



2026 3D Archery Tournament Rules

Entry Fee: \$55

Re-Shoot: \$25

Texas Trophy Hunters Association Scoring

12 – Small circle centered within the ten ring.

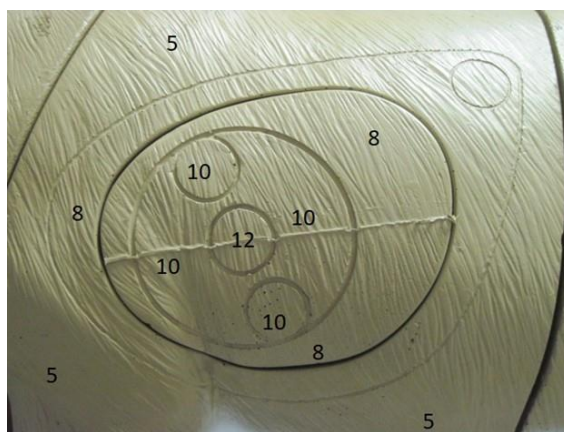
Approximately 25% of the ten ring will be used. Arrow must at least touch the circle.

10 – Circle inside vital area. Arrow must at least touch circle.

8 – Vital area other than the 10-point circle. Arrow must at least touch the vital area line.

5 – Remainder of the animal touching body color.

0 – Hitting the horn, antler or hoof, or not touching body color. Also, missing or a glance off.



- All participants will be grouped with 3-4 archers (per group). There will be an official scorekeeper and unofficial scorekeeper per group. The official scorekeeper cannot keep his own scorecard.
- Once all of the archers have shot their arrow. All of the archers will go down to their target with their group to score and pull arrows. Once this has been done. All groups will advance to their next target.
- Once an archer shoots his/her first round. They can re-shoot a round for an additional \$25 per round. No limit on the re-shoots as long as time permits.
- An arrow touching the line marking the edge of a greater scoring area shall be given the **higher score**.
- Arrows must stick in the target in order to receive a score other than a zero except for a **Robin Hood** or **bounce back** as set out in paragraphs below.

- An arrow embedded into the nock end of an arrow embedded in the target shall be **scored** the same as the **arrow embedded into the target**.
- A bounce back is an arrow that squarely strikes the target and bounces back toward the shooter. An arrow that **glances off** the target is not considered a bounce back. A bounce back may be scored if the score can be **agreed upon** by a majority of the archers in the group. If a member of the group other than the archer witnesses the bounce back and the **group cannot agree**, the archer may re-shoot the target before the group advances to score the target.
- An arrow released or dropped accidentally will be scored a **zero** unless the archer is able to retrieve it while **touching the shooting line** and **re-shoot** it within that archer's two- minute period.
- Any arrow intentionally shot into the ground or any object other than the target shall be considered an act of un-sportsmanlike conduct and the **arrow scored a zero**.
- **The MAX ARROW SIZE FOR BOWHUNTER CLASSES IS .309 O.D. An example of that would be a Gold Tip Hunter XT 250 spine arrow. Must use screw-in points. No broadheads allowed. No lighted nocks allowed.**
- **Rangefinders are allowed.**
- **No Sky Drawing is allowed.**

Awards will be cash paybacks. Payback breakdown for each class. We will pay 1 place for every five archers and up to five places.

1-5 archers – 1 place (100% to 1st place)

6 -10 archers – 2 places (split 70% / 30%)

11-15 archers – 3 places (split 50% / 30% / 20%)

16-20 archers – 4 places (split 40% / 30% / 20% / 10%)

21 and above – 5 places (split 33% / 27% / 20% / 13% / 7%)

1st Place Buckle will be awarded to classes with 5 archers or more.

Scores and Winners: Will be determined by final scores of a Max Score is **240**.

Tie Breakers: In case of a tie, the winner will be determined by the most 12's. If there is a tie in the amount of 12's, the shooter with the most 10's will be the winner. If there is still a tie in the amount of 10's, the tie breaker will be the most 12's on targets 1-10.