

Sin City Rack Pack

2023

Indoor Preseason Challenge Dates, Durations, Location, Shooting Times, Fees, Divisions, Equipment, Format, Rules, and Prizes

Dates and Time:

- Every Tuesday night @7:30pm from November 28th to February 13rd (includes the 1st practice week)
- No shoot during the week of Christmas (Dec24th to Dec. 31st)

Duration:

- 1 week of practice and Check-in
 - (The practice week scores do not count towards the competition.
 - The practice week also does not count towards the two allowed misses throughout the competition.)
 - **This 1st week is important and will take longer than normal to get everyone checked in. Review the rules, prizes, and competition format.**
- 10 weeks of competition (Finals will be the 10th week of the competition)

Location:

- Aces and Arrows, Inc.
980 American Pacific Dr. #107, Henderson, NV 89014

Shooting Times:

- Weekly warm-up
 - Each week all shooters can warm-up **30 minutes prior (@7:00pm)** to the start of each week's competition, at no additional cost.
 - If shooters decide to start warming up earlier, than 7:00pm. Shooters will be responsible for range fees.
- All weekly competition starts at 7:30pm and typically end between 8:30pm and 9:00pm. (We start on time and the shops doors are locked at 7:30pm. If you are running late, please text a group member, to be let into the shop.)

Tournament Entry and Weekly Shooting Fees:

- **Adult-** Men and Women tournament entry fees are \$120.00 per shooter.
 - \$100.00 for the tournament entry.
 - \$20.00 for the targets, achievement stickers and pins
- **Teenage and Cubs-** Boys and Girls tournament entry fees are \$50.00 per shooter.
 - \$30.00 for the tournament entry.
 - \$20.00 for the targets, achievement stickers and pins
- **Weekly shooting fee of \$10.00 per shooter to the shop each week**, for a total of \$110.00
 - 1st week is practice (scores do not count towards the 10 weeks of competition)
 - 10 weeks of competition

Divisions and Equipment:

- **ALL EQUIPMENT NEEDS TO BE SAFE TO SHOOT.**
- **This is a hunting bow tournament. Designed for bowhunters and those interested in bow hunting. Using only bow hunting archery equipment.**
- **Adults must use a traditional hunting recurve bow, freestyle recurve, or a hunting compound bow. Teens and cubs are exempt from this rule, as they are not competing for money. But for personal best.**
 - We are asking everyone to use their hunting bows and their hunting setups.
 - To avoid conflicts on what is and what isn't a hunting bow. All bow's must be advertised/categorized by the bow manufacturer as a hunting bow.
 - If the archery bow is advertised/categorized for both hunting and target shooting. This bow will also be allowed.
 - **ALL ADULT BOWS ADVERTISED/CATEGORIZED BY THE BOW MANUFACTURE AS A NON-HUNTING BOW ARE NOT ALLOWED TO BE USED IN THIS COMPETITION.**
 - **ALL EQUIPMENT BEING USED. I.E. BOWS, SIGHTS, STABILIZER LENGTH, DRAW WEIGHT, AND ARROW DIAMETER SIZE NEEDS TO BE ENTERED ON ENTRY FORM AND CHECK-IN AND VERIFIED EACH WEEK. IF A SHOOTER HAS A BACKUP BOW? THEY CAN ALSO REGISTER THAT BOW ON THEIR REGISTRATION ENTRY FORM AND HAVE THAT EQUIPMENT CHECKED IN AT THE BEGINNING OF THE COMPETITION.**
- **Open Class Outlaw Bowhunter- WITH LIMITATIONS**
 - Compound bows
 - All **ADULTS** Must have a minimum of a 35lb draw weight with no maximum draw weight. Teens and cubs are exempt from this rule as they are not competing for money.
 - Slider sights are allowed.
 - Garmin electronic style sights are allowed.
 - No magnifiers
 - Corrective vision peep sight clarifier can be used if needed. Without the use of a magnifier.
 - Front stabilizer lengths are as follows- 12" max for the front stabilizer. Including weights.

Rear or side stabilizers can be used. Stabilizer lengths are as follows- 12" max for the rear or side stabilizer. Including weights.

Any style manual releases/calipers are acceptable.

Bow must not exceed a 34" max axle to axle length.

- Traditional Recurve bows
 - No sights, finger tab shooting only
- Freestyle hunting recurves are allowed. But must compete and adhere to the same rules and gear limitations as a compound bow shooter.
- Arrows
 - 7mm max diameter size.
 - No length requirements. As long as the arrows will shoot safely from the shooters bow.
 - Field points only. NO BROADHEADS!!!!
 - No restrictions on fletching configurations.
- Arrow quivers are optional and do not have to be attached to the bow.

Format:

- 1 week of practice with 10 weeks of competition. For 11 weeks of Fun!!!!
- 20yds/18m indoor
- A/B shooting lineup will be used. When needed.
- Weekly shooting 'Round' consists of 10 'Ends'. With 3 arrows being shot per 'End'.
- Each 'Ends' shooting duration will last for 1min 10 seconds.
- All shooters will shoot together within their shooting groups. I.E- top 1-4 ranked shooters, the next 5-8 ranked shooters, etc. (Practice and 1st week of shooting groups will be the shooters choice.)
- Each week each group (1-4, 5-8, 9-12, etc.) will alternate shooting lanes. Giving all shooters the opportunity to shoot from all lanes.
- Shooting groups can change each week pending score outcomes. If a shooter changes groups due to a change in their tournament ranking. That shooter could possibly shoot the same group of lanes that following week. If that shooters new group is scheduled to shoot those lanes.
- Adult competition groups are both men and women.
- Teens and cubs will shoot all together. On one side of the range. All teens and cubs need to be able to shoot 20yds to be able to compete. If a teen or cub wishes to shoot. But cannot shoot 20yds at the beginning. Those 10yd shooting weeks do not count towards prizes or the competition achieved shooting levels. Only 20yd scores count towards the prizes and achievement levels. (The range master will decide if the shooter is ready to shoot 20yds.)
- All bow divisions compete together for the same prize money. With the only difference being that the **traditional recurve** achievement levels require less points to achieve. Total points are ranked all the same giving no advantage to any division for the 1st, 2nd, or 3rd place prize money. Freestyle recurves achievement levels are the same as compound shooters and compete the same as a compound shooter.

Rules:

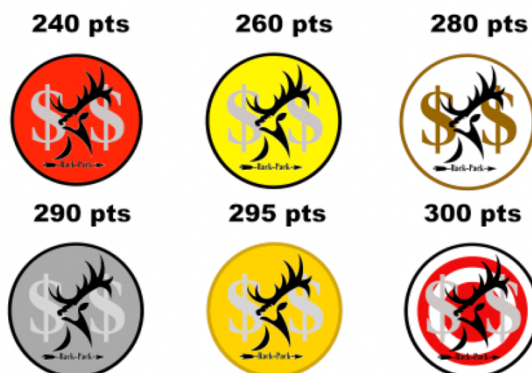
- All competing shooters must shoot from 20yds/18m.
- All 3 arrows must be shot before the 1 min 20 second shot clock expires. If a shooter fails to shoot all 3 arrows. Any un-shot arrows will be counted as a zero.
- Each arrow can get a maximum of 10 points and a minimum of -5 points.
- Bullseyes count as 10 points and used for tiebreakers if necessary.
- As long as the arrow is touching or breaks a target's ring line. That higher point ring will be given to the shooter. IE: if the center of the arrow is in the 9 ring. But the edge of the arrow touches or breaks the 10 ring line. The shooter would get 10 points for that arrow.
- Any arrow pulled out of the target before it is counted. Is scored as a miss and the shooter will receive zero points; for that arrow. (Groups of 3 or more will be scoring each other with 1 recorder in the group.)
- Before each weekly shoot. Shooters will have 30 mins to warm up starting at 7:00pm. If shooters decide to showup at 7:30pm. That warm-up time is waived and the shooters will have no warm-up time before the competition starts.
- Additionally, each shooter will have two extra practice 'Ends' at the start of each weekly shoot.
- Shooters will need to wait for the first buzzer to sound. Before tounching/ loading, or shooting their 3 arrows during each 'End'. A second buzzer will then sound-off officially starting the 'End'.
- Shooters will have to stop shooting. When the Third buzzer sounds. If the shooter has not shot their 3 arrows during the time allowed between the second and third buzzers. Those unshot arrows will be counted as zero points.
- **The weekly competition does not stop for equipment issues. If the shooter does not have a back-up bow registered and at the shop that can be switched out immediately. Those shooters remaining arrows in that night's weekly shoot. Or any arrows not shot while the equipment is being fixed will be counted as a zero. There are no allowed make-ups. Please be prepared.**
- Pins and stickers for achieved levels will be given out at the end of each Tuesday night's shoot.
- Each week each shooter shots for their next pin level only. Even if the shooters total score is good enough to qualify for higher pins. Those higher pins will not be given or awarded. IE: If you shoot a total of 280 points. When trying to achieve your Red 240 point pin. You still only receive the Red pin.
- All tallied scores each week. Are kept on record and will be posted each week. Via email. Along with each shooters current pin level, detailed scorecard, phtos of each weeks actual scorecard, and shooter ranking.
- Each shooter's best 8-weeks of scores out of the entire 10-week competition will be used for their final total point score. **That means a shooter can miss 2 weeks of the competition or have 2 bad weeks without hurting their overall score. Since each shooter's 2 lowest scores will be dropped or since each shooter can miss 2 weeks of shooting without it hurting that shooter's ranking. THERE WILL BE NO MAKE-UPS.**
- The first 8-weeks of shooter rankings are based off of each shooters average score. Weeks 9 and 10 are based off the shooters total actual score. Minus their 2 worst weeks of shooting.
- At the start of the competition. All shooters will be shooting for the 'Red' achievement level.
- All shooters will be shooting animal targets with 3 separate 10 rings.
 - To receive 30 points during one End. There can only be 1 arrow in each 10 ring.

- Any arrow hitting a 10 ring that has already been hit with an arrow will only receive 9 points for the second and or 3rd arrow.
- Any non-vital shots are -5 points. (Negative 5 points)

Prize Money and Prizes:

- Adults compete for prize money. Teens and Cubs complete for personal achievement level-based prizes.
- The 1st, 2nd, and 3rd highest overall scores. Will win the 1st, 2nd, and 3rd place prize money for the adults and prizes for the Teens and cubs.
- The Adult 'Wildcard' or achievement level prize money prize
 - This can be won by any shooter that obtains the highest achievement level throughout the entire 10-week competition. **Any shooters 2 discarded weeks are still valid for the achievement or Wildcard prize. I.E. If a shooter obtains a pin level during any of the weeks of competition. That shooter will still maintain that achievement level even if that week's score was dropped during the 9th and 10th week.**
 - This is the only prize that can be split by 2 or more shooters. The total purse will be split evenly between all valid shooters.
 - This prize can be won as additional prize money for any of the top 3 shooters and can be won by anyone that does not win 1st, 2nd, or 3rd place.
 - This prize can also be won by anyone entered in the competition that misses more than 3-weeks.
- Adults' 1st place purse: \$400.00
- Adults' 2nd place purse: \$200.00
- Adult's 3rd place purse: \$100.00
- Adults' Wildcard/Achievement Level prize purse: \$300.00
- Teens and Cubs prizes are based on achievement levels only.
 - 3 different prize levels (Per the Sin City Rack Pack achievement level chart) will allow the kids to pick whichever price on that level that they prefer the most.
 - Top Level- 280 points or higher \$75.00 prize value
 - Middle level- 260 points \$50.00 prize value
 - Lower level- 240 points \$20.00 prize value

NEW RACK PACK LEVELS



New SCRP Elk Vital Targets

