



Ultimate Archer Class

1. Shoot Range A with a Recurve
2. Shoot Range B with a Longbow
3. Shoot Range C with a Primitive Bow (using wood/cane arrows only)
4. The total points of all three ranges will determine winner. Ties will be broken by dropping the first points on range A, then range B if necessary.
5. Submit scorecard by 10am Sunday.
6. Not eligible for trophy's in other classes



Recurve/Longbow/Primitive Classes

1. Shoot all three ranges with your chosen class of bow.
2. Submit scorecard by 10am Sunday.
3. The total points of all three ranges will determine winner. Ties will be broken by dropping the first points on range A, then range B if necessary.
4. Not eligible for trophy's in other classes



Youth/Cub/Chipmunk Classes

1. Shoot all three ranges with your chosen class of bow.
2. Submit scorecard by 10am Sunday.
3. The total points of all three ranges will determine winner. Ties will be broken by dropping the first points on range A, then range B if necessary.
4. Not eligible for trophy's in other classes.