

2025 Money Shoot Rules

1. GENERAL

- 1.1. Shooters must be registered with the Cascadian Greater Oregon Safari trail shoot.
- 1.2. All archers who compete in the Money Shoot will be entered into the individual money.
 - Trail and Individual Money entry will be \$60 (pre registered) or \$70 (on site).
 - Team Entry fee will be **\$50.00 per archer**. Fees are required before the competition begins. This is in addition to the Greater Oregon Safari trail shoot tournament fees.
- 1.3 Individual Money Classes are as follows

PRO M FS	A M BHFS
A M FS	A F BHFS
A F FS	S M BHFS
S M FS	S F BHFS
S F FS	
- 1.4. All archers (regardless of age) will shoot from the adult stakes (orange stakes) and be entered into one of the appropriate classes listed in 1.3.
- 1.5. The shoot-off(s) will be non-handicapped. Each team member will shoot only one (1) arrow. The arrow closest to the center of the spot will be used as the tiebreaker.
- 1.6 Payouts will follow NFAA Article III D.11.1 in both the team event AND the individual event.
- 1.7 All rules are subject to the interpretation of the Cascadian Bowmen Safari Coordinator.

2. SCORING

- 2.1. The scoring will be 11 points for the spot, 10 points for the kill ring, and 8 points for the remainder of the target. In the event there is no kill ring, the remainder of the target is 10 points.
- 2.2. All arrows must be scored and recorded before the target or the arrows are touched.
- 2.3. If one animal target contains two spots, then one arrow may be shot at each spot unless otherwise specified by the host tournament.
- 2.4. Scoring is determined by the position of the arrow shaft; an arrow shaft need only touch the edge of the spot or scoring line to gain the higher value. In the event the edge of the spot or scoring line has become distorted or missing from arrow impacts, the scorer must visually reconstruct the natural arc of the spot or scoring ring to determine the value of the arrow in question.
- 2.5. If an archer doesn't agree with the scorer's arrow call, the archer may have everyone in the group inspect the arrow and call for a group vote, including the archer whose arrow is in question. The majority decision will be final.
- 2.6. Arrows passing through the face, but still in the butt, may be pushed back and scored as hits in the circles through which they went. This does not mean that they may be withdrawn and then stuck back through the target.*
- 2.7. An arrow embedded in the nock of another arrow (generally known as a Robinhood) will be scored the same as the arrow it skewered.*
- 2.8. Scorecards must be signed as correct by scorekeeper and archer. Once submitted a scorecard cannot be retrieved for purposes of changing totals. An archer who has signed and submitted a scorecard as correct which has incorrect total(s) may be disqualified.*

3. HANDICAP

- 3.1 There will be two classes of teams. Freestyle and Bowhunter Freestyle. (Bowhunter Freestyle is as defined in the NFAA Bylaws)
- 3.2. Handicap arrows are not to be shot. They simply replace any shot arrow with 11 points.
- 3.3. Each shooter may only use their own handicap arrows.
- 3.4. Handicap arrows can only be used when scoring the target they are used on, before advancing to the next target.
- 3.5. Handicap arrows may not be used for individual trail shoot scores.

3.6. All shooter handicaps are subject to the discretion of Cascadian Bowmen's Safari Coordinator.

3.7. An archer that has submitted a handicap that is determined to be false may be subject to disqualification and forfeiture of entry fees.

3.8. No two "0" handicap shooters may team up.

3.9. If a shooter has not shot or cannot remember their past qualifying scores, then their handicap is 1 arrow.

3.10. The handicap table listed below applies for one year prior to the current tournament. If a shooter has not shot one of the qualifying scores within the last year, then the highest qualifying scores of the nearest past year will be used.

3.10.1 Scores shot using host tournament mulligans will not be adjusted when considering Cascadian Bowmen handicap. All scores from tournament rounds listed in rule 4.11 will be used for determining an archer's handicap regardless of difficulty or spot size.

3.11. Freestyle Teams: If your highest score on any of these rounds in competition were:

3.11.1. 42-target marked 3D round & 3-arrow 28 marked 3D round

918 or higher your handicap = 0 arrows

917 to 915 your handicap = 1 arrow

914 to 912 your handicap = 2 arrows

911 to 909 your handicap = 3 arrows

908 to 906 your handicap = 4 arrows

905 to 902 your handicap = 5 arrows

901 and lower your handicap = 6 arrows

3.11.2. 60-target marked 3D round

1,310 or higher your handicap = 0 arrows

1,309 to 1,307 your handicap = 1 arrow

1,306 to 1,303 your handicap = 2 arrows

1,302 to 1,299 your handicap = 3 arrows

1,298 to 1,294 your handicap = 4 arrows

1,293 to 1,289 your handicap = 5 arrows

1,288 and lower your handicap = 6 arrows

3.11.3. 70-target marked 3D round

1,525 or higher your handicap = 0 arrows

1,524 to 1,520 your handicap = 1 arrow

1,519 to 1,515 your handicap = 2 arrows

1,514 to 1,510 your handicap = 3 arrows

1,509 to 1,505 your handicap = 4 arrows

1,504 to 1,500 your handicap = 5 arrows

1,499 and lower your handicap = 6 arrows

3.11.4. 28-target field round, hunter round or a combination of field and hunter 1/2 rounds (shot on the same day) equaling 28 targets.

554 or higher your handicap = 0 arrows

553 to 551 your handicap = 1 arrow

550 to 547 your handicap = 2 arrows

546 to 543 your handicap = 3 arrows

542 to 538 your handicap = 4 arrows

537 to 533 your handicap = 5 arrows

532 and lower your handicap = 6 arrows

3.12. Bowhunter Teams (both archers must shoot bowhunter freestyle): If your highest score on any of these rounds in competition were:

3.12.1. 42-target marked 3D round & 3-arrow 28 marked 3D round

895 or higher your handicap = 0 arrows 905 to 902 your handicap = 1 arrows

894-890 your handicap = 2 arrows
889-885 your handicap = 3 arrows
884-880 your handicap = 2 arrows
879-875 your handicap = 1 arrows
874 and lower your handicap = 0 arrows

3.12.2. 60-target marked 3D round
1,285 or higher your handicap = 0 arrows
1,284 to 1,280 your handicap = 1 arrows
1,279-1275 your handicap = 2 arrows
1,274 to 1,270 your handicap = 3 arrows
1,269 - 1265 your handicap = 4 arrows
1,264 - 1,260 your handicap = 5 arrows
1,259 and lower your handicap = 6 arrows

3.12.3. 70-target marked 3D round
1,500 or higher your handicap = 0 arrows
1,499 to 1,495 your handicap = 1 arrows
1,494 to 1,490 your handicap = 2 arrows
1,489 to 1,485 your handicap = 3 arrows
1,484 to 1480 your handicap = 4 arrows
1,479 to 1475 your handicap = 5 arrows
1,474 and lower your handicap = 6 arrows

4.11.4. 28-target field round, hunter round or a combination of field and hunter 1/2 rounds (shot on the same day) equaling 28 targets.
549 or higher your handicap = 0 arrows
548 - 545 your handicap = 1 arrows
544 - 541 your handicap = 2 arrows
540-537 your handicap = 3 arrows
536 to 533 your handicap = 4 arrows
532 - 528 your handicap = 5 arrows
527 and lower your handicap = 6 arrows