

Arizona 3D Championship Series – 2015

Promote ethical hunting and strengthen the spirit of archery through fellowship and competition

Initial Release: December 2014

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Major Changes:

1. Clarified tiebreaker for championship classes.
2. Added Known Hunter Male (KHM), Known Hunter Female (KHF), and Known Open (KO) classes.
3. Changed the age requirement for Master Class Bowhunter (MCBH) to 65 and older.
4. Cub and PeeWee classes will shoot 20 targets per day.
5. Maximum yardage for PeeWee class will be 15 yards (yardage will be marked by the host club).
6. Added participant liability release information.

1. **FORMAT (Dates Subject to Change)**

Leg 1 - Usery Mountain Archers (Cactus Classic)

Dates: February 21-22, 2015

Location: Usery Mountain Park – Mesa, AZ

Contacts: Donley Schuld (480) 415-6937

Leg 2 - Desert Archers (Rumble in the Rocks)

Dates: March 21-22, 2015

Location: Triangle T Guest Ranch (Texas Canyon) – Dragoon, AZ

Contacts: Darrin Welsh (520) 260-0787

Leg 3 - Apache Bowhunters (Pinal Mountain Gathering)

Dates: April 25-26, 2015

Location: Russell Gulch – Globe, AZ

Contacts: Dave Barragan (928) 701-1928

Leg 4 - Granite Mountain Archers (Yavapai Mile High Classic)

Dates: May 16-17, 2015

Location: Prescott, AZ

Contacts: Mike Middleton (928) 848-0912 or Terry Oskerson (928) 445-8510

****ATTENTION****

Upon arrival to the applicable event, all archers (individual, parent/guardian of a minor) must check-in with event staff prior to participation in event activities.

Arizona 3D Championship Series Scoring

- Host clubs will track scores and the number of 12s for all archers.
- An Excel spreadsheet will be used for scoring and will be passed from club to club.
- An archer may only participate in one class per leg. This does not prevent an archer from shooting a different class at a different leg. An archer must have three leg scores in the same class to be eligible for the Championship.
- An archer's highest three leg scores will be used to calculate the overall winner of the Arizona 3D Championship Series for the applicable class. If a tie exists, the archer with the most leg wins (same class) will be declared the overall winner. If a tie still exists, the archer with the highest total number of 12s from their best scores from three (3) legs will win. However, if the applicable archers still finish with same amount of 12's, then 10's will be used and then 8's. If a tie still exists, the host club may declare a shoot-off. A shoot-off will consist of a 3D animal set at an unknown distance within the limits of the relevant class (unless the tie is in a known distance class). The archer with the highest score will be declared the winner. This process will be repeated until a winner is declared.
- If only one archer is present at the shoot-off, he or she will be declared the winner.

Performance Limits

Adult and Youth Compound Classes (Excluding BHE, KHM, KHF, and KO Classes)

- Speed limit of 310 feet per second (3% for equipment variances).
- Absolute maximum of 320 fps (Penalty: Disqualification for the applicable leg). The rule is 310 fps; 320 fps is to compensate for temperature, altitude, equipment variations, etc. If an archer is flirting with 320 fps, the archer is doing so by choice. No excuses if an archer shoots above 320 fps.
- Archers must present their equipment for inspection if their course score is **ABOVE** the daily course inspection score for their applicable class. Archers are well aware of their course score and are responsible for presenting their equipment. If an archer does **not** score above the daily course inspection score, no inspection is required for the applicable day.
- Archers with scores above the daily course inspection score on both days must present their equipment on both days.
- Archers who are required to present their equipment for inspection must proceed **directly** to the inspection area after turning in scorecards (preferably as a group).
- Host club (chronograph official) has the **option** of selecting the arrow to be shot during the inspection.
- Archers must come to full draw and **HOLD** until told to release. No quick releases allowed. If chronograph official believes that the archer quick released, the official has the authority to make the archer shoot again.

Performance Limits

Class	Daily Course Inspection Score
MBR, HCM, MBO, YM and BSR	Inspection Score >190
MCBH	Inspection Score >180
HCF	Inspection Score >170
FBO, FBR, YF, BHF	Inspection Score >150
BHE, KHM, KHF, KO	No Inspection Required

No speed restriction for Bowhunter Extreme, Known Hunter Male, Known Hunter Female, or Known Open classes.

In the event class scores are **NOT** above the applicable course inspection score, the top five scores for the day from the applicable class will present their equipment for chronograph testing. Host clubs will contact the applicable archers.

Cub Classes

- All Cub shooters (100% inspection) must present their equipment on both days to be eligible for awards. Draw weight limit of 40 pounds (3% for equipment variances). Absolute maximum draw weight of 41.2 lbs. (> 41.2 lbs., draw weight must be turned down and rechecked).

Inspection Equipment and Procedures

- Host club is responsible for equipment (chronograph, draw weight scale, etc.) and personnel (chronograph official) required to check for compliance.
- For consistent chronograph readings, archers will shoot with their lead foot on a line in the front of the chronograph. The line will be five feet from the closest leg of the tripod.

2. COURSES

All classes will shoot one 20 target course per day.

40 Targets Total

Host clubs may use one or more fun courses for the Cub, PeeWee, and/or Known classes. If only one fun course is available, host clubs have the option of resetting the applicable markers on the fun course before the class start time.

3. AWARDS

Leg Awards

Each host club will award the top three archers of each class (including PeeWee and Known classes).

Leg Participation Awards (metals, ribbons, etc.)

Participation awards will be presented to all PeeWee participants.

Arizona 3D Championship Series Awards

- The overall winner of each “unknown yardage” class will be awarded a belt buckle.
- The overall winner of each “known yardage” and PeeWee classes will be awarded a trophy or plaque.
- A representative from each host club will be in attendance to present awards to the overall winner of each class at the final leg of the Arizona 3D Championship Series.

4. CHAMPIONSHIP CLASSES (Age = Archer’s age as of the 1st Leg in February)

1. Male Bowhunter Open – MBO
2. Female Bowhunter Open – FBO
3. Male Bowhunter Release – MBR
4. Female Bowhunter Release – FBR
5. Hunter Class Male – HCM
6. Hunter Class Female – HCF
7. Male Traditional – MTRD
8. Female Traditional – FTRD
9. Known Hunter Male – KHM
10. Known Hunter Female – KHF
11. Known Open – KO
12. Bowhunter Fingers – BHF
13. Bowhunter Extreme – BHE
14. Bowhunter Seniors – BSR (Age 50 and Over)
15. Master Class Bowhunter – MCBH (Age 65 and Over)
16. Youth Male – YM (Age 14-17)
17. Youth Female – YF (Age 14-17)
18. Cub Male – CM (Age 10-13)
19. Cub Female – CF (Age 10-13)
20. PeeWee – PW (Age 9 and Under)

5. MAXIMUM YARDAGE (Marker = Stake, Fuzzy, or Whisker)

Red - 60 yards

BHE

Blue - 50 yards

MBO and KO

Green - 45 yards

MBR, BHF, BSR, FBO and MCBH

Pink - 40 yards

HCM, FBR, and KHM

Yellow - 35 yards

HCF, YM and KHF

Orange - 30 yards

MTRD and YF

Purple or White - 25 yards

FTRD, CM, and CF

Marker Color (TBD) - 15 yards

PW

6. TARGETS

- Targets shall consist of 3D type animal targets having an official IBO and/or ASA scoring areas (If multiple rings are within the 10 ring, the center ring will be used and scored a 12).
- Targets shall be set at unmarked distances.
- Personnel who assist with competitive course setup are **NOT** allowed to set the yardage markers.
- Targets should be set so they are distinguishable with the vital area (8 ring) **unobstructed** and **visible** to all adult and youth archers.
- Care shall be taken by the host club when setting targets not to over rotate or excessively lean the targets to ensure that the entire vital area can be shot safely. If a target is leaned back (extreme angle), shooters should notify a range/event official (do not shoot the target).
- **Host clubs have the option of resetting the targets to different distances between day 1 and day 2.**

7. SCORING AREAS

Scoring will be as follows:

- Circle within the 10 ring = 12 points
If multiple circles are within the 10 ring, the CENTER RING will be scored a 12.
- Circle inside the vital area = 10 points
- Vital area = 8 points
- The remainder of the animal = 5 points
Some animals have material surrounding the actual outline of the animal. This material = 0 points
- Failure to hit target (arrow does not stick in target) = 0 points
- Horns or Hooves (If applicable) = 0 points

If more than one scoring area is visible on a target, the forward or center scoring area will be scored.

8. GENERAL EQUIPMENT

- Arrow Weight

It is the individual competitor's responsibility to ensure that their arrows meet the manufacture recommendations (5 grains per pound of draw weight) for minimum arrow weight per pound of draw weight.

It is the individual competitor's responsibility to know and follow the limitations on arrow weight.

- Maximum Draw Weight

Cub Classes: 40 pounds (41.2 lbs. max.).

- Overdraws

Overdraws are permitted in all classes except FTRD and MTRD.

- Sights

-- There is no limit to the number of pins on a sight.

-- Sights that project a laser light or other aiming dot on the target are not allowed.

-- A verifier or clarifier style peep sight will be allowed in all classes that permit the use of sights.

9. EQUIPMENT REQUIREMENTS BY CLASS

PeeWee (PW), Cub Male, and Cub Female (CM/CF)

A compound, recurve, or longbow shot with or without sights. A sight shall have fixed pins, cross hair, or circle style pins without lens or magnification. If circle style pins are used, all circles must be the same size. A sight may have a rear aperture (i.e., peep sight or fixed rifle type sight). Sights may **NOT** be adjusted after entering the shooting course. Only **ONE** stabilizer may be used. The stabilizer shall be no more than 12-inches long, and extend no more than 12 inches from the point of attachment to the riser of the bow. Additional counter balances or weighted attachments are prohibited. (For the purposes of this rule, any device adding length or weight to the stabilizer shall be considered part of the stabilizer and shall be subject to the 12-inch rule.) Un-weighted vibration dampeners are not considered to be stabilizers; however, un-weighted vibration dampeners attached to the stabilizer are measured as a part of the stabilizer and are subject to the 12-inch rule above. Equipment in this class may be shot with any manner of release.

Youth Male and Youth Female (YM/YF)

A compound, recurve, or longbow shot with or without sights. A sight shall have fixed pins, cross hair, or circle style pins without lens or magnification. If circle style pins are used, all circles must be the same size. A sight may have a rear aperture (i.e., peep sight or fixed rifle type sight). Sights may **NOT** be adjusted after entering the shooting course. Only **ONE** stabilizer may be used. The stabilizer shall be no more than 12-inches long, and extend no more than 12 inches from the point of attachment to the riser of the bow. Additional counter balances or weighted attachments are prohibited. (For the purposes of this rule, any device adding length or weight to the stabilizer shall be considered part of the stabilizer and shall be subject to the 12-inch rule.) Un-weighted vibration dampeners are not considered to be stabilizers; however, un-weighted vibration dampeners attached to the stabilizer are measured as a part of the stabilizer and are subject to the 12-inch rule above. Equipment in this class may be shot with any manner of release.

Hunter Class Male and Female (HCM/HCF), and Known Hunter Male and Female (KHM/KHF)

Equipment – A compound, recurve, or longbow shot with or without sights. A sight shall have fixed pins, cross hair, or circle style pins without lens or magnification. If circle style pins are used, all circles must be the same size. A sight may have a rear aperture (i.e., peep sight or fixed rifle type sight). Sights may **NOT** be adjusted after entering the shooting course. Only **ONE** stabilizer may be used. The stabilizer shall be no more than 12-inches long, and extend no more than 12 inches from the point of attachment to the riser of the bow. Additional counter balances or weighted attachments are prohibited. (For the purposes of this rule, any device adding length or weight to the stabilizer shall be considered part of the stabilizer and shall be subject to the 12-inch rule.) Un-weighted vibration dampeners are not considered to be stabilizers; however, un-weighted vibration dampeners attached to the stabilizer are measured as a part of the stabilizer and are subject to the 12-inch rule above. Equipment in this class may be shot with any manner of release.

Arrows – Arrows must have screw-in points and at least three (3) feathers or vanes no less than two (2) inches long (measured minimum 1.75 inches). A typical 2” vane would be an AAE Max Hunter or Bohning Blazer.

Male Bowhunter Open (MBO), Female Bowhunter Open (FBO), and Known Open (KO)

A compound, recurve, or longbow shot with no restriction on sights, stabilizers, or style of release.

Male Bowhunter Release and Female Bowhunter Release (MBR/FBR)

A compound, recurve, or longbow shot with no restriction on stabilizers or style of release. A sight shall have fixed pins, cross-hair, or circle style pins without a lens or magnification. If circle style pins are used, all circles must be the same size. Sights may **NOT** be adjusted after entering the shooting course.

Bowhunter Extreme (BHE)

A compound, recurve, or longbow shot with no restriction on sights, stabilizers, or style of release.

Bowhunter Fingers (BHF)

A compound, recurve, or longbow shot with no restriction on sights or stabilizers. Equipment in this class must be shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers.

Bowhunter Seniors (BSR)

Archers 50 years of age or older. A compound, recurve, or longbow shot with no restriction on sights, stabilizers, or style of release.

Masters Class Bowhunter (MCBH)

Archers 65 years of age or older. A compound, recurve, or longbow shot with no restriction on sights, stabilizers, or style of release.

Male Traditional (MTRD)

Equipment – A recurve or longbow shot with fingers directly contacting the bowstring using a glove, finger tab, or bare fingers. Archers may use up to two (2) nock locating devices, but they must use the same nocking point and anchor point for each shot and the index finger must contact the string in the same place for each shot. The index finger must touch the nock of the arrow. Face or string walking is not permitted. No sighting device of any kind may be used. There shall be no markings on the bow or bowstring (intentional or accidental) that could be construed as sighting marks. No type of draw check will be allowed. No stabilizers, counterbalances, or weights of any kind may be attached or built into the bow, except a quiver clearly designed to hold arrows.

Arrows – Aluminum or carbon arrows must have screw-in field points; wood arrows may have glue-on points. Arrows must have at least three (3) feathers or vanes no less than four (4) inches long (measured minimum 3.75 inches). All arrows must be the same length and weight.

Female Traditional (FTRD)

Equipment – Same equipment requirements as Male Traditional.

Arrows – Any arrow and fletching combination may be used as long as all arrows are matching size (length and diameter) and weight.

10. SHOOTING ETIQUETTE

- Competitive course must be shot in sequential order. Example: start on target #3, finish on target #2.
- Shooting groups shall **NOT** consist solely of friends and/or relatives. The archers in a group of close friends and/or relatives are required to make officials aware of this situation. Failing to do so is unsportsmanlike conduct.
- In a group that contains archers shooting from different markers, the archers shooting from the farther markers must shoot first. No archer shall approach a target prior to the entire group shooting.

- When shooting, the archer must touch the appropriate marker with some part of his or her body. At times, markers will be set to challenge the archer with various shooting positions.
- Each archer shall be allowed a maximum of two (2) minutes to complete his or her shot.
 - Time will begin for the first archer when the previous group clears the target. Time will begin for the next archer when the previous archer releases his or her arrow.
 - After shooting, the shooter must **immediately** clear the marker for the next shooter. Using binoculars from the shooting marker after the shot is prohibited.
- There shall be no discussion of yardage while on a competitive course.
- No more than one umbrella may be used to assist a shooter at the marker.
 - The maximum umbrella size will be a 70" arched top (typically used in golf).
- All competitive events are based on a "free-hand" style of shooting. No archer shall use any device such as shooting sticks, slings or other such accessories or shooting positions to create a "braced" shot.
- An archer may not use parts of his or her body, the bow, or any other accessories or equipment to calculate yardage. Archers using adjustable sights may not adjust their sight elevation after drawing the bow and sighting the target.
- **No spectators are allowed on competitive courses; or fun courses during competition.**
 - Exception: Accompanying an archer from the Cub or PeeWee classes.

11. RANGEFINDERS, CELL PHONES, AND BINOCULARS

- An integral part of 3D competition is the archer's ability to judge yardage without the assistance of range finding devices or assistance from others. Therefore, **ANY** devices that may be used to calculate yardage and/or angles to the target are not allowed. Exception: Known Hunter and Known Open Classes.
- Cell phones are **ONLY** to be used on a course when the group decides there is an emergency (injury, equipment failure, etc.) requiring such use **OR** an archer who is "on call" may answer an incoming phone call. Cell phone "texting" is **NOT** allowed. (Penalty: Disqualification for the applicable leg) Primary concern is communicating yardages to other archers.
- Hand-held binoculars are allowed in all classes.
- Binoculars with rangefinder capability are **NOT** allowed. (Penalty: Disqualification for the applicable leg)
- Any mark on otherwise legal binoculars that could be construed as a reference point for range finding is prohibited.
- Binoculars can be inspected by a range/event official or another competitor at various points during the event.
- **An archer with an adjustable sight may NOT readjust his or her sight AFTER using binoculars at the shooting marker.**
- Archers may utilize binoculars from behind the shooting marker to view the target while waiting their turn or behind a group that is in the process of shooting the applicable target.

12. SCORING

- At all shooting events, a minimum of two scorecards must be completed for each archer.
- Scorecards must be split between two scorekeepers so that each scorekeeper has one card for each archer.
- Scoring will be judged by **EVERYONE** in the group (all archers must go to the target). If agreement by the majority of the group is not possible, the shooter will receive the higher score. If a split decision, shooter will receive the higher score.
- Both scorekeepers must mark **ALL** scorecards **BEFORE ARROWS** are pulled from the target. Arrows pulled early will receive a zero.
- If more than one scoring area is visible on a target, the forward or center scoring area will be scored.
- An arrow touching the line (no visible gap) of a greater scoring area shall be given the higher score.
- Archers **CANNOT** lift up a target off the stake for scoring.
- Arrows must stick in the target in order to receive a score other than a zero with the exception of a complete pass-through, "robin hood", or bounce-back.

- An arrow that passes completely through a target may be scored if witnessed and agreed upon by the majority of archers in the group. A pass-through is an arrow passing completely through the target with material 360 degrees around the arrow (no bounce off), leaving a separate entrance and exit hole. If the pass-through was witnessed by a member of the group other than the shooter, and the group cannot agree, the archer may re-shoot the target before the group advances to score the target.
- All whole arrows or partial arrows that include the point, that are sticking in the target shall be scored where they penetrate the target. An arrow embedded into another arrow (Robin Hood) in the target shall be scored the same as the arrow embedded into the target.
- An arrow that hits another arrow and sticks in the target will be scored independently. If the arrow does not stick, the arrow will be scored a zero.
- 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 the majority of 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. This rule (bounce-back) typically applies to Cub and PeeWee classes.
- An arrow released accidentally will be scored a zero unless the archer is able to retrieve the same arrow while remaining in contact with the appropriate marker with some part of his or her body and re-shoot the arrow within the two-minute time period.
- If the two scorekeepers for a group mistakenly record different scores, the inconsistent scores must be corrected as agreed upon by the majority of the group. The error must be crossed out and initialed by both scorekeepers and the correct score will be marked accordingly.
- Scorecards must be legible, complete (total score and number of 12s), and signed or initialed by the archer and scorekeepers to be accepted. Scorecards cannot be changed by a competitor or scorekeeper after submitting the scorecards to a range/event official.
- Each group's scorecards must be turned in together by the **ENTIRE** group. Any attempt by an archer to knowingly falsify a score, or knowingly allow another person to falsify his or her score, shall result in a disqualification of those involved for the applicable leg.
- It is up to each archer to ensure that his or her scorecard meets the listed requirements. Duplicate scorecards will not be issued to replace lost or damaged scorecards, except in unusual circumstances approved by the host club officials.
- The host club reserves the right, at its sole discretion, to correct unintentional errors including but not limited to, score tabulation, lack of initials or signature, posting, etc., which in the opinion of the host club are clearly not a result of an attempted inflation or deflation of the archer's score.
- Host clubs should keep scorecards until the end of the applicable calendar year.

13. TIE SCORES (Leg Events), UNSPORTSMANLIKE CONDUCT, AND DISQUALIFICATION

- The total number of 12s will be used to break ties at each leg. The archer with the most 12s will be the winner. However, if two or more archers still finish with same amount of 12's, then 10's will be used and then 8's. If a tie still exists, the host club may declare a shoot-off. A shoot-off will consist of a 3D animal set at an unknown distance (unless the tie is in a Known distance class), within the limits of the relevant class. The archer with the highest score will be declared the winner. This process will be repeated until a winner is declared.
- If only one archer is present at the shoot-off, he or she will be declared the winner.
- Unsportsmanlike conduct will **NOT** be tolerated. Any action considered unsportsmanlike by the host club will be grounds for disqualification. Examples of unsportsmanlike conduct include, but are not limited to:
 1. Projecting any illuminated aiming point onto a target
 2. Throwing equipment (bow, release, arrow, etc.)
 3. Littering or improper disposal of trash (broken arrows shall **NOT** be left on the courses)
 4. Communicating verbally or nonverbally to another archer the yardage of a particular target
 5. Disobeying or disregarding the orders of a range official, event official, or chronograph official

- No alcoholic beverages may be carried or consumed on any shooting course, range, or practice area by anyone during shooting hours. If in the opinion of a range/event official, an archer who is under the influence of alcohol and/or drugs attempts to enter a course, range, or practice area, the archer will **not** be allowed to participate in the applicable event (competition or fun).
- Disqualification
 - Host clubs will assign a disqualified archer a score of 1 point for each course for the applicable leg.

14. RULE VIOLATIONS AND SCORING DISCREPANCIES

- Rule Violations
 - Range and event officials are to be respected and have the authority to disqualify an archer from an event for unsafe behavior and/or violations of the championship series rules.
- Protests
 - In the event that an archer feels that a violation has occurred, the archer must submit an official protest in writing along with a \$20 administration fee to the host club officials within 1 hour of turning in scorecards.
 - The host club board members and/or tournament committee members who are present at the applicable shoot will decide the outcome of the protest.
- Scoring Discrepancies
 - In the event of a scoring discrepancy as a result of a simple error or mistake, the host club can correct the scoring. In the event a scoring discrepancy is received after the awards ceremony, host officials can correct the scoring but will **not** be held responsible for awards given based on the results of the event at the awards ceremony.

15. LEAVING THE COURSE

Once an archer begins a shooting course, he or she must finish with his or her group unless given permission to leave by a range/event official or his/her group (equipment failure). Any archer that leaves a course without the authorization from a range/event official or his/her group will **not** be allowed to continue.

16. EQUIPMENT FAILURES

Equipment failures must be visible and agreed upon by the majority of the group (throwing your equipment is **NOT** equipment failure). The procedure for dealing with equipment failures shall be as follows:

1. The scorekeepers will tabulate the archer's score to that point, write "equipment failure" on the back of the scorecards of the archer with the equipment failure and sign or initial the back of the scorecards.
2. One scorecard will remain with the group and the remaining scorecard will be given to the archer.
3. If three or more archers remain in the group, they may continue shooting. If two or fewer remain, they must join the following group (so long as it does not result in a group of six or more) or step aside and wait for a range/event official before proceeding.
4. The archer with the equipment failure shall then cautiously proceed **FORWARD** through the course and immediately notify a range/event official. The archer will be given a time by the range official of when the repair must be completed in order to complete the course.
5. A range/event official will arrange for the archer to be escorted back onto the course to complete the course.
6. Both scorecards will be collected and marked by a range/event official.

17. COMPLIANCE

- Integrity and discipline is expected of every archer. Compliance of the rules is the responsibility of the archers.
 - Host clubs are not expected to be at every target for every shot.**
- Performance limits and draw weight limits will be inspected and enforced by the host club.
- Equipment requirements (bow, arrows, binoculars, etc.), scoring, and shooting etiquette must be enforced by the individual competitors.

- Host clubs are responsible for obtaining liability insurance for the applicable event.
- The tournament committee is responsible for the competition rules and format, posting event results, and presenting the championship awards.

18. ACKNOWLEDGMENTS, RELEASES, AND WAIVERS

As a participant in the Arizona 3D Championship Series, all participants and/or spectators (hereinafter referred to as Releasor) acknowledge by registering or signing/initialing a scorecard the Releasor is **VOLUNTARILY** participating, allowing participation, and/or attending the applicable event. The Releasor should be aware that an archery tournament creates the risk of serious personal injury and/or death.

The Releasor assumes all risk of injury, death, and/or loss of personal property that may result from participation in these archery tournaments. By registering to participate and thereby agreeing to abide by the rules herein, Releasor releases the host clubs, tournament directors, 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 as a result of negligence or strict liability of the released parties.

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 event site, 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 event site, and while competing, officiating, working, spectating, or for any purpose at the Releasees event site. Releasor fully and completely releases the Releasees and any of its related parties or and 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 event site. 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 and/or spectating.

Registering for the applicable event (competitive or fun), signing or initialing a scorecard acts as my signature and confirms my release of liability and my understanding of the Arizona 3D Championship rules and format.