

Triple Crown Event Rules and Procedures

The Triple Crown will consist of one round of “indoor” target, one round of outdoor target, and one round of outdoor 3D. All rounds will be shot on the same day. Rounds and rules are described here:

3D Round:

- A. The 3D round will consist of one (1) round of ten (10) individual 3-D targets.
- B. All targets will feature the ASA Pro 12-Ring™ set no further than the maximum distances outline in the “CLASSES” section of this document. A target may be placed quartered away from the shooter, but never quartered toward the shooter. The entire 8, 10, and 12-ring scoring areas will be visible form the stake. Shooters may have a range official remove any limbs or debris that blocks their view of these scoring areas on the target.
- C. Shooters are required to be on their assigned target fifteen (15) minutes before the start of competition OR at the direction of the Tournament Director. Each group will “draw lots” to determine who will shoot first, second, third, etc. The shooters will alternate being the first shooter at each subsequent stake, with their shooting order maintained throughout the round. Any shooter who does not arrive at a target in time to shoot with their group will receive a zero (0) for that target.
- D. Group size is recommended to be between 3 and 5 shooters. A minimum of 3 per group is required: 1 caller, and 2 scorers.
- E. Prior to shooting, archers will be directed to “free pull” or to pull arrows at the direction of the Tournament Director or Line Judge.

The following rules will be monitored, judged and adhered to by each group among themselves during each day’s competitions.

- F. Except as may be required due to an approved medical exemption, each shooter must straddle, or touch with either foot, the appropriate “shooting stake” for their class. A shooter will receive a warning from the group for failure to straddle or touch the stake on the first offense. The penalty for the second offense is a deduction of five (5) points from target score, and each subsequent offense will receive a score of zero (0). Anyone that deliberately does not attempt to shoot from the designated shooting stake, or that deliberately stands on or bends the shooting stake, shall not only receive a score of zero (0) for that target but will be in violation of Competition Committee Rules paragraph D-1 “Unsportsmanlike Conduct” and will be referred to the Competition Committee for action including suspension.
- G. In consideration of time, no shooter may glass the target from the shooting stake after taking their shot. Shooters may glass the target prior to shooting, but are reminded of the time restriction for completing their shot as outlined in the section **Shooting Time Allowed B1 & B2**. A shooter will receive a warning from the group for the first offense. The penalty for the second offense is a deduction of five (5) points from target score, and each subsequent offense will receive a score of zero (0).

- H. Cell phones or other electronic devices are to be turned off and their use is prohibited unless approved for use by the Tournament Director, or by prior arrangement with the Range Official and their shooting group due to a personal situation. The use of cell phones or any other personal communication devices for any form of communication is prohibited during competition. A shooter will receive a ten (10) point deduction if they use a device and the device will be surrendered to the Range Official. Failure to surrender the device after a violation will result in disqualification from the event.
- I. For safety considerations, and to ensure a timely competition, no archer will go behind a target to look for a lost arrow or for any other reason except to retrieve an arrow that is visible to the group. Shooters are expected to carry enough arrows to complete the round. A shooter will receive a warning from the group for the first offense. The penalty for the second offense is a deduction of five (5) points, and each subsequent offense will receive a score of zero (0).
- J. A group may not approach the next shooting stake until the group occupying that stake has fully cleared the area. Anyone advancing to the next stake and interfering with the movement of the other group will receive a score of zero (0) for that target. Anyone found examining or touching the equipment of another shooter without permission shall be in violation of Competition Committee Rules paragraph D-1 “Unsportsmanlike Conduct.”
- K. Absolutely no “Sky Drawing” will be tolerated. Competitors drawing above perpendicular will be warned once. If the competitor continues to “Sky Draw”, the competitor will be immediately disqualified and not allowed to continue that event. The competitor will only be allowed to participate in any additional S3DA event if he/she can demonstrate to the tournament director that he/she can safely draw the bow without “Sky Drawing”.
- L. Only one arrow, per shooter, per target will be shot from the stake. Anyone shooting the wrong target, or from the wrong stake, will receive a “0” for the target which should have been shot regardless of the actual stake that the shot was made from. A dropped arrow that falls while being nocked onto the string in preparation for a shot may be picked up and shot with no penalty. If in the process of letting down the arrow drops off the bow it may be picked up and shot with no penalty. However, the shooter is responsible for maintaining control of the arrow at all times and the arrow must not be intentionally or unintentionally released, or in any way propelled by the string, or it will be scored as a zero (0) or where it lies in the target. In addition, releasing an arrow by pointing the bow at the ground in front of the shooter is dangerous and if an arrow is intentionally released at the ground, the shooter shall not only receive a score of zero (0) for that competition, they will also be in violation of Competition Committee Rules paragraph D-1 “Unsportsmanlike Conduct” and will be referred to the Competition Committee for possible further disciplinary action.
- M. Shooters are permitted to receive assistance from only one shooter in their group. Assistance will be limited to holding a cap, or a single standard or golf-style umbrella.
- N. Binoculars are allowed and there are no magnification limits. They may be checked at random by a tournament official if requested by another competitor.
- O. The projection of a light or reference point, either directly or by reflection, onto a target is prohibited. This prohibition includes lighted nocks which may be used but which

must go dark prior to the next shooter assuming the stake. Anyone in violation of this prohibition will receive a score of zero for that round.

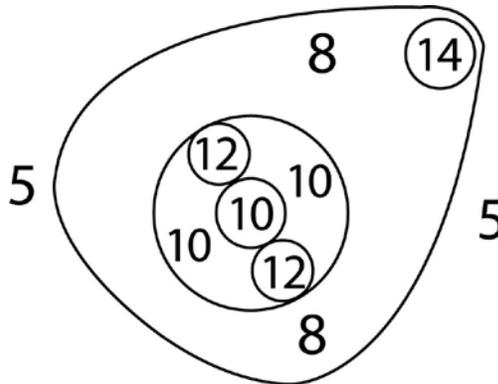
- P. Except as may be required due to an approved medical exemption the use of any device or outside agency (including stabilizer bar or prop stick) that allows the mass weight of the bow to be relieved from either arm while shooting is prohibited. Anyone in violation of this rule shall receive a score of zero for each target where the violation occurred.
- Q. Yardages will be provided as measured within a one yard tolerance based on the equipment used. Shooters may elect to use range finders, but may not exceed the time allowed and are required to share their information if requested by another competitor in their group.

3D Round Shooting Time Allowed:

- A. Each ten (10) target round will be shot in one (1) hour and forty five (45) minutes. However, it shall be the final determination of the Tournament Director to cancel, postpone, delay tournament activities, and/or determine the appropriate time frame for completion of the round in the case of inclement weather or other extenuating circumstances.
- B. Each group will be responsible for monitoring and adhering to the following pace of shooting:
 - 1. Upon commencement of the round by a verbal announcement by the range official the first shooter at each target will be allowed one minute to shoot his/her arrow.
 - 2. Each remaining member of the group will be allocated one (1) minute to shoot.
 - 3. Each group will be permitted four (4) minutes to score the target, pull arrows and reach the next stake at which point the time allotment procedure repeats.
 - 4. Any shooter who fails to adhere to their specified time limit will receive a warning from the group or range official for the first offense. The penalty for a subsequent offense is a deduction of five (5) points from target score. Any further offenses will result in the disqualification of the shooter.
- C. After the allotted time, the range official will call time and shooters may complete the target being shot. Further shooting will cease and scores will be totaled on targets completed and a zero (0) recorded for each incomplete target. The following are the only conditions under which a shooter may leave the range and return to receive credit for the day's competition. The shooter will be allocated additional time to make up targets missed in the presence of two (2) scorers designated by the range official, or by the range official, who will be responsible for scoring and completing the shooter's score card.

3-D Specific Scoring Rules:

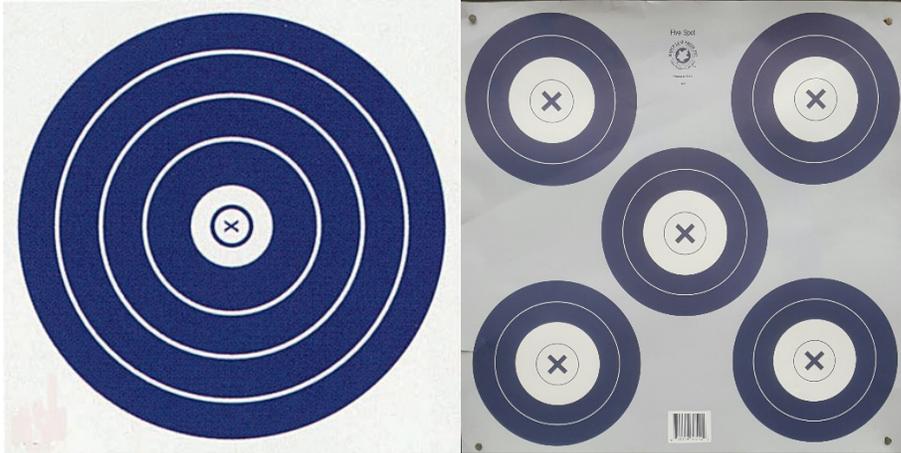
A. Targets will be scored in this manner:



1. The 14 ring is only active in shoot-off situation. Outside of a shoot-off, it is scored as an 8.
2. The lower 12 ring is always in play. The upper 12 ring must be called into play before being shot. If the upper 12 ring is called, but the lower 12 ring is hit, the arrow is scored as a 10. If the upper 12 ring is not called, but it is hit, the arrow is scored as a 10.
3. Target “Pass Through” or “Rebound” without striking another arrow: (1) Arrows passing through the front of, but still in, the target will be pushed back and scored; (2) If the group agrees that an arrow passed through the targets insert seam the shooter will be given a score based on the point of pass through, not to exceed eight (8) points; (3) If the group agrees and confirms that the arrow actually passed through the target due to the high number of arrows that had been shot at the target, the range official is to be notified and the shooter will be allowed to take the score where the “pass-through” occurred as determined by the group up to a maximum score of ten (10) points, or (4) If the group agrees that the arrow rebounded out of the target, or deflected off of a plastic leg, without striking another arrow the shooter will be allowed to take the score where the rebound occurred up to a maximum of ten (10) points. Special Note: A score of twelve (12) will not be permitted under sections 2, 3 or 4 of this rule.

“Indoor” Target Round (conducted OUTDOORS):

- A. The “Indoor” Target Round consists of 15 arrows shot at distances outlined in the “CLASSES” section. One round consists of 3 ends of 5 arrows.
- B. Each end of 5 arrows will be completed in 4 minutes.
- C. The target will be the 40 cm. diameter NFAA “blue spot.” Either the single spot of the 5-spot target can be shot, but the archer must finish the round with the same style of target that they started with.



Indoor Target Scoring:

- A. The scoring is 5, 4, 3, 2, 1 from the spot out.
 - B. X-rings shall be counted and used as tie breakers and will be considered part of the official score.
 - C. Archer shall record X's and numeric values of each arrow in each scoring box before touching or drawing any arrows from the target.
- Example:

Arrow Score					End Score	X's
X	X	X	5	5	25	3
X	X	X	X	5	25	4
X	X	X	X	X	25	5
X	X	X	X	4	24	4

No archer may touch the target face or arrows before all arrows are scored.

- D. Scoring is determined by the position of the shaft. In all rounds, an arrow shaft need only touch the scoring line to be counted in the area of next higher value.
- E. Witnessed bounce outs or arrows passing completely through the target will be re-shot.
- F. Hits on the wrong target will be scored as misses.
- G. When an arrow is dropped while the archer is in the act of shooting, he/she may shoot another arrow in place of the dropped arrow if any portion of the dropped arrow is within ten feet of the shooting line.
- H. If an archer shoots more than the prescribed number of arrows in an end, the excess arrow or arrows of higher value will not be scored. A penalty of one point will be assessed for each arrow shot over the prescribed number of arrows.
- I. If an archer shoots less than the prescribed number of arrows in one end, the arrows not shot will be scored as misses.
- J. When using the NFAA Indoor Five Spot Target, an archer may shoot any of the 5 spot targets in any order and shoot as many arrows into any spot as the archer desires, not to exceed the prescribed number of arrows per end.

Outdoor Target Event Rules

For speed limits and shooting distances, please refer to the general rules document

Target Faces: 122cm target face: Gold (yellow), Red, Blue, Black, and White with ten concentric rings arranged to divide each color (10 through 1).

- A. Archers must have all equipment checked and inspected before the qualification round begins and can be subject for inspection any time during the competition.
- B. Archers will shoot 1 end of 5 arrows at each distance. Archers will start from the closest distance and then move back.
- C. Archers will have 4 minutes to shoot 5 arrows. If the archer does not get all 5 arrows off, those arrows will be scored “zero”.
- D. An arrow shaft need only touch the line to be counted as the higher score value.
- E. Any type of spotting aid may be used provided it does not cause an obstruction or interference to other shooters.
- F. Absolutely no “Sky Drawing” will be tolerated. Competitors drawing above perpendicular will be warned once. If the competitor continues to “Sky Draw”, the competitor will be immediately disqualified and not allowed to continue that event. The competitor will only be allow to participate in any additional S3DA event if he/she can demonstrate to the tournament director that he/she can safely draw the bow without “Sky Drawing”. There shall be two practice ends or 45 minutes of open practice before the first scoring end in the competition.
- G. A whistle system shall be used to control the archers shooting line, rotation, and timing for scoring per end shot: 2 blasts to come to the shooting line, 1 blast to start timing of shooting for score, 3 blasts to go forward to score, and 4 or more for emergency stop of all shooting.
- H. When an arrow is dropped or misfired while the archer is in the act of shooting, he/she may shoot another arrow in place of the dropped arrow if any portion of the dropped arrow is within ten feet of the shooting line.
- I. Archers will have a minimum of three archers per bale with a maximum of four.

Outdoor Target Scoring:

- A. Arrows in the standard 122 cm target face shall be scored as follows: “X” ring-Score “X,” worth 10 points; Inner Gold-10; Outer Gold-9; Inner Red-8; Outer Red-7; Inner Blue-6; Outer Blue-5; Inner Black-4; Outer Black-3; Inner White-2; Outer White-1; all others shall be scored as an “M” (miss) or zero (0).



- B. An arrow shaft need only touch the scoring line to be counted in the next higher value. Doubtful arrows must be determined for each end before the arrows or target face have been touched, otherwise the lower value must be taken. If the group cannot determine the value of the arrow, a line judge must be called to determine the arrow's score.
- C. After scoring all arrows, archers must mark all arrow holes on target face.
- D. An arrow that rebounds from the target butt, will be rewarded the lowest unmarked hole on the target face.
- E. An arrow that has passed through the scoring face so that it is not visible from the front shall be pushed back through for scoring. If a complete pass-through goes unnoticed until scoring at the target, it will be given the lowest unmarked hole on the target face.
- F. An arrow embedded in another arrow in the scoring face shall be scored the same as the arrow in which it is embedded.
- G. Hits on the wrong target face shall score as “M” (miss) or zero (0).

For all rounds:

Classes:

**All classes have both male and female divisions and will shoot known-distance only.
Age level is the primary determining factor for competition divisions.
Age will be determined by how old the competitor will be on the first day of competition.**

Ages 7 and under:

Disciplines	3D	Indoor Target	Outdoor Target
Class, Gender	Max Distance	Distance	Distance
Traditional, M/F	10 yards	10 yards	10-15-20 yards
Olympic Recurve, M/F	10 yards	10 yards	10-15-20 yards
Fixed Pins, M/F	15 yards	10 yards	10-15-20 yards
Open, M/F	15 yards	10 yards	10-15-20 yards

Ages 8-11:

Disciplines	3D	Indoor Target	Outdoor Target
Class, Gender	Max Distance	Distance	Distance
Traditional, M/F	15 yards	10 yards	10-20-30 yards
Olympic Recurve, M/F	15 yards	10 yards	10-20-30 yards
Fixed Pins, M/F	20 yards	10 yards	10-20-30 yards
Open, M/F	20 yards	10 yards	10-20-30 yards

Ages 12-14:

Disciplines	3D	Indoor Target	Outdoor Target
Class, Gender	Max Distance	Distance	Distance
Traditional, M/F	20 yards	20 yards	10-20-30 yards
Olympic Recurve, M/F	25 yards	20 yards	30-40-50 yards
Fixed Pins, M/F	30 yards	20 yards	30-40-50 yards
Open, M/F	30 yards	20 yards	30-40-50 yards

Ages 15-18 AND 19 and over:

Disciplines	3D	Indoor Target	Outdoor Target
Class, Gender	Max Distance	Distance	Distance
Traditional, M/F	20 yards	20 yards	10-20-30 yards
Olympic Recurve, M/F	25 yards	20 yards	40-50-60 yards
Fixed Pins, M/F	30 yards	20 yards	40-50-60 yards
Open, M/F	40 yards	20 yards	40-50-60 yards

Class Definition and Equipment Rules:

- A. **Open Class:** Any type of bow (except Crossbows), using any sight with or without magnification, any type of stabilizer and/or back bar balance system, and any type of release, including fingers
- B. **Fixed Pin Class:** Sights will have fixed pins with no pin limit. Movable sights may be used, but must be locked down into a fixed position that will be verified by the group prior to competing. No magnification is permitted; clarifiers or verifiers in the peep are not considered magnification and are permitted. Releases may be used. Stabilizer Rule: A front stabilizer or a system including quick releases, enhancers and/or weights may be used, but may not exceed twelve inches (12”) in total length from the tip of the stabilizer (or system) to the point of attachment on the front of the riser provided by the manufacturer. A rear stabilizer or counter balance weight system may be used with a maximum of two extensions. Due to the use of V-bars and varying points of attachment the length of the rear stabilizer is not to extend further than six inches (6”) past a point measured from the back of the riser below the grip toward the string. Competitors in Fixed Pin classes may make one “gang adjustment” of their sight during competition without calling a breakdown. The adjustment may be made following a shot and prior to proceeding to the next target, under the following procedure: (1) inform the group, and (2) make the adjustment to the whole pin set in front of the group. Individual pins may not be adjusted, and further adjustments must be made under Shooting Time Allowed, Rule “D”.
- C. **Traditional Class:** Any recurve or longbow without sights where the string is released from the fingers. A front stabilizer measuring 12” or less may be used, but no back bars or counter balances may be used. Any type of arrow rest may be used, but clickers and/or draw checks are not allowed. In the ages 7 and under, 8-11, and 12-14 classes **ONLY**, a universal one size fits all compound bow (i.e. Mathew’s Genesis) with a maximum draw weight of 20# or less may be used; participants must use the unmodified Easton XX75 Genesis Series aluminum arrows. Competitors may elect to aim by using a consistent anchor point on their face or neck and “walking” the string, or they may elect to touch the nock of the arrow with their index finger and “walk” their face to aim, but they may not do both simultaneously
- D. **Olympic Recurve:** Any recurve or long bow, using any sight without magnification, any type of stabilizer, and/or back bar balance system, and the string is released by the fingers only
- E. S3DA reserves the right to review any equipment/accessories and determine its suitability for competition. The following equipment/accessories are prohibited in all classes: (1) broadheads or any other point or tip not intended for target use; (2) retaining mechanisms which allow the bow to be mechanically held in the drawn position (except crossbows); (3) laser sights or devices; (4) devices or any outside agency (including stabilizer bar or prop stick) that allows the mass weight of the bow to be relieved from either arm while shooting. S3DA retains the right to waive certain equipment restrictions or shooting rules under specific circumstances for physically challenged competitors.

General Range Rules:

- A. Check-In:
 - a. When an archer arrives at the competition site, he/she must first set up equipment and bring his/her equipment to the check-in location.
 - b. At check-in, the archer will receive scorecards, range assignment, and schedule.
 - c. At check-in, the archer will also undergo an equipment inspection to ensure that the archer is in compliance with equipment rules for the class he/she is competing in.
- B. A whistle system may be used to control the archers on the shooting line. 2 blasts to come to the line, 1 blast to start shooting, 3 blasts to go down-range for scoring and pulling arrows, and 5 or more for an emergency situation, where archers should immediately stop shooting.
- C. Scorecards:
 - a. Each archer will have an official and an unofficial scorecard. These scorecards will be filled in by 2 different people within the archer's group.
 - b. All number values **MUST** match between the official and unofficial scorecards. If there is a discrepancy after the archer turned in the scorecards, the lower of the two values will be used.
 - c. All scorecards must have all signatures. Signatures acknowledge that the scorecards are filled out **COMPLETELY** and **CORRECTLY**.
 - d. Scorecards must be legible.
 - e. Upon completion, each archer must turn in their own official and unofficial scorecard to a Line Judge or Tournament Director. The unofficial scorecard will be checked against the official, and the archer will be returned his/her unofficial scorecard.
- D. Each archer is allowed one equipment failure where he/she is allowed up to 45 minutes to repair the equipment. No practice end will be given on the official range.
- E. Dress Code:
 - a. Shorts and skirts may not be shorter than finger-tip length while standing normally. Cut-off jeans or short-shorts are prohibited.
 - b. Male and female shooters are required to wear upper garments covering the front and back of the body and covering the midriff when at full draw.
 - c. Sleeveless shirts must be at least 3 fingers' width wide on the shoulder.
 - d. All shooters must wear shoes that fully cover the entire foot.
 - e. At no time will any shooters, guests or spectators wear any article bearing any image or language to be considered vulgar or offensive. If they do not have a shirt to change into they will be required to turn the offensive shirt inside out if they wish to remain on the premises or they will be required to leave. Compliance with this rule will be determined by the Tournament Director.
- E. Spectators & Guests:
 - a. Spectators are not allowed on the tournament ranges until the range official begins the competition.
 - b. All cell phones and electronic devices are to be turned off to avoid disturbing the competitors.

- c. Each S3DA competition site establishes and enforces its own policy regarding pets. Should a site allow pets, they shall be kept on leashes at all times. Pet owners shall be responsible for their pet's behavior and for cleaning up after them. Pets are not allowed to walk on competition ranges or on access routes to ranges at any time. Any breach shall prohibit that pet from future S3DA attendance.
 - d. Video and digital image cameras are not allowed on tournament ranges without prior approval from S3DA. Still photography is allowed, but the use of flash equipment during competitions is prohibited. Special exceptions may be made for the working press or film production crews.
 - e. Spectators may assist by carrying items such as stools, umbrellas, ice chests, food, drinks, or other items for the convenience of shooters, but must stay clear of the shooting stakes and lanes at all times.
 - f. It is recommended that all spectators wear shoes or sandals that cover the foot.
 - g. Spectators must remain behind the archers' area, in areas specially marked out for spectators.
- F. Ties
- a. In case of a tie for first, second, or third place *only* for any division, the archer with the higher X and 12 count combined will win.
 - i. If the X and 12 count is the same, the archers will shoot off. The shoot-off will consist of one arrow shot at the archers' longest distance in the outdoor target round. Closest to center wins.

Competition Committee:

The Competition Committee will consist of 5 members that will be determined by the tournament director prior to the commencement of the event. In addition to reviewing infractions and ruling on grievances submitted by shooters, the committee will establish penalties that are not delineated in the S3DA Rules, as well as sanctions for conduct violations and repeat rules violators. They will also review general rules interpretations submissions.

- A. Competition Committee will review all grievances and protests, as well as interpret the rules. All protests filed that could affect the results of the competition must be resolved prior to the next round of competition, or prior to the announcement of final results. All shooters agree to be bound by the decisions of the Competition Committee as final.
- B. Any grievance or protest must be filed in writing with the Competition Committee within one (1) hour of completion of a round, along with a \$20.00 protest fee. If the Committee rules in favor of the protest, or the protest/grievance is withdrawn, the fee will be returned. All decisions of the Committee will be final.
- C. A general inquiry for an interpretation of a rule may be submitted in writing to the Competition Committee. The Committee will review the submission at their earliest convenience, and a written response will be provided. No fee is required for this review.
- D. Unsportsmanlike conduct on the ranges or tournament grounds will not be tolerated.
 - 1. Any incident of unsportsmanlike conduct will be reported to a tournament official who will file a report with the Competition Committee immediately following the completion of the day's competition. The first offense upheld by the

Committee will result in disqualification of the shooter from the event. A second offense will result in a suspension for the remainder of the season with no refund of any entry fees already paid.

2. Verbal abuse directed at tournament officials, other shooters, or spectators will result in immediate disqualification of the shooter from the tournament, along with a referral to the Competition Committee for further action.

3. The use of profanity is prohibited and violators are subject to disqualification.

4. Any competitor rightfully suspended from S3DA competition at any level will be suspended from S3DA competition at all levels. The suspension and background reasons will be communicated to the S3DA State and National Directors. A competitor may request reinstatement through the Competition Committee who will review and make a recommendation.

ACKNOWLEDGMENTS, RELEASES, AND WAIVERS:

As a participant in S3DA events, all shooters and spectators (hereinafter referred to as Releasor) acknowledge they are VOLUNTARILY participating or attending. Releasor should be aware that an archery tournament creates the risk of serious personal injury or death. Releasor should also be aware that the sport of Archery is generally the second safest sport, following only ping-pong. By participating, they realize that they may experience loss or damage to personal property. Releasors assume all risk of injury, death, and loss of personal property that may result from their participation in these archery tournaments. By registering to participate and thereby agreeing to abide by the rules herein, Releasor releases and discharges S3DA, tournament sponsors, host organizations, property owners, and the tournament staff and volunteers (herein collectively referred to as "Releasees") from liabilities or injuries, damages, or other loss sustained by the shooter as a result of negligence or strict liability of the released parties.

- A. **Liability Release:** Releasor, being of lawful age, (or, in the case of a minor, through his/her parent or guardian) in consideration of being permitted to participate in various shooting disciplines and activities, either as a member or guest, do for themselves, their spouse, legal representatives, heirs, assigns and subrogors, hereby release, waive and forever discharge Releasees from any and all liability for any and all losses and damages of any type or kind, and from any and all claims, suits, demands, actions or rights of actions, of whatever kind, either in law or equity, arising from or by reason of death, personal injury known or unknown, or property damage resulting from any incident which may occur during Releasor's presence at the Facility, and/or participation in any activity, whether caused in whole or in part by the Releasees or any other person or thing at the host while Releasor is present. Releasor, and his/her parent or guardian in the event Releasor is a minor, agree to fully indemnify, defend and hold Releasees harmless for all Releasor's actions or omissions while at the host. There is no limit to this indemnity. Releasor assumes full responsibility for the risk of bodily injury, death or property damage due to the negligence of the Releasees or any other third party or thing while at the Releasees Facility, and while competing, officiating, working, spectating, or for any purpose at the Releasees Facility. Releasor fully and completely releases the Releasees and any of its related parties or from all liability to Releasor and to anyone or any entity claiming by, through or under Releasor, by subrogation or otherwise, it being Releasor's

intent to fully waive and release all subrogation rights. Releasor agrees that this Release Agreement is intended to be as broad and inclusive as permitted by law and that if any portion hereof is held invalid, the balance hereof will continue in full force and effect. Releasor agrees that this release constitutes the entire agreement between Releasor and Releasees and the terms of this release are contractual and not a mere recital, and the same shall continue in full force and be applicable to any and all activities Releasor attends while at the Releasees facility. Releasor has carefully read this release and understands all of its terms. Releasor accepts the same voluntarily and with full knowledge of its content and significance as a condition of competing.

- B. **Participant Agreement:** S3DA events are sanctioned sporting events governed by rules. The S3DA Tournament Director and Competition Committee shall settle all disputes, and all decisions will be final and without legal appeal. S3DA reserves the right to restrict or deny entry into any event by any individual, and / or to designate their competitive class.
- C. **Photo Release:** By registering to participate in an S3DA Tournament, shooters acknowledge and agree that photographs or videotape of them may be taken while participating in S3DA Tournaments and/or tournament related activities. Shooters further agree that photographs and videotape may be used by the Tournament Director, Sponsors, or the Press without royalties or prior consent to help promote S3DA and the sport of archery. This is not a release for specific product endorsements without the shooter's prior consent.