arrow shall be scored as a miss.

7. A bounce-back is an arrow that squarely strikes the target and bounces back toward the shooter. An arrow that glances off the target is not considered a bounce-back. A bounce-back may be scored if the score can be agreed upon by the majority of archers who are in the group. If a member of the group other than the archer witnesses the bounce-back and the group cannot agree, the archer may re-shoot the target before the group advances to score the target.

8. An arrow released or dropped accidentally will be scored a zero unless the archer is able to retrieve it while touching the stake.

9. Any arrow intentionally shot into the ground or any object other than the target shall be considered an act of unsportsmanlike conduct and the arrow scored a zero.

#### D. Binoculars and Rangefinders

1. Hand-held binoculars are allowed without magnification limitations. Rangefinders are not allowed. Archers should be aware of random binocular checks.

2. Binoculars shall not be used at the stake after the shot has been taken. Archers may utilize binoculars additionally to view the target while waiting their turn, at the shooting stake before the shot, or from an on-deck area behind a group that is in the process of shooting a target.

#### E. Equipment Failures and Leaving the Course

1. Once an archer begins shooting a course, he or she must finish with his or her group unless given permission to leave by a range official, or in the event of equipment failure, his or her shooting group.

2. When possible, in the case of inclement weather, a siren or other warning system shall be implemented, indicating that a potential emergency exists and all shooting and practice ranges are immediately closed. When this warning has been sounded, all shooting activities must cease, and everyone should seek appropriate shelter. Archers shall use the utmost caution to ensure the safety of all persons involved. Archers may only resume shooting activity after being instructed by the IBO, the host organization, or other range officials on the proper manner to re-enter the competition ranges once the emergency has passed and the ranges have been reopened. Due to the severe risk to one's self or other shooters and/or range personnel in a potential emergency situation, any attempt to circumvent these safety warnings and continue shooting will be viewed as unsportsmanlike conduct and will be grounds for immediate disqualification.

3. Once an archer begins shooting a course, he or she may not exchange equipment unless there is an equipment failure as set out below.
4. Equipment failures must be visible and agreed upon by the majority of the group. The procedure for dealing with equipment failures shall be as follows:
  - a. Scorekeepers for the group shall write "equipment failure" on scorecard of the archer with the equipment failure and initial the scorecard.
  - b. Scorekeepers will tabulate the archer's score to that point and initial the cards.
  - c. The archer with the equipment failure shall then cautiously proceed forward through the course and immediately notify a range official.
  - d. If three or more archers remain in the group, they may continue shooting. If two or fewer remain, they must join the following group (so long as it does not result in a group of six or more) or step aside and wait for range official before proceeding. If range officials are not readily available, then the group should proceed through the range to the check station.
  - e. The archer will be given a time by range official which the repair must be completed.
  - f. A range official will hold the archer's scorecards until the repair is completed and the archer is escorted back onto the course by a range official.
  - g. Any archer leaving the range without following the guidelines as set out in section (D) of this rule may be disqualified.

#### F. Peer Groups

1. A peer group may be made of other archers shooting the same class in competition.
2. The IBO or a host club (at the state, regional, or national level) may require an archer to shoot in a peer group at a particular event. If an archer is registered by the IBO or a host club in a peer group and that archer does not shoot in the group, his or her score will not be ineligible for National awards.
3. Peer groups will be assigned at a check station, at predetermined times, by IBO officials.

#### G. Tie Scores, Unsportsmanlike Conduct, and Misc.

1. 11s will be used to break ties. The archer with the most 11s will be the winner. However, if two or more archers still finish with identical scores, the host club may declare a shoot-off. A shoot-off will consist of a 3-D animal set at an unknown distance, within the limits of the relevant class, and an "X" shall be placed in the center of the highest-scoring area. The archer whose arrow is the closest to the "X" will be declared the winner. If only one archer is present at the shoot-off, he or she will be declared the winner.
2. No alcoholic beverages may be carried or consumed on any shooting course, range, or practice area by anyone during shooting hours. If in the opinion of a range official, an archer who is under the

influence of alcohol attempts to enter a course, range, or practice area, the archer will not be allowed to shoot and will be suspended from that competition. Repeated violations may result in a revocation of IBO membership and a ban from all IBO-sanctioned competitions.

3. Spectators shall not distract, interfere with, or assist archers while on the shooting course or range.

4. Unsportsmanlike conduct will not be tolerated. Any action considered unsportsmanlike by the host club or the IBO will be grounds for disqualification and/or suspension from membership. Examples of unsportsmanlike conduct include, but are not limited to, the following:

- a. Communicating to another archer the yardage of a target that the other archer has not yet shot.
- b. Using a cell phone on the shooting range. Cell phones are only to be used when the group decides there is an emergency requiring such use. Upon entering a range, all cell phones are to be switched off.
- c. Disobeying or disregarding the orders of a range official or shoot official.

#### **V. Shooting Classes:**

Arrows and tips in all classes must be factory specks in color and identical in weight, length and fletching. (If color of arrow shaft or tip is altered) the tip and shaft must be painted the same color from tip to within 4 inches of fletching. (Normal wear is permitted)

##### **\*\*\*1. Self Bow (SB)**

a. Bow - no manmade material can be used on bow except string material and glue. No performance enhancing material may back the bow (ie. Another wood, bamboo, rawhide or sinew). Only decorative materials such as snake skins may be used.

b. Arrow - must be wood, bamboo or cane. A bow shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers. Archers may use up to two (2) nock locating devices, but they must use the same nocking point and anchor point for each shot and the index finger must contact the string in the same place for each shot. The nock of the arrow may be addressed with a 1/8<sup>th</sup> in space, but the index finger must touch the nock at full draw. Face and/or string walking are not permitted. No sighting device of any kind may be used. There shall be no markings on the bow or bowstring (intentional or accidental) that could be construed as sighting marks. No type of draw check or clicker may be used. Arrows shall be made of wood, bamboo or cane and shall be identical in length, weight, and color (allowances shall be made for normal wear). Arrows shall be shot off the hand or shelf of the riser. No soft materials that will assist or affect the paradox of the arrow may be used to build up the shelf or strike plate of the riser. Archers may use a hard material on the shelf or on the side of the riser under a hair or leather strip that does not exceed 1/8" thickness. The shelf may not be built up in a manner that will give the archer an advantage in terms of feather or vane clearance. The intent is that the shelf meets the side of the riser (strike plate) so the built-up shelf may not be a pyramid that provides clearance and separation from the bow riser. Shot from white stake. A Self Bow shot in SB class shall conform to the following specifications:

1. The bowstring, when the bow is strung, may only contact the nocks/string grooves on the tips of bow.
2. A Self Bow shall not be backed with any performance enhancing material. No sinew or other woods may back the bow. A one or two piece (joined in the handle) may be shot in Self Bow.
3. Self Bows made from one piece of wood may be used. Snake skins or other decorative cloth or skins may be glued to the bow but nothing that will enhance performance.
4. No stabilizers, counterbalances, or weights of any kind may be attached or built into the bow, except a bow quiver clearly designed to hold arrows.

### **\*\*\*2. Longbow (LB)**

a. Bow - one, or two-piece take-down at all IBO events. The bowstring, when the bow is strung, may only contact the nocks/tips of the bow.

b. Arrow - must be wood, bamboo or cane. A longbow shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers, archers may use up to two (2) nock locating devices, but they must use the same nocking point and anchor point for each shot and the index finger must contact the string in the same place for each shot. You may address the arrow with a 1/8<sup>th</sup> inch space, and the index finger must touch the nock of the arrow at full draw. Face and/or string walking are not permitted. No sighting device of any kind may be used. There shall be no markings on the bow or bowstring (intentional or accidental) that could be construed as sighting marks. No type of draw check or clicker may be used. Arrows shall be made of wood and shall be identical in length, weight, and color (allowances shall be made for normal wear). Arrows shall be shot off the hand or shelf of the riser. No soft materials that will assist or affect the paradox of the arrow may be used to build up the shelf or strike plate of the riser. Archers may use a hard material on the shelf or on the side of the riser under a hair or leather strip that does not exceed 1/8" thickness. The shelf may not be built up in a manner that will give the archer an advantage in terms of feather or vane clearance. The intent is that the shelf meets the side of the riser (strike plate) so the built-up shelf may not be a pyramid that provides clearance and separation from the bow riser. No stabilizers, counterbalances, or weights of any kind may be attached or built into the bow; except a bow quiver clearly designed to hold arrows. Shot from the white stake.

### **\*\*\*3. Female Longbow (FLB)**

1. A strung bow the string can only touch the string grove of tip. Bow can be center shot. One, two, three-piece longbows allowed. No ILF risers, adjustable limb pockets, adjustable draw weight.

2. Arrow- wood, bamboo, or cane only.

3. Longbow shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers. Archers may use up to two (2) nock locating devices, but they must use the same nocking point and anchor point for each shot and the index finger must contact the string in the same place for each shot. You may address the arrow with a 1/8<sup>th</sup> inch space. The index finger must touch the nock of the arrow at full draw. Face and/or string walking are not permitted. No sighting device of any kind may be used. There shall be no markings on the bow or bowstring (intentional or accidental) that could be construed

as sighting marks. No type of draw check will be allowed. No stabilizers, counterbalances, or weights of any kind may be attached or built into the bow, except a quiver clearly designed to hold arrows. Arrows shall be shot off the hand or shelf of the riser only. An arrow side plate (if used) may only extend one (1) inch above the arrow. No soft materials that will assist or affect the paradox of the arrow may be used to build up the shelf or strike plate of the riser. Archers may use a hard material on the shelf or on the side of the riser under a hair or leather strip that does not exceed 1/8" thickness. The shelf may not be built up in a manner that will give the archer an advantage in terms of feather or vane clearance. The intent is that the shelf meets the side of the riser (strike plate) so the built-up shelf may not be a pyramid that provides clearance and separation from the bow riser. Shot from the white stake.

#### **\*\*\*4. Sr. Longbow (SLB)**

This class is for archers 60 years of age or older on the day of the Traditional World shoot. Same rules as Longbow except may use a three-piece longbow. Must use wood, cane or bamboo arrows. No ILF or adjustable draw weight or limb angle allowed. Shoot from white stake.

#### **\*\*\*5. Modern Longbow (MLB)**

- a. Bow - any design as long as string only touches string groove or bow tip. One, two, three-piece longbows allowed. ILF, metal risers, with adjustable limb pockets allowed.
- b. Arrow - an arrow of any material may be used. Aluminum or carbon arrows must have screw-in field points; wood arrows may have glue on points. All arrows must have at least three (3) feathers or vanes no less than four (4) inches long.
- c. A longbow shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers. Archers may use up to two (2) nock locating devices, but they must use the same nocking point and anchor point for each shot and the index finger must contact the string in the same place for each shot. You may address the nock of the arrow with a 1/8in space and the index finger must touch the nock of the arrow at full draw. Face and/or string walking are not permitted. No sighting device of any kind may be used. There shall be no markings on the bow or bowstring (intentional or accidental) that could be construed as sighting marks. No type of draw check will be allowed. All arrows must be the same length and weight. No stabilizers, counterbalances, or weights of any kind may be attached or built into the bow, except a quiver clearly designed to hold arrows. Arrows shall be shot off the hand or shelf of the riser only. An arrow side plate (if used) may only extend one (1) inch above the arrow. No soft materials that will assist or affect the paradox of the arrow may be used to build up the shelf or strike plate of the riser. Archers may use a hard material on the shelf or on the side of the riser under a hair or leather strip that does not exceed 1/8" thickness. The shelf may not be built up in a manner that will give the archer an advantage in terms of feather or vane clearance. The intent is that the shelf meets the side of the riser (strike plate) so the built-up shelf may not be a pyramid that provides clearance and separation from the bow riser. Shot from the orange stake.

#### **\*\*\*6. & 7. Modern Recurve (MR) and Female Modern Recurve (FMR)**



a. Bow - a recurve shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers. Archers may use up to two (2) nock locating devices, but they must use the same nocking point and anchor point for each shot and the index finger must contact the string in the same place for each shot. You may address the arrow with a 1/8in space and the index finger must touch the nock of the arrow at full draw. Face and/or string walking is not permitted. No sighting device of any kind may be used. There shall be no markings on the bow or bowstring (intentional or accidental) that could be construed as sighting marks. No type of draw check will be allowed. Ex: ILF metal riser with adjustable limb pockets.

b. Arrows - arrows may be made of any material. All arrows must be the same length and weight. Aluminum or carbon arrows must have screw-in field points; wood arrows may have glue on points. All arrows must have at least 8 inches of fletching.

c. No counterbalances, or weights of any kind may be attached or built into the bow, except a quiver clearly designed to hold arrows and a single stabilizer no greater than 12 inches from point of attachment. Arrows shall be shot off the hand or shelf of the riser only. An arrow side plate (if used) may only extend one (1) inch above the arrow. No soft materials that will assist or affect the paradox be used to build up the shelf or strike plate of the riser. Archers may use a hard material on the shelf or on the side of the riser under a hair or leather strip that does not exceed 1/8" thickness. The shelf may not be built up in a manner that will give the archer an advantage in terms of feather or vane clearance. The intent is that the shelf meets the side of the riser (strike plate) so the built-up shelf may not be a pyramid that provides clearance and separation from the bow riser. Shot from the orange stake.

### **\*\*\*8. & 9. Barebow (BB) and Female Barebow (FBB)**

a. A recurve or longbow shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers. No sighting device of any kind may be used. A rest and plunger are all that may reside within the sight window of the bow. A clicker is allowed but must not be mounted in the sight window of the riser. There shall be NO markings on the bow or bowstring (intentional or accidental) that could be construed as sighting marks. String walking and face walking are permitted in the BB class. Weights may be added to the lower part of the riser. Weights regardless of shape must mount directly to the riser without rods, or extensions. No angular or shock-absorbing devices. The unstrung bow must pass through a hole or ring 12.2cm inside diameter + or - 0.5mm.

b. (BB) will be shot from the orange stake.

(FBB) will be shot from the white stake.

c. Arrows - All arrows shall be of the same material and be of uniform length and weight.

### **\*\*\*10. & 11. Senior Trad (ST) and Female Senior Trad (FST)**

Senior Traditional is an optional class for archers 60 years or older. Equipment shall consist of a self bow, longbow or recurve shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers. Archers may use up to two (2) nock locating devices, but they must

use the same nocking point and anchor point for each shot and the index finger must contact the string in the same place for each shot. The index finger must touch the nock of the arrow. Face and/or string walking are not permitted. No sighting device of any kind may be used. There shall be no markings on the bow or bowstring (intentional or accidental) that could be construed as sighting marks. No type of draw check or clicker may be used. All arrows must be the same length and weight.

Aluminum or carbon arrows must have screw-in points; wood arrows may have glue-on points. All arrows must have at least 8 inches of fletching. No counterbalances, or weights of any kind may be attached or built into the bow, except a single 12 inch stabilizer and a quiver clearly designed to hold arrows may be used. Arrows shall be shot off the hand or shelf of the riser only. An arrow side plate (if used) may only extend one (1) inch above the arrow. The shelf may be built up and the side plate may be built out with a hard material that has a minimal consistency of wood. The shelf and side plate may be covered with a softer material that is no thicker than 1/8 inch. ST archers will shoot from the white stake.

### **\*\*\*12. Trad Hunter (TH)**

1. Bow - Recurve or longbow wood or wood with laminates. Must be shot off the shelf: Shelf must be the manufactures shelf with no build up and can be covered with any material no thicker than 1/8 of an inch. Side plate must be manufactured with no build out other than strike plate material no thicker than 1/8 inch. Shot with fingers directly contacting the bowstring using a glove, tab or bare fingers. Archers may use 2 nock locating devices, but only one nocking point. Must use the same anchor point for each shot. The index finger must touch the nock of the arrow. No sighting devices or marks allowed (intentional or accidental) No string walking or face walking. No clicker of any kind allowed. No stabilizer or weights of any kind may be used.

2. Arrows can be of any material. Must have 12in of fletching. Arrow must weigh 10 grains per pound of draw weight at 28in, and be no lighter than 450 grains. Shot from the white stake.

### **\*\*\*13. & 14. Vintage Traditional (VT) and Female Vintage Traditional (FVT)**

a. No ILF configuration, adjustable limb angle or adjustable draw weight allowed. Shelf and side plate can only be built up or out ¼ in, with any material.

b. Arrow must have 12 inches of feather (no plastic veins) and no other material allowed. Must be of the same weight and length. Any arrow material, but identical in color. Screw in or glue on tips only. A recurve or longbow shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers. Archers may use up to two (2) nock locating devices, but they must use the same nocking point and anchor point for each shot and the index finger must contact the string in the same place for each shot. You may address the arrow with a 1/8<sup>th</sup> inch space and the index finger must touch the nock of the arrow at full draw. Face and/or string walking is not permitted.

c. No sighting device of any kind may be used. There shall be no markings on the bow or bowstring (intentional or accidental) that could be construed as sighting marks. No type of draw check will be

allowed. No stabilizers, counterbalances, or weights of any kind may be attached or built into the bow, except a quiver clearly designed to hold arrows. An arrow side plate (if used) may only extend one (1) inch above the arrow. Shot from white stake.

### **\*\*\*15. Youth (YU)**

Up to 16 years of age at time of tournament.

a. A recurve or longbow shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers. Archers may use up to two (2) nock locating devices, but they must use the same nocking point and anchor point for each shot. You may address the arrow 1/8<sup>th</sup> in from the nock, but the index finger must contact the string in the same place for each shot. The index finger must touch the nock of the arrow at full draw. Face and/or string walking is not permitted. No sighting device of any kind may be used. There shall be no markings on the bow or bowstring (intentional or accidental) that could be construed as sighting marks. No type of draw check will be allowed. No stabilizers, counterbalances, or weights of any kind may be attached or built into the bow, except a quiver clearly designed to hold arrows. Arrows shall be shot off the hand or shelf of the riser only. An arrow side plate (if used) may only extend one (1) inch above the arrow. No soft materials that will assist or affect the paradox of the arrow may be used to build up the shelf or strike plate of the riser. Archers may use a hard material on the shelf or on the side of the riser under a hair or leather strip that does not exceed 1/8" thickness. Shot from the white stake.

b. Arrow - can be of any material, fletch or point type.

## **VI. IBO Traditional Worlds Additional Events**

Thanks to many dedicated sponsors, the Traditional World Championships provides a unique opportunity to hold additional contests to foster fellowship and fun amongst all archers who participate, regardless of skill.

### **A. Champions Showcase Shootdown – Hunter Challenge**

The Hunter Challenge is a 3D course that is shot and scored like a normal IBO course. Shooters shoot from the same color stakes as with all IBO events. At the discretion of the host club there may be a few optional bonus targets placed throughout the course. Shooters will be competing for awards within their respective IBO classes. At a predetermined cutoff time, scores will be compiled to determine the top 16 males from the orange stakes, the top 16 males from the white stakes, and the top 16 women irrespective of class. The top archers will then be bracketed for head-to-head competition. Bracketing will be based on the archers score so that the highest scores shoot against the lowest scores in the first round. The head-to-head shoot down will be conducted in a location that enables spectators' optimal viewing of the shoot. A coin toss winner will decide to shoot first or second in shootdown format. After the first shot, archers will alternate shooting. Archers will then shoot 3D targets head-to-head. At the end of each round half of the shooters will be eliminated. This process will continue until one archer is

determined the winner. If at the end of target rounds two archers are tied, they will shoot an additional target with the archer shooting an arrow closest to the center of the 11-ring being the winner.

#### B. Mixed Team Competition

All ladies will have an opportunity to place their name on a list at registration to serve as a team captain in the mixed team competition. All men desiring to participate will place their name in a hat for an opportunity to be drawn as a team member. Team captains (ladies) will draw men's names from a hat to form 3 archer teams. Teams will then be randomly drawn and placed in a bracket for head-to-head competition shot in a location that will provide optimal viewing for spectators. All 6 archers (two teams) will shoot an arrow from the same designated stake at their target before scoring. Targets will be shot and the highest scoring team will advance to the next round. Standard IBO scoring will be used and the archers will shoot the equipment they legally shoot in their individual IBO round. In the event of a tie, the women team captains will shoot one arrow with the closest to the center of the 11-ring declared the winner. The idea of the mixed team competition is to meet new people, bringing archers together in a fun, collegial, yet competitive manner.

#### C. Self Bow Shoot Out

Bring a self bow and enter this fun, competitive event. The competition is for anyone who brings a self bow and wants to show their skill amongst the brotherhood of the best self bow shooters in the world. Bragging rights for the self bow bowyer to be had. Build 'em, bring 'em, and shoot 'em for cash.

#### D. Last Man Standing

A fun event for any archer that wants to enter. Predetermined shots will be announced by the emcee. Shots are made by the archer to continue on in the competition. Should you miss, you may pay your way back in and continue on in the competition. Cash and awards given along the way, so anyone can win. Only one archer will remain to win the coveted award of "The Last Man Standing."

#### E. Bow Up 4 Bucks

This is a skills game that test your mental/archery prowess. Bring your bow and follow the emcee instructions. You make the shot you stay in the game. Along the way you may miss the called shot & be out of the game but could possibly win "BUCK\$".

#### F. Kids Shoot

Any kid under 14y/o may shoot the Kid's Extravaganza. A predetermined time will be announced and kids bring your bows. Beginners welcome. Prizes to all participants.