

## BMB 3-D League Targets and Scoring Rules



- Archers shoot 2 arrows at each target.
- The scoring is as follows:
  - Potential scores on each 3D animal are 14, 12, 10, 8, 5, and 0 points.
  - 14 is an existing ring on the 3D target and is colored pink.
  - 12 is an existing ring on the 3D target and is colored orange.
  - Arrow must touch the line/ring of the scoring region to obtain that score.
- Shooter **must call** if he or she is shooting for the 14 ring (pink) prior to shooting each arrow.

- When a 14 is called, the shooter cannot score a 10 or 12.
- All arrows must remain in the target until they are scored.
- At the targets, the first shooter has 2 minutes to shoot. [Not enforced, unless there's an issue.]
- Every archer in the group after the first shooter has 1 minute to shoot. [Not enforced, unless there's an issue.]
- Shooters are allowed 2 let downs per target. [Not enforced, unless there's an issue.]
- Lighted nocks may be used as long as they turn off before the next shooter shoots.
- No devices that relieve the archer of the bow's weight may be used.
- Each shooter is allowed one "breakdown" per league-day. They are allowed to resolve the equipment problem and then can return to their group. Their missed targets will have to be shot at the end of the day with their group present. [Not enforced, unless there's an issue.]

## Scoring Rings Example



## Qualifying For Awards

- Awards will be given to 1st, 2nd, and 3rd places in each class/division.
- To qualify for receiving a “placing” award, participants **MUST** have completed & submitted a minimum of 10 league scores.