

Types of Archery Tournaments offered in SC

3D	Indoor	Vegas	Field	Hunter	International	900
Shooter of the Year				3D Regional Circuit Competition		

3D

3D tournaments are held almost every weekend during the archery season. The tournaments are outside and a course is set up by the hosting archery club. The tournament is set with twenty- 3D animal targets. There are a variety of classes and yardages offered depending on equipment, age, and skill and anyone is welcome to compete in these tournaments. Scores for this tournament are 0 (miss), 5, 8, 10, 12, [] per target. Scoring a 10 on a target is considered par. Registration generally is 8am to 2:00 on Saturday and Sunday. Check club websites for more information regarding their 3D tournaments.

There is one State 3D tournament that is offered. To participate in this tournament, an archer must be a SCAA/NFAA member. A guest class is offered for those that are not a SCAA/NFAA member.

Indoor

A standard indoor round consists of 60 arrows shot at 20 yards and 10 yards for Cubs/NASP. Five arrows are shot in a single end and there are 12 ends to conclude the round. There are 2 rounds for the state indoor tournament. The archer for this tournament should plan to shoot 2 shotgun start times. The allotted time to complete an end is 4 minutes. A perfect score for this round is a 600 with 120 x's.

Each archer competing in the tournament is assigned a shooting group, shooting lane, and target position (top or bottom on the shooting lane). After the completion of 6 ends, the targets positions are changed from top to bottom and bottom to top and the round continues.

The target for this round is blue with a white spot. The archer may choose to shoot a single spot face where the scoring rings are from 1 to 5 or shoot a 5 spot target which only has rings scoring a 4 or 5. All spots have a center ring that scores as an X.

If competing at the State Championship Tournament, an archer must be a SCAA/NFAA member. A guest class is offered for those that are not a SCAA/NFAA member.

Indoor Single-spot target



Indoor 5-spot target



Vegas

The Vegas round consists of 30 arrows shot at 18 meters (approximately 20 yards) and 10 yards for Cubs/NASP. Three arrows are shot in a single end and there are 10 ends to conclude the round. There are 2 rounds for the state Vegas tournament. Both rounds are shot during one shotgun start time. The allotted time to complete an end is 2 minutes. A perfect score for this tournament is a 600 with 60 x's.

Each archer competing in the tournament is assigned a shooting group, shooting lane, and target position

(top or bottom on the shooting lane). After the completion of 5 ends, the targets positions are changed from top to bottom and bottom to top and the round continues.

The target for this round is white, black, blue, red, and yellow spot. The archer may choose to shoot a single spot face where the scoring rings are from 1 to 10 or shoot a 3 spot target which has scoring rings from 6 to 10. All spots have a center ring that scores as an X.

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Single Spot Vegas Target



3 Spot Vegas Target



900

A standard 900 round consists of 90 arrows shot at 60, 50, and 40 yards. Youth shoot at 50, 40, and 30 yards and Cubs/NASP shoot at 30, 20, 10 yards. Six arrows are shot in a single end and there are 5 ends for a total of 30 arrows at each distance. There is only 1 round of competition for the state 900 tournament. The archer for this tournament should plan to shoot 1 shotgun start time. The allotted time to complete an end is 4 minutes. A perfect score for this round is a 900 with 90 x's.

Each archer competing in the tournament is assigned a shooting group and shooting lane. The archer has only one target for this tournament and that is a 122 cm multicolor target face. This target has a gold center, followed by red, blue, black and white rings. The target is scored 10, 9, 8, 7, 6, 5, 4, 3, 2, and 1. There is a center ring that scores as an X.

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900 Round target

face	Number of Positions	Distance of Positions		
		Adult	Youth	Cubs/NASP
122cm	1	60 yds	50 yds	30 yds
122cm	1	50 yds	40 yds	20 yds
122cm	1	40 yds	30 yds	10 yds



Field

A standard field round consists of 112 arrows shot at marked distances from 20 feet to 80 yards. Four arrows are shot in a single end. There are 14 ends a round and 2 rounds for the complete the state field tournament (most courses are set with 28 targets). The archer for this tournament should plan to shoot 1 shotgun start time.

The target for this round has black and white rings. The center black ring is worth 5 points, the 2 white rings are worth 4 points, and the two outer black rings are worth 3 points. The center ring is an X. A perfect score for this round is a 560 with 112 x's. There are three different ways of shooting a target for the field round-4 arrows at same distance at one target, 1 arrow at four different distances (called walk-ups), and 4 arrows at 4 different spots at 1 distance (called fan). When shooting a fan, the archer shoots 2 arrows at the left target from the 2 left spots and 2 arrows at the right target from the 2 right spots.. The shortest walk-up, often called a birdie, the archer shoots 4 arrows in a straight line or column.

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Size of target face	Number of Positions	Distance of positions		
		Adult	Youth	Cubs/NASP
65cm	4	80-70-60-50 yds	50 yds	30 yds
65cm	1	65 yds	50 yds	30 yds
65cm	1	60 yds	45 yds	25 yds
65cm	1	55 yds	40 yds	20 yds
50cm	4	45-40-35-30 yds	as adult	20 yds
50cm	4	35 yd (fan)	as adult	20 yds
50cm	1	50 yds	as adult	20 yds
50cm	1	45 yds	as adult	18 yds
50cm	1	40 yds	as adult	15 yds
35cm	1	30 yds	as adult	10 yds
35cm	1	25 yds	as adult	10 yds
35cm	1	20 yds	as adult	10 yds
35cm	1	15 yds	as adult	10 yds
20cm	4	35-30-25-20 ft	as adult	20 ft

Field Round Target



Hunter

A standard hunter round consists of 112 arrows shot at marked distances from 11 to 70 yards. Four arrows are shot in a single end. There are 14 ends a round and 2 rounds for the complete the state field tournament (most courses are set with 28 targets). The archer for this tournament should plan to shoot 1 shotgun start time.

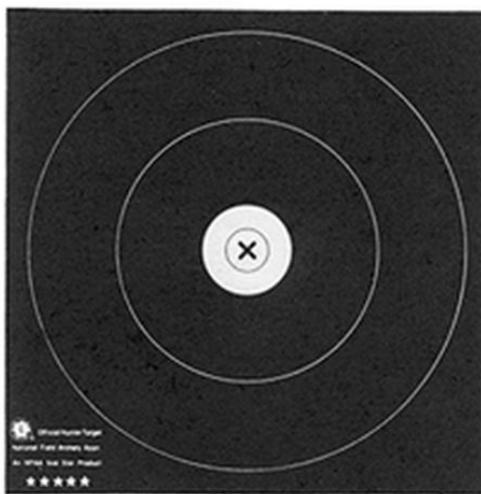
The target for this round is solid black with a white spot. The target has rings that score 3, 4, and 5 points. The center ring is an X. A perfect score for this round is a 560 with 112 x's. There are three different ways of shooting a target for the hunter round-4 arrows at same distance at one target, 1 arrow at four different distances (called walk-ups), and 4 arrows at 4 different spots at 1 distance (called fan). When shooting a fan, the archer shoots 2 arrows at the left target from the 2 left spots and 2 arrows at the right target from the 2 right spots. The shortest walk-up, often called a birdie, the archer shoots 4 arrows in a straight line or column.

If competing at the State Championship Tournament, an archer must be a SCAA/NFAA member. A guest class is offered for those that are not a SCAA/NFAA member.

face	Number of	Distance of Positions		
		Adult	Youth	Cubs/NASP

	Positions			
65cm	4	70-65-61-58 yds	50 yds	30 yds
65cm	4	64-59-55-52 yds	50 yds	30 yds
65cm	4	58-53-48-45 yds	45 yds	25 yds
50cm	4	53-48-44-41 yds	41 yds	20 yds
50cm	1	48 yds	as adult	20 yds
50cm	1	44 yds	as adult	20 yds
50cm	1	40 yds	as adult	20 yds
50cm	4	36 yds fan	as adult	18 yds
35cm	4	32 yds fan	as adult	15 yds
35cm	4	28 yds fan	as adult	10 yds
35cm	2	23-20 yds	as adult	10 yds
35cm	2	19-17 yds	as adult	10 yds
35cm	2	15-14 yds	as adult	10 yds
20cm	1	11 yds	as adult	20 ft

Hunter Round Target



International

The International round consists of 60 arrows shot at 5 yard increments from 20 to 65 yards. Three arrows are shot at each target. There is one round of competition therefore an archer only needs to compete during one shotgun start time. A perfect score for this tournament is a 300 with 60 x's.

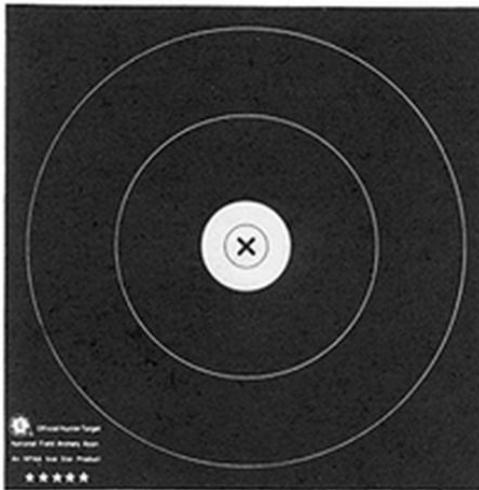
Each archer competing in the tournament is assigned a shooting group. It is up to the shooting group to determine shooting order and target position.

The target for this round is black with a white dot. It is the same target face as the hunter round target. The size of the target depends on the yardage. The target has scoring rings are from 3 to 5 and a center ring that scores as an X.

If competing at the State Championship Tournament, an archer must be a SCAA/NFAA member. A guest class is offered for those that are not a SCAA/NFAA member.

face	Number of Positions	Distance of Positions		
		Adult	Youth	Cubs/NASP
65cm	1	65 yds	50 yds	30 yds
65cm	1	60 yds	45 yds	25 yds
65cm	1	55 yds	40 yds	20 yds
50cm	1	50 yds	as adult	20 yds
50cm	1	45 yds	as adult	20 yds
50cm	1	40 yds	as adult	18 yds
50cm	1	35 yds	as adult	15 yds
50cm	1	30 yds	as adult	10 yds
35cm	1	25 yds	as adult	10 yds
35cm	1	20 yds	as adult	10 yds

International Round Target



Shooter of the Year

Shooter of the Year Tournament Dates

***To be eligible for Shooter of The Year archers must post scores from 7 tournaments. These scores will be the best of:
4 Spot Tournaments (each is pro-rated to a maximum of 300 points)***

***(New for 2025) 3 Circuit 3D Tournaments (raw score) - one at each club not hosting 3D state Championship (Midlands, Keowee, TAB)
The SC State 3D Championship (raw score) TAB.***

Shooter of the Year is awarded to the Archer with the highest cumulative score from the 8 events.

3D Regional Circuit Competition

The 3D Circuit points champion will be the one with the highest combined total score (the highest score from each club and the added points from the SC StateD Championship). If a competitor competes in more than 1 3D Circuit Tournament at each club, the score with the highest points and the State 3D are used for the cumulative score. Each participant must have at least one score from each club in order to qualify along with the SC 3D Championship Shoot. A scoreboard for the 3D Circuit will be kept on the SCAA website.

Competitors should notify the SCAA 3D Circuit Representative for corrections. (Please do not wait to the end of the year to review these.) a. If a 3D Circuit member is not a member of the SCAA, he/she may participate in the State 3D as a guest. Circuit members may join the SCAA and participate as a full SCAA member. b. 3D Circuit members must join on or before the second circuit tournament. c.

Tournaments only count towards circuit championship after registration is done.