



**The archery sport designed by hunters, for hunters.**

**EST. – 2/20/23**

## **ABOUT UHAC**

The idea of the Ultimate Hunter Archery Competition (UHAC) came from a desire by many to compete in a dynamic, hunting-based archery sport which closely mirrors the Ultimate Hunter Rifle Competition (UHRC). This sport will appeal to those interested in honing their shooting skills in hunting based scenario stages. This sport will be attractive not only to newer shooters but also to those who already have experience competing in other archery sports.

The goal of the UHAC is to cater to the vast majority of archery shooters by allowing them to be competitive using the gear that they already likely own. It presents targets at distances that mimic shots that a responsible hunter would take in the field. It emphasizes use of the gear which is most commonly used by the greatest percentage of archery hunters. It exercises skills needed to capitalize on the relationship between time and accuracy requirements present in most all hunting situations.

UHRC used these principles to guide the development of a unique scoring system which rewards the competitor not just for accuracy, but also for how quickly they can make an accurate shot on a target representative in size of many game species. UHAC has borrowed this format and adopted it to the Ultimate Hunter Archery Competition. The sport also incorporates reasonable target engagement distances, and a standardized set of targets representing common game species. By doing this, we have effectively re-created all of the crucial factors and success criteria to truly test ones skills in a very realistic hunting scenario that is also an exciting competitive outlet.

Finally, UHAC acknowledges and embraces the idea that we are in the entertainment business. At the end of the day, it is our goal to provide a safe, exciting and very fun sport to compete in.

\*UHAC is a new, rapidly evolving sport. As such, the rules will be reviewed annually, AND as often as significant changes are deemed to be warranted otherwise.

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## 1 UHAC MEMBERSHIP

For any organized sport to be successful, there must be a well-articulated set of rules, and an organizational structure through which participants can join and have assurances that the sport will be administered the same wherever it is run. Having a club based structure allows the sport to have multiple hubs everywhere that the sport grows, further assuring that matches of all levels are run the same wherever a participant may go to compete. Club membership is required in order to hold official UHAC matches of any level, including local matches. Individual membership is not required, but strongly encouraged, as it is the only way to receive match scores as well as to build points required for participation in major matches.

### 1.1 CLUB MEMBERSHIP

To form a new UHAC club or for an existing club to become an official UHAC affiliated club is a simple process. The information to join and pay for a club membership is available on the website under the “Become a UHAC Member” tab, under the “Archery” tab..

- Club membership is required to host any sanctioned UHAC matches.
- Only member clubs can submit scores for matches (and only for current members).
- Only member clubs can submit classifier scores for current members.
- Affiliation grants access to official UHAC score sheets, software, outreach assistance, and various other resources that are currently or will soon be provided by the organization.
- Clubs will designate a club contact and a secondary contact for all communications with UHAC headquarters.

### 1.2 INDIVIDUAL MEMBERSHIP

Individual membership has its own rewards.

Competitors who have a membership will receive scores for matches and will receive 1 point for every local match in which they compete. Higher point values are awarded for larger sanctioned matches. Points accumulate throughout the year and are the basis for weighted selection for major matches and for the National Championship. At a club’s discretion, individuals can compete in local matches even if they are not a member of UHAC, but they will not receive a score for any stages shot at the match. They will get the start signal and the stop signal but no points recorded, no impact calling and no time logged on their score sheet. If a local club wishes to make allowances for those who want purely to practice hunting based shooting skills, this is an option that the club can choose to allow or disallow. Competing in any matches other than local club matches requires UHAC membership to register.

- Membership allows competitors to see their scores at all matches. Nonmembers do not get scores.
- Members gain points for every match shot. Nonmembers do not receive points for matches.
- Members can travel to other matches run by other clubs and compete for the same benefits.

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- Members can compete in larger sanctioned matches. Non Members can only shoot at local matches.
- Members are allowed to shoot the classifier to get a classification in any/all divisions. Nonmembers are not allowed to shoot the classifier for score.

## 2 SAFETY RULES

1. Do not draw a bow back without an arrow loaded, pointed at your target, and completely within the shooting area boundary
2. Always keep a loaded bow pointed at your target and know what is beyond your target
3. No Sky drawing (Keep bow arm parallel to the ground when drawing bow. The top of your bow hand should not be above the top of your head while drawing back).
4. Bow with arrows nocked must be pointed down range at all times
5. No Broadheads. Target and Field points ONLY
6. No Crossbows
7. All arrows must remain in quivers until the shooter is completely within the shooting area boundary.
8. Arrows must be in the quiver when moving between multiple positions within a shooting area as well as when moving between shooting positions.
9. If someone removes an arrow from their quiver while moving, the shooter should re-quiver the arrow as soon as possible. There is no need to go back into a shooting position as the penalty will have already been assessed, and the safest course of action is to STOP and re-quiver as soon as possible.
10. Failing to adhere to safety rules 2.7, 2.8, & 2.9 will result in a warning from the RO for the first infraction, no-score for the stage after the second infraction, and match disqualification for the third. These infractions will be noted on the score sheet as they happen, along with the stage number, RO initials, and shooter initials. The MD will be notified after the second and third safety infractions.  
If at any time during a stage one of these rules is violated, The RO will loudly verbalize "QUIVER" or "REQUIVER" to the shooter. If the initial verbalization is not enough for the shooter to understand the necessary corrective action, the RO will then explain what the shooter needs to do in order to proceed safely through the course of fire in accordance with the safety rules.
11. Stand to the side of the target when pulling arrows and ensure no one is behind you
12. No person shall consume or be under the influence of alcohol or faculty altering drugs such as common narcotics during the match. Any person found to be impaired and unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
13. It is the shooter's responsibility to know and follow all safety rules, and to conduct themselves in a manner that ensures their own safety and the safety of others.
14. It is a range officer's responsibility first and foremost to ensure that the shooter is following all safety rules, and conducting themselves in a manner that ensures their own safety and the

safety of others. Secondly, it is the responsibility of the range officer to ensure that the shooter conducts themselves within the rules as they are written in the most current iteration of the rulebook, and according to the design and description of an individual stage.

15. RO's can make audible safety recommendations to the shooter (obstructions of the bowstring's path such as camelback tubes/zippers/straps, limbs obstructing cams, odd noises coming from the bow, etc.) without stopping the clock or being considered grounds for an automatic reshoot.
16. Shooters under 18 must be accompanied by an adult and escorted to the shooting area, until they have shot at least 3 UHAC sanctioned matches **and** are deemed safe to proceed without an adult by the match director. Coaching is permitted for junior shooters by their accompanying adult. Once a junior shooter meets the criteria to no longer require an adult escort, they may choose for themselves if they wish to be escorted/coached. Any adult escorting a junior shooter, who is also participating in the match, must shoot each escorted stage before the junior being escorted/coached.

### 3 SPORTSMANSHIP RULES

*\*It is the responsibility of all UHAC members, attendees, and range staff to conduct themselves with the utmost sportsmanship at all times.*

- Unsportsmanlike conduct includes, but (at the discretion of the match director), is not limited to: violent, threatening, or rude language, gestures, or behavior.
- Intentional cheating and/or circumvention of rules as they are written in the most current iteration of the rulebook, or the design and description of an individual stage in order to gain a competitive advantage.
- Unsportsmanlike conduct is punishable by an FTDR (failure to do right) penalty, amounting to 70 points being deducted from the shooter's score per infraction.
- However, for repeated and/or egregious violations, disqualification and/or expulsion from the match at the discretion of the match director; up to and including revocation of membership to the UHAC (at the discretion of HQ) is possible.

**Due to the nature of certain aspects of the sport, a great deal of the enjoyment and competitive equity of your fellow shooters will rely upon the conduct and honor of each individual. Membership and continued participation in the UHAC is incumbent upon each individual remembering this and conducting themselves accordingly.**

### 4 RANGE COMMANDS & DEFINITIONS

#### 4.1 RANGE COMMANDS

**"MAKE READY"** – command given by the RO instructing the shooter to prepare for their stage.

**“ARE YOU READY?”** - shooter will indicate ready with a head nod or verbally acknowledging that they are ready.

**“STANDBY”** – command given by the RO alerting them that the timer start signal is about to be activated.

**“STOP!”** – this is a safety command that can and **SHOULD** be issued by anyone witnessing an unsafe condition.

**“BOUNDARY!”** – command given *after* a shot (and any successive shots) is taken with some part of the shooters gear or body touching outside of the stage boundary. Any shots taken while faulting the line will be counted as a miss whether it hits the target or not. The shooter will need to correct the faulting error and continue to engage the correct target until it is impacted while not faulting the line. No corrective coaching of any kind by the RO will be allowed!

**“RANGE IS CLEAR”** – Command indicating that the range is clear and the shooter may leave the shooting position.

**“PULL ARROWS”** -The command given by the RO AFTER scores have been recorded allowing shooters to pull their own arrows, one shooter at a time.

The RO on a stage **WILL NOT** give any help or advice for finding or engaging targets, for positioning, for gear condition or use (except for safety-related recommendations), or discuss anything whatsoever that is not a range command or safety guidance. Only the official range commands or safety related guidance/commands will be given to any shooter. This is the only way to assure equity for all competitors. If you cannot find a target, go back to the sighting tree (target indicator) and re-assess.

## 4.2 DEFINITIONS

**MD** – match director. The match director has final say in all match officiating, short of HQ.

**RO** – range officer

**STAGE** – refers to the individual course of fire from staging area to rally point and 3 targets engaged.

**STAGING AREA** – an area specified and clearly marked during match setup at which the squad will gather upon arrival at a new stage, and from which individual shooters will leave for the starting point as it becomes their turn to shoot. Markers will be identified in the stage brief.

**INGRESS MARKERS** – Markers used to show competitors the travel path from the staging area to the start point and if necessary, all the way to the shooting area. Depending on the available property/terrain for a match, Ingress/Egress markers may or may not be necessary but it is important that the competitors all have a very easy time finding their way to and from all important locations. These markers should be a different color or construction from the egress markers to avoid confusion (ex. pink ingress/yellow egress) and should be the same for all stages. Colored pin flags work very well and are inexpensive at home improvement stores.

**EGRESS MARKERS** – Markers used to show competitors the path to follow when leaving the shooting area after completing a stage. Depending on the available property/terrain for a match, Ingress/Egress markers may or may not be necessary but it is important that the competitors all have a very easy time finding their way to and from all important locations. These markers should be a different color or construction from the ingress markers to avoid confusion (ex. Yellow egress/pink ingress) and should be the same for all stages. This path will lead to a rally point away from the previous staging area to prevent sharing stage information with others who have not shot yet. The rally point can be separate from the next staging area or the next staging area can be designated as the rally point for the previous stage. Colored pin flags work very well and are inexpensive at home improvement stores.

**GATHERING POINT** – Because of the quiet nature of archery and the lack of hearing protection compared to firearm competitions, it is easy for shooters to be distracted by the group. A clearly marked position should be determined at each stage for competitors to gather after they have shot. This gathering area can't be in the shooters direct or peripheral view at any point during the stage, and should be far enough from the shooting area that low whispers will not become a distraction. Placing the gathering point marker so that the previous shooters can watch the remainder of the squad encourages competition, camaraderie, and comparison. However, the goal is to remove distraction.

**TARGET INDICATOR (sighting tree)** – a physical device of a consistent construction and implementation that indicates the direction, and preferably the angle, of a target by pointing at it. The indicator shall be the same color as the marker placard of the target it points at. Example, white target indicator points directly at the white placard next to the second (midrange) target.

**TARGET MARKER (placard)** – a marker placed within 10 feet of each target to aid in locating the target. Red, white, blue . The marker shall be the same color as the target indicator for that target found at the shooting area.

**TRAVEL TIME** – the time allocated on each stage for the shooter to move from the staging area to the stage start point. This time will be determined by the match director or stage designer.

**START POINT** – the point at which the actual scored time for the stage will begin, and at which the “make ready” and “standby” commands are given to the shooter by the RO.

**SKY-DRAWING-** Drawing the bow back with the top of the shooter's bow hand above the top of their head.

**WRITTEN STAGE BRIEF (WSB)**– A document made available to all competitors in advance of the match and also available at every stage which includes the following information for the stage.

\* Exact composition and requirements of the WSB are currently under development but should include as many of the following as is manageable for your club.

- *Date, and name of the match*
- *Stage number and name of the stage.*
- *State color used for targets.*
- *Description of markers used for the staging area.*
- *Travel time and approximate distance to the start point.*
- *Description of markers used to mark the start point.*
- *Total number of shooting areas for the stage & colors that correspond to them*

- *Description of markers used to mark the rally point location.*
- *Description of markers used to mark the pathways to the shooting area (ingress markers) if needed*
- *Description of markers used to mark the pathway leaving the shooting area (if needed)*
- *Listing of any positional requirements for each target if they will be specified.*
- *Listing of any prop usage requirements for each target if they will be specified.*

## 5 MATCH ADMINISTRATION/LOGISTICS

In the interest of realism (no pre-planning of shooting positions or ranging prior to beginning the stage), UHAC stages shall be shot “blind”.

New shooters will be allowed to go forward to the shooting area of the first stage of their first match to observe shooters going through the stage. This will allow them to see firsthand how it is done before they have to do it themselves. When it is the new shooter’s turn, they will go back to the staging area and the RO will start with them as with all other competitors on the stage.

Squads of shooters will arrive at a staging area from which the view of the shooting position(s) is substantially occluded, or better yet, completely invisible. This is preferably accomplished with natural terrain features, but man-made structures may be used to accommodate.

A description of the shooting areas, target arrays, approximate distance and allocated “travel time” allowed to reach the start point will be provided in a Written Stage Brief available to all competitors before the match begins.

As it becomes their turn, shooters will move from the staging area to the “starting point”, and from there, begin their stage. The allotted “travel time” from the staging area to the starting point is to ensure a steady match flow. This time is set at the match director’s discretion according to the distance and difficulty of terrain that must be traversed, and should take into consideration the health, age, and physical fitness level of the majority of competitors, so as to not levy a significant advantage or disadvantage based on those parameters.

When the “travel time” has elapsed, the RO will give the “standby” command and start the timer, regardless of the shooter’s location. If the shooter reaches the starting point before the travel time has elapsed, they may begin their stage by indicating they are ready, or they will be started upon the completion of the allotted travel time.

The RO will be in possession of a “par-timer” that will be used to start the shooter’s 180 second par-time and indicate with an audible signal when the 180 second par-time has elapsed.

A secondary timer will be at every stage. After the RO starts the par-timer, the shooter must start the secondary timer before proceeding to the shooting area(s) to engage targets. When all three targets have been hit, the shooter must stop the secondary timer to end their course of fire. The time on the secondary timer is the shooter’s scored time provided it is less than the 180 second par time.

From the staging area, the shooter should not be able to view any targets or target indicators, and the shooter may not advance beyond the starting point until their stage has officially been started by the RO.



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The staging area may also function as the starting point for matches where space/terrain don't permit separation of the two. Some form of physical barrier should be used so that the shooters awaiting their turn cannot see the shooting areas from the staging area but so that they can begin their course of fire by simply stepping out from behind the vision barrier at the start of their turn on the clock.

As each shooter finishes their course of fire (the stage), they will advance to an indicated "gathering point" in a safe area between that stage and the next to wait for the rest of the squad to finish, ensuring nobody receives information from a previous shooter that may provide them with an unfair advantage.

The RO will record all misses as O and all impacts as scoring rings dictate in the appropriate boxes on the scoresheet.

When time expires on a stage, any boxes on a score sheet for targets which have not been hit, shall be marked O.

Arrows will not be pulled from targets until the entire squad has completed the stage and the RO has completed scoring and given the command: "Pull arrows"

Competitors caught pulling arrows before the RO's command will receive a stage score of 0, subsequent violation will result in a match DQ.

Competitors will not be allowed to stand within 3 yards of the target while the RO is scoring for the entire squad.

No competitors may advance in front of the RO during the scoring process.

After all competitors have shot a stage, they will follow the RO to the red target. The RO will have all the scoresheets, and go through them individually in order. As the RO comes to each new score sheet, they will call out the shooter's name, and the shooter will describe and/or point to their arrow (without touching it). The RO will point to each shooter's arrow and confirm, then announce and record the score of the shooter's arrow. This will be repeated for each shooter in the squad for the red target.

Once all scores are recorded for the red target, the RO will instruct the squad to pull the arrows. After giving the "pull the arrows" command, the squad will follow the RO to white target and repeat the process, then finally do the same for the blue target.

Any person can be designated to pull all arrows from a target, or everyone can pull their arrows individually, as long as only one person is pulling arrows from a target at a time. The person pulling arrows may stay behind to complete this task as the squad follows the RO to the next target.

A system of officiating has been developed in the interest of facilitating local-level matches, and matches that may not have access to the range officer staff required to place a dedicated RO on each individual stage. This system is meant to minimize any advantage that a shooter may gain from seeing a stage prior to shooting it, while ensuring that any advantage gained is gained by each individual as equally to the others as possible:

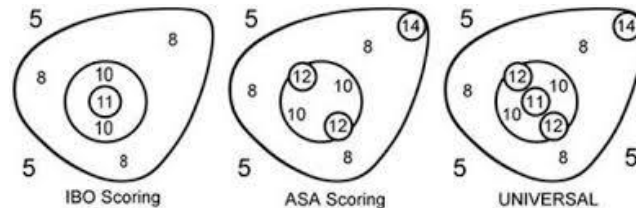
Upon a squad's arrival at a stage, the first shooter (A) and a randomly selected squad mate who will act as the first shooter's range officer for the stage (B), will approach the stage and person (A) will shoot. As soon as person (A) has completed their stage and is rendered safe, person (B) will return to the staging area, and send the second shooter up to shoot the stage. At this moment, person (A) becomes the range

officer for the remainder of the shooters on the stage, and person (B) will automatically be the final shooter on the stage to enable the greatest time gap possible between them seeing the stage and them actually shooting the stage. Clearly, if the match has enough staff for dedicated range officers on one or more stages, this becomes much less critical.

Before shooting the first stage of a match, each squad should compare arrows to ensure they can all be separately identified during the scoring process. If identical arrows are discovered on a squad, it is the shooters' responsibility to clearly and distinguishably mark them. If the arrows are not marked, all shooters using the same arrows will get the lowest score out of all the unmarked arrows in each target on every stage until it is corrected.

## 6 STAGE DESIGN RULES

1. All targets will be high density foam 3D targets
2. All targets will be modeled after North American Game Species with I.B.O. or Universal 3D archery scoring rings.



3. Targets will be placed stationary and staked to the ground.
4. Targets should be set so that shooters of all heights can achieve an unobstructed view of the scoring insert from within the shooting position for that target.
5. All targets in a stage must have the 11-ring or a portion thereof, painted a bright color (blaze orange) in order to give every shooter equal knowledge of where the scoring rings are located on the target.
6. Allowable target, target marker placard and target indicator colors are included in Appendix D.
7. Each stage must include three targets which must be engaged from designated shooting areas marked with boundary rope or some other non-moveable cordage type line indicator affixed to the ground. There can be one, two or three shooting areas (as many shooting areas as there are targets) on any single stage. Each target will fall within a distance bracket (+/- 3 yard discrepancy, ranged line-of-sight from the shooting area):
  - A near target between 0-15 yards (RED MARKER PLACARD).
  - A middle target between 16-35 yards (WHITE MARKER PLACARD).
  - A far target between 36-50 yards (BLUE MARKER PLACARD).
8. Target Size guidelines:
  - a. Red - Any size game target including: Small game, grouse, pheasant, raven, varmint, small predators, etc.
  - b. White - Medium size game targets or larger, including scaled down big game targets. No small game, varmint, grouse, pheasant, raven, or similar.

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- c. Blue - Larger size big game targets at full scale: Deer, elk, bear, sheep, goat, pronghorn, antelope, moose, caribou, red stag or similar.

\*The goal behind the target size guidelines is to give every competitor a reasonable chance at hitting every target at the match. We never want new or junior shooters to leave discouraged because somebody used varmint sized targets for every "blue" target in the match, purely in the interest of being difficult. Use small, medium, or large targets for red, medium or large for the white, and large targets for blue.

9. Shooting areas are delineated with lengths of rope encompassing said area, preferably staked to the ground to ensure a consistent stage for each shooter.
10. Red, white, and blue target indicators outside of a shooting area correspond with the colored placards of the targets to be engaged from that area.
11. Target placards will be placed no further than 2 yards from the target.

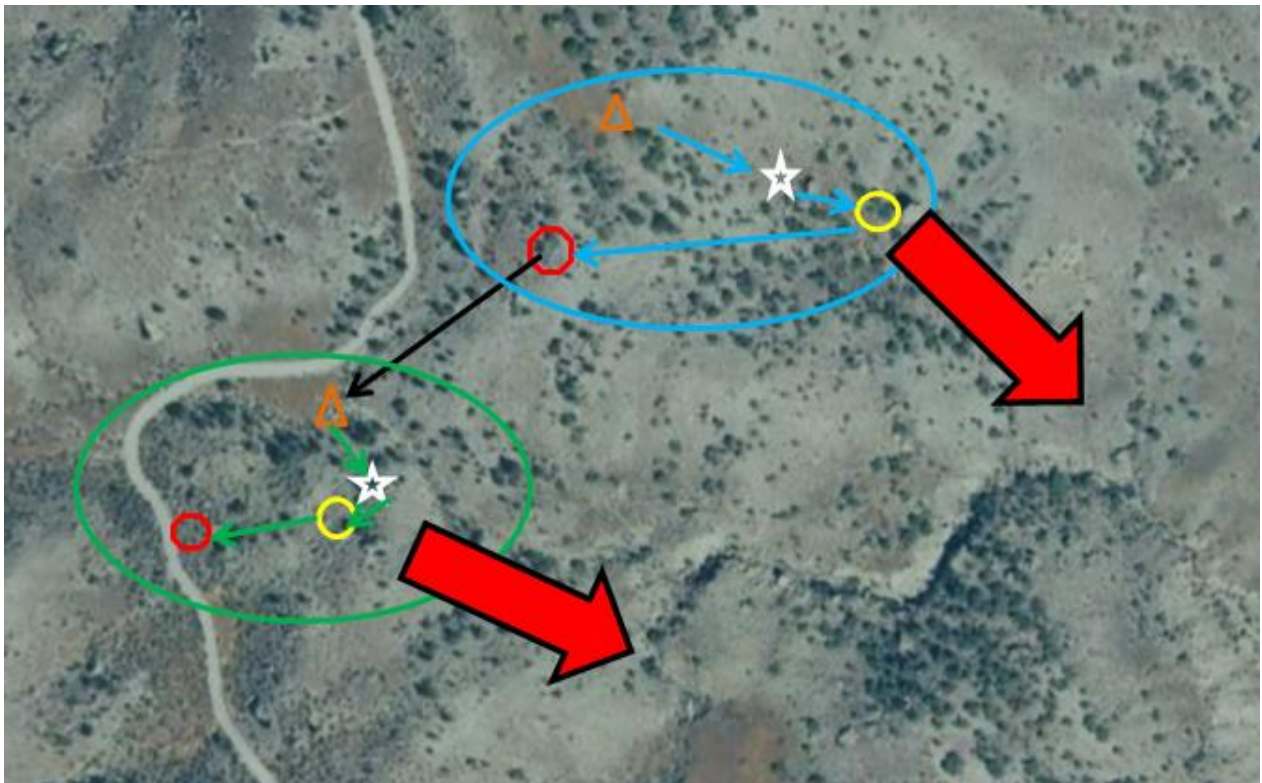
## 7 TARGET ENGAGEMENT RULES

1. Targets must always be engaged in order from near to far; Red, then White, then Blue.
2. Each target is only allowed to be engaged from the shooting area where the corresponding colored target indicator is located (red from red, white from white & blue from blue). If there is only one shooting area and all target indicators are next to that area then all targets can be engaged from anywhere within the shooting area. If there are two separate shooting areas and the white and blue indicators are next to one shooting area but the red indicator is next to a second separate shooting area, the white and blue targets must only be shot from anywhere within the shooting area next to the white/blue indicators. The red target must be shot from anywhere within the second shooting area next to the red target indicator.
3. It is preferable that engagement of each target necessitates use of a different position within an area by virtue of the placement of targets as it relates to the terrain within the shooting area. Stage design should most often attempt to encourage the shooter to use separate shooting positions for each target. Whenever possible, this should be accomplished with the physical stage design and creative placement of the shooting area boundary rather than being mandated in a course of fire but can be mandated and listed in the WSB if the range/property does not provide adequate terrain features.
4. The course of fire MAY dictate shooting positions/prop usage per target engagement in order to add variety or make up for a lack of terrain or unique shooting areas. \*(matches in western Kansas, for example, may necessitate this)
5. All shooting areas for a stage must be visible simultaneously from one location somewhere after leaving the start point markers. The distance between the two farthest possible engagement points on a stage may not exceed 20 yards.
6. Target indicators must be placed so that the shooter can only stand behind them and sight down them at the targets from outside of the shooting area. In most cases, they will need to be behind or beside a shooting area, not in front (toward the targets).

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7. Target indicators must not be touched by competitors once the match has begun or they will receive a penalty.
8. If a target indicator gets touched and/or moved by a competitor in any way during the match, the MD must be notified and must come to the stage to re-align the indicator correctly (competitors are not allowed to touch/fix an indicator at any time). The MD will confirm that the competitor receives the appropriate penalty for interfering with the stage equipment.
9. If a target indicator gets moved by a non-competitor or for unknown reasons, the RO will let the MD know and the MD will come and re-set the indicator.
10. Target marker placards of a color corresponding with the target indicator and distance bracket/value, no smaller than 10"x10", must be placed within clear view (as viewed from the shooting position) and no more than 10 feet from the target that it identifies. RED=near, WHITE=middle, BLUE=far.
11. Stages will require a stage "start point," marked with locating stakes, flags, cones etc. (must be the same for all stages in a match). The start point indicators must be of a consistent color, material, and orientation throughout the match. Starting point indicators must be described for competitors in the written stage brief.

**All indicators and markers used throughout a match should be obvious and consistent in their display, orientation, and the thing which they are marking.**



The above diagram illustrates the movement procedure from one stage (blue) to the next (green). Triangles represent staging areas, stars are starting points, yellow circles are shooting areas, and red circles are rally points. The large red arrows indicate direction of fire from each stage.



This diagram illustrates three possible shooting area scenarios and their associated target engagement based on the target indicator orientation. There is a single area from which all three targets are indicated to be engaged, a stage with an indicator for the white and blue target, with a separate area indicated for the red target, and finally a stage with separately indicated areas for each individual target.

A competitor can shoot as many arrows as necessary for them to hit the intended target. Once the target has been hit, the shooter can move to the next target, and so on until the last target has been hit; after which the shooter can stop their time. Only one arrow per shooter per target will be scored. If more than one arrow from a shooter is in a target, the lowest scoring arrow will be scored.

## 8 SCORING RULES

### 8.1 STAGE SCORES

Only current paid UHAC members will receive scores for stages.

1. Each target on a stage has scoring rings and color assignment (think old glory) based on its distance from the shooter.
  - Near target, 0-15 yards: red
  - Middle target, 16-35 yards: white
  - Far target, 36-50 yards: blue
- 11 ring= 80 points
- 10 ring = 40 points
- 8 ring = 20 points
- Any hit on target, outside of 8 ring = 10 points

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2. The insert ring is the line between the replaceable insert and the body of the target. If the target does not have an IBO 8 ring (UHAC 20 ring), then the insert ring should be used as the scoring ring. \*Here is an example of a Caribou target without an IBO 8 ring (UHAC 20 ring).



3. A competitor can shoot as many arrows as necessary for them to hit the intended target. Once the target has been hit, the shooter can move to the next target, and so on until the last target has been hit; after which the shooter can stop their time. Only one arrow per shooter per target will be scored. If more than one arrow from a shooter is in a target, the lowest scoring arrow will be scored.
4. If a shooter runs out of arrows they are scored Zero for any targets not hit, and will get the full 180 second time.
5. If a shooter misses a target, they will get a Zero for that target and any following target, along with a time of 180 seconds. A shooter can only score less than 180 seconds if there is a scorable arrow in each target.
6. The 11- ring on every target will have a blaze orange circle painted inside the ring. The **ring** will be scored **NOT** the paint. The painted circle can vary in size based on the size of the 11- ring on the target.
7. An arrow shaft touching the line of a greater scoring area shall be given the higher score. Arrow parts that extend beyond the shaft such as feathers, vanes, or nock collars, cannot be used to score the arrow. The scoring line that the shaft of the arrow must “touch” begins at the outside (lower score zone) side of the indentation that creates said line.
8. A competitor has 180 seconds to hit all 3 targets on a stage and they must be shot in order (red, white, blue).
9. Any target that does not get hit during the 180 second time allotted will be scored a zero.
10. A target must be hit before advancing to the next target.
11. Only shots taken at the prescribed target in the correct order will be scored as hits.
12. A hit on a target out of order will be scored as a miss on the correct target.
  - Ex. If shots are fired at the blue target when white has not yet been hit, the shots will be recorded as misses on the white target for each shot taken. The shooter still must hit the white target before engaging the blue target for any scoring points. The blue target will still have the full 80 points available at the time the competitor begins engaging it after having hit the white target.
13. The time does not stop until it reaches 180 seconds or until the blue target is hit.

## OFFICIAL RULES OF ULTIMATE HUNTER ARCHERY COMPETITION- 10-6-24

14. The stage score is total points for a stage minus any penalty points, divided by time elapsed for the stage (in seconds) and then multiplied by 10. Multiplying by 10 assures that final match scores are whole numbers not decimals.
15. The stage score will be rounded up to the nearest two decimal places. For example 8.456 rounds up to 8.46 but 8.454 remains 8.45.
16. A competitor can choose to stop engaging targets at any time on a stage and say "I'm done" to the RO.
17. If a competitor is unable or chooses to stop engaging targets on a stage before the time runs out, the time will be recorded as having elapsed to 180 seconds and any remaining points boxes will be marked as missed shots.
18. Hits are recorded as an X mark in the appropriate box on the scoresheet or tablet.
19. Misses are recorded as a O mark in the appropriate box on the scoresheet or tablet.
20. The 10 point box for a target will only get marked O in cases where time expires without a target impact or if the shooter is unable/chooses not to complete the stage.
21. After an impact is scored for a target, if there are remaining boxes for that target, they must remain empty.

\*scores can't go below 0 for a stage even with penalty points deducted.

## 9 MATCH SCORES

### 9.1.1 Scoring

Only current paid UHSS members will receive scores or points for matches.

- Overall Match Scores are calculated by adding all of the stage scores together for a total.
- Match scores will be rounded up to the nearest two decimal places in the same way that stage scores are.

### 9.1.2 Scoring For Combined Event Competitors

Combined awards may be awarded for any two or more UHSS sports offered as part of a combined competition.

- Combined awards may be awarded for any two or more UHSS sports offered as part of an event in which at least two of the sports are part of the event.
- Matches which offer awards for combined sport participation will use the sum of the relative percentages (calculated separately from the overall percentages of finish) from each event *for those entered for the award*. Example: The title of "Ultimate Hunter" is awarded to the high overall combined winner participating in all 5 UHSS shooting sports at the National Championship. Their order of finish is calculated by adding together their percentages of placement (relative to *only the others competing for the "Ultimate Hunter" award*) for each sport.

\* Example score sheet is included in APPENDIX A at the end of the rule book.

## 10 PENALTIES

\*Penalty points are deducted from the total stage points for the stage where the penalty is issued.

**FAILURE TO DO RIGHT “FTDR”**- must be approved by the MD before being recorded on the score sheet.

- For unsportsmanlike conduct – 90 point penalty (zero points for the stage to which the penalty is applied).
- Dry firing a bow (releasing the string without an arrow)- Disqualification (safety)
- Drawing back an arrow in an unsafe direction (sky-drawing, ground-drawing)- Zero for the stage
- Touching any arrow that is in a target before instructed by the Range Officer- Zero for that target
- Pulling any arrow before instructed by the Range Officer- Zero for the stage (1st offense) Disqualified after 2nd offense.

**ILLEGAL GEAR** - must be approved by the MD before being recorded on the score sheet.

- A shooter will not receive a score for any stage on which illegal gear is utilized.
- Using broadheads will result in disqualification from the match.
- Crossbows are prohibited.
- Draw devices that draw or hold the string back mechanically are not allowed unless the shooter is shooting as a PPDS (Permanently Physically Disabled Shooter).
- Overdraw devices are prohibited.

**PROCEDURAL PENALTIES** – do not require MD approval.

- Attempting to view the stage before travel time begins – 20 point deduction
- Touching, moving, or altering a target indicators (on purpose or accidentally) – 20 point deduction
- Failing to deploy gear on the clock – 20 point deduction (does not include holding your release aid or already having it clipped to your string)
- Pulling an arrow out of the quiver while not in a shooting position- 20 point deduction
- Standing closer than 3 yards from the target while Range Officer is scoring- 20 point deduction
- Failing to remain behind the Range Officer while walking to score targets- 20 point deduction
- Coaching (\*does not apply to adults coaching the junior shooters) – 20 point deduction
- Failing to carry all gear used during the match for the duration of the match – 20 point deduction
- Boundary violation. Firing a shot or shots while any part of the shooters gear and/or body is touching something outside of the shooting area currently occupied by the shooter. RO will advise of the fault after the first faulting shot, and for each subsequent faulting shot, by clearly and loudly announcing “BOUNDARY” – There is no penalty for shooting while faulting the boundary, but any hits made while faulting will not be scored and will count as a miss on the target being engaged. RO will not coach the corrective action in any way to help the shooter correct the boundary violation (it is up to the shooter to find how and where they are in



violation of the boundary). The shooter will need to correct the faulting error and continue to engage the correct target until it is impacted while not faulting the line.

- Accidentally dropped small items that fall outside of a shooting area while engaging targets or while moving to or between shooting areas while on the clock during a course of fire shall not be penalized as a boundary violation. This would include arrows, small trash items, lens covers, hats etc. Items such as optical equipment, large articles of clothing, back or chest packs, etc. would incur the boundary penalty just the same as having body parts over the line.

\*The list of penalties is still in development and will be modified as needed.\*

## 11 RESHOOTS

- Reshoots are only permitted in the case of range gear/prop malfunctions or RO interference (this includes for non-shooter related safety stoppages).
- All reshoots must be approved by the match director prior to the reshoot.

## 12 DIVISIONS

### 12.1 Traditional

Single string bow (recurve or long bow with no cams) with no sight, arrow rest, or overdraw device.

### 12.2 Classic

Any bow (NOT crossbow) with a non-magnified, fixed pin sight and peep-sight. (Not a sliding sight). Sight pins are not allowed to be adjusted during the course of fire.

### 12.3 Modern

Compound bow with adjustable (sliding) sight and/ or using a magnified sight.

## 13 GEAR RULES

1. No more than one arrow can be drawn or shot at a time.
2. Competitors can carry as many arrows as they wish.
3. All gear (including food, drinks, etc.) that a competitor starts the match with must be carried on the shooter's person throughout the duration of the match, and must be fully contained within the shooting area currently occupied by the shooter any time a shot is being fired. Leaving gear in the staging area, along the trail or anywhere else will result in a procedural penalty for every shot fired in any stage when the gear is not in the shooting area with the shooter (penalties cannot take a shooter below 0 for any stage). \*See penalties section

4. Any gear used during a stage must be deployed after the start signal (use of binoculars, range finder, removing a backpack, etc.)
5. Laser range-finding sights are disallowed, as are laser ranging devices attached to the bow.
6. Draw devices that draw or hold the string back mechanically are not allowed unless the shooter is shooting as a PPDS (Permanently Physically Disabled Shooter).

## 14 PPDS (permanently physically disabled shooters)

For competitors who have significantly limited use of, and/or are missing part or all of an arm to the extent that such a limitation causes them to be unable to safely and effectively deploy and/or operate their bow, the use of bipod or monopod supports of any length attached to the bow is allowed. The support may be attached or removed from the bow at the shooter's discretion at any time during, before or after a course of fire.

Draw devices that draw or hold the string back mechanically are allowed if the shooter is shooting as a PPDS (Permanently Physically Disabled Shooter).

When exercising this allowance, the shooter is still bound by all other rules, requirements and restrictions.

Shooters exercising this exception must make their condition known to the Match Director prior to the match and have their written approval prior to beginning the match.

This approval will need to be with the shooter and available for the competitor to present to Range Officers if requested at each stage

## 15 CLASSIFICATIONS

Shooters will be divided into four separate skill classifications, so that they compete against others of a similar skill level within their class only. A shooter's classification is determined by their score on the classifier course.

- Master class
- A class
- B class
- C class
- D class

The Classifier will be run only by an affiliated club and will be administered only by club officials or certified Range Officers. Until UHRC can establish a network of UHRC-certified RO's, otherwise certified (NRA/IDPA/USPSA/PRS/NRL, etc.) range officers with a clear understanding of the rules, will be allowed to administer the classifier for UHRC members. For new clubs without any certified ROs, two club

officials may administer the classifier for UHRC members. Anyone administering the classifier who is not a registered UHRC RO or club contact must be approved to do so by a registered club contact. The official Club Contact will be responsible for sending the classifier scores into UHRC headquarters. Only current UHRC members will be allowed to shoot the classifier for score and classification.

### 15.1 CLASSIFIER - COURSE OF FIRE

The classifier course is always set up the same, and should be run in a flat range setting -as little terrain or obstacles as possible, preferably no more than 10 degrees of vertical or horizontal disparity between targets on a single string of fire- in order to provide the most consistent shooting skill test possible.

The shooter will be allowed to use the same gear as allowed by the rules in competition during the classifier. All gear must be deployed on the clock.

#### **The classifier is run as follows:**

The shooter starts standing, facing down range, holding a bow in one hand. Arrow release may be in the other hand. All arrows must be in a quiver. Upon the start signal of the par-timer, the shooter will start the secondary timer by pressing the red button, and proceed to engage a target at 10 yards, a target at 30 yards, and a target at 50 yards. All from the standing position with **two shots on each target**. Then press the red button on the secondary timer to stop the time.



- Target will be a 40cm 10 ring target (17"x17") in full color.
  - Targets are scored by color; the yellow zone is worth 80 points, red is worth 40, blue is 20, & black and white are worth 10.
  - No makeup shots are allowed during the classifier.
  - Time and points will be recorded and used to calculate a total hit factor.
  - A Classifier score sheet is shown in Appendix B, and is available on the UHAC website Rules page as a downloadable PDF file.
  - Shooters can move to higher classes through match promotions based on placement.\*
- \*classification scores are to be determined, and may be adjusted, as relevant data is accumulated\*

## 16 UHAC SANCTIONED MATCH POINTS, REGIONS AND NATIONAL MATCHES

A competitor does not have to be a member to compete in level 1 matches but must be a current UHAC member to get any points for shooting matches or to receive scores for any matches including for level 1 matches. If there is not a current member number listed in the box at the top of the score sheet or provided for electronic scoring, the score sheet will not have times or points/hits recorded on it. Membership and current classification in the division in which a person is competing are required for any level 2 or above matches.

Matches are classified by size based on the number of people they are open to hosting. As match size increases, so do the number of points they are worth. Match points build throughout the year and allow preferential entry to national-level matches in order to reward shooter participation.

**Level 1:** Local matches

**Level 2:** State matches

**Level 3:** Regional matches (generally includes some bordering states)

**Level 4:** Area matches (based on the major UHAC defined areas of the country)

**Level 5:** National matches

The number of points a match is worth is the same as the level number. Level 1 = 1 point, etc.

Every member's accrued points automatically reset to zero at the conclusion of each year's national match.

The top five competitors in each division at the prior year's nationals, and any first place finishers at the current year's area championships, will be guaranteed entry into the next national championships. 80% of the remaining nationals openings will be guaranteed to members based on the highest number of accrued match points, and the remaining 20% will be open to any members on a lottery basis.

The country will be broken up into geographical sections known as "areas". Areas allow leadership for a certain part of the country to be delegated to people who actually live and participate in that area.

Additionally, this method maintains the true sense of area-based championships being truly area based, rather than just being named as such. Each area will hold a single area championship per year, but multiple "regional" matches may be held within a given area per year. Each state can hold a state championship each year, along with other additional level two matches.


## 17 SPECIAL SPONSORED SERIES AND MATCHES - TBD



APPENDIX A – SAMPLE SCORE SHEET

Ultimate Hunter Archery Competition Scoresheet

Procedural Penalties:		Letter of penalty to be entered in Assessed Penalty boxes	
A	Previewing Stage		20 Points
B	Touching, moving or altering Target Indicators		20 Points
C	Failure to deploy gear on the clock		20 Points
D	Pulling arrow from quiver while not in shooting position		20 Points
E	Standing closer than 3 yards from the target while Range Officer is scoring		20 Points
F	Failing to remain behind the Range Officer while walking to score targets		20 Points
G	Coaching		20 Points
H	Failing to carry all gear		20 Points
J	Illegal Gear		(zero score)
K	Failure To Do Right		(zero score)



Stage 1 Target 1	Red	80	<input type="text"/>	40	<input type="text"/>	20	<input type="text"/>	10	<input type="text"/>	Total Points	<input type="text"/>	
Target 2	White	80	<input type="text"/>	40	<input type="text"/>	20	<input type="text"/>	10	<input type="text"/>	- Penalty Points	<input type="text"/>	
Target 3	Blue	80	<input type="text"/>	40	<input type="text"/>	20	<input type="text"/>	10	<input type="text"/>	÷ Final Time	<input type="text"/>	
Assessed Penalties										<input type="text"/>	X10 = Stage Hit Factor	<input type="text"/>

Stage 2 Target 1	Red	80	<input type="text"/>	40	<input type="text"/>	20	<input type="text"/>	10	<input type="text"/>	Total Points	<input type="text"/>	
Target 2	White	80	<input type="text"/>	40	<input type="text"/>	20	<input type="text"/>	10	<input type="text"/>	- Penalty Points	<input type="text"/>	
Target 3	Blue	80	<input type="text"/>	40	<input type="text"/>	20	<input type="text"/>	10	<input type="text"/>	÷ Final Time	<input type="text"/>	
Assessed Penalties										<input type="text"/>	X10 = Stage Hit Factor	<input type="text"/>

Stage 3 Target 1	Red	80	<input type="text"/>	40	<input type="text"/>	20	<input type="text"/>	10	<input type="text"/>	Total Points	<input type="text"/>	
Target 2	White	80	<input type="text"/>	40	<input type="text"/>	20	<input type="text"/>	10	<input type="text"/>	- Penalty Points	<input type="text"/>	
Target 3	Blue	80	<input type="text"/>	40	<input type="text"/>	20	<input type="text"/>	10	<input type="text"/>	÷ Final Time	<input type="text"/>	
Assessed Penalties										<input type="text"/>	X10 = Stage Hit Factor	<input type="text"/>

Stage 4 Target 1	Red	80	<input type="text"/>	40	<input type="text"/>	20	<input type="text"/>	10	<input type="text"/>	Total Points	<input type="text"/>	
Target 2	White	80	<input type="text"/>	40	<input type="text"/>	20	<input type="text"/>	10	<input type="text"/>	- Penalty Points	<input type="text"/>	
Target 3	Blue	80	<input type="text"/>	40	<input type="text"/>	20	<input type="text"/>	10	<input type="text"/>	÷ Final Time	<input type="text"/>	
Assessed Penalties										<input type="text"/>	X10 = Stage Hit Factor	<input type="text"/>

Stage 5 Target 1	Red	80	<input type="text"/>	40	<input type="text"/>	20	<input type="text"/>	10	<input type="text"/>	Total Points	<input type="text"/>	
Target 2	White	80	<input type="text"/>	40	<input type="text"/>	20	<input type="text"/>	10	<input type="text"/>	- Penalty Points	<input type="text"/>	
Target 3	Blue	80	<input type="text"/>	40	<input type="text"/>	20	<input type="text"/>	10	<input type="text"/>	÷ Final Time	<input type="text"/>	
Assessed Penalties										<input type="text"/>	X10 = Stage Hit Factor	<input type="text"/>

Name: \_\_\_\_\_ UHSS Member # \_\_\_\_\_

Class: \_\_\_\_\_ Division (check one)  Traditional  Classic  Modern  Date: \_\_\_\_\_ Final Score:  (sum of stage hit factors)

APPENDIX B – SAMPLE CLASSIFIER SCORE SHEET



**Classifier Scoresheet**

**Instructions:**

The shooter starts standing, facing down range, holding a bow in one hand. Arrow release may be in the other hand. All arrows must be in a quiver. Upon the start signal of the par-timer, the shooter will start the secondary timer by pressing the red button, and proceed to engage a target at 10 yards, a target at 30 yards, and a target at 50 yards. All from the standing position with two shots on each target. Then press the red button on the secondary timer to stop the time.



**Notes:**

- 1 Target will be a 40cm 10 ring target (17"x17") in full color.
- 2 Targets are scored by color; the yellow zone is worth 80 points, red is worth 40, blue is 20, & black and white are worth 10.
- 3 No makeup shots are allowed during the classifier.
- 4 Time and points will be recorded and used to calculate a total hit factor.

	Target				Points				
10 Yds	80	<input type="checkbox"/>	40	<input type="checkbox"/>	20	<input type="checkbox"/>	10	<input type="checkbox"/>	_____
10 Yds	80	<input type="checkbox"/>	40	<input type="checkbox"/>	20	<input type="checkbox"/>	10	<input type="checkbox"/>	
30 Yds	80	<input type="checkbox"/>	40	<input type="checkbox"/>	20	<input type="checkbox"/>	10	<input type="checkbox"/>	_____
30 Yds	80	<input type="checkbox"/>	40	<input type="checkbox"/>	20	<input type="checkbox"/>	10	<input type="checkbox"/>	
50 Yds	80	<input type="checkbox"/>	40	<input type="checkbox"/>	20	<input type="checkbox"/>	10	<input type="checkbox"/>	_____
50 Yds	80	<input type="checkbox"/>	40	<input type="checkbox"/>	20	<input type="checkbox"/>	10	<input type="checkbox"/>	

UHSS Club Name: \_\_\_\_\_ Total Points \_\_\_\_\_

UHSS Club Number: \_\_\_\_\_ ÷ Time \_\_\_\_\_

Shooter Name: \_\_\_\_\_ = Hit Factor \_\_\_\_\_

UHSS Number: \_\_\_\_\_

Date: \_\_\_\_\_

Division: (check the appropriate box)

Traditional  Classic  Modern