

2026 DSA Open

May 16, 2026

Tournament Format-

- 10 Ends of 3 arrows.
- 2 Minute Ends
- 20 Yard Distance
- Genders Combined
- All divisions shoot out 10 scoring. 40CM Single Spot or Vegas 3 Spot. Archers must stay on same target face throughout the entire tournament.
- Shoot down Rounds
- Points system for winning Qualifying Round and Shoot down Round decides podium placement.
- Bow Types have a specific shooting time.

Shooting Rules-DSA Open Qualifying Round

1. Each end (time period to shoot three arrows) shall be 2 minutes.
2. AB/CD Shooting Positions. Alternating shooting used.
3. An archer shooting before the whistle signaling a 2-minute end or after the time has lapsed will lose their highest scoring arrow or arrows equaling the number of errant arrows shot.
4. If more than 3 arrows are shot during an end, only the lowest 3 arrows will be scored. A penalty of one point and one x (if applicable) will be assessed for each additional arrow shot. Misses will be counted as lowest arrows.
5. If an archer shoots less than 3 arrows in one end and retires from the line, they may shoot the remaining arrows if the omission is discovered before the end is officially completed and the line has not been cleared, the archer may attempt to finish shooting all arrows; otherwise they shall be scored as misses.
6. An archer who purposely disfigures a target face to improve aiming or for any other reason may be disqualified. Arrow holes may be repaired, provided there is no delay to the round.
7. Archers may request a new target at any time. Judge does have right of refusal if the target face is barely used. Judge can require a target face change if the target is damaged enough to make arrow calls difficult.
8. Any archer conducting themselves in an unsportsmanlike manner will be immediately disqualified and removed from the site.
9. Peak compound bow draw weight shall not exceed 60 lbs.

10. Maximum arrow shaft diameter allowed will be 0.422 inches, with a point diameter not to exceed 0.425 inches. The shaft diameter will include any wrap placed on the arrow and will include the size of the nock and the nock insert.
27/34"
11. If the arrow wrap, nock, or nock adapter exceed 0.422 inches and are embedded in the scoring area, the arrow shall NOT be scored and will be reshot.
12. Any equipment that impairs the hearing of the competitor, such as electronic voice communication devices, headsets or noise reduction devices will not be allowed on the shooting line.
13. Any archer that is hearing impaired must notify officials prior to shooting.
14. Arrow twirling will be permitted as long as it is not disruptive or dangerous to other archers or the event. A warning may be given by a tournament official if the twirling or handling of an arrow is deemed as disruptive or dangerous. Repeated violations may result in the removal of the archer from the competition at the tournament official's discretion.
15. Target pins cannot be larger than 1.5" in any dimension from the surface of the target face. DSA will have target pins available
16. No archer shall draw a bow in any manner that if accidentally released could fly beyond a safety zone or a safety backstop. A warning will be given on the first instance. The second instance will require the removal of the archer from the event.
17. The maximum total width of the archer and their equipment may not extend into the adjacent shooting lanes.
18. Ties in Qualifying Round scoring will be settled by Golf style point awarding. IE 3 archers tie in score in 5th, 6th, 7th place; 7+6+5 points = 18/3. Each archer gets 6 points.

Shooting Rules-DSA Open Knock Out Rules

19. Archers will have 40 seconds to shoot 1 arrow.
20. Archers shoot in the position assigned to them
21. An archer shooting before the whistle signaling a 40 second end or after the time has lapsed is out of the tournament,
22. If more than 1 arrow is shot during an end, archer is out of the tournament.

23. An archer who purposely disfigures a target face to improve aiming or for any other reason may be disqualified. Arrow holes may be repaired, provided there is no delay to the round.
24. Archers may request a new target at any time. Judge does have right of refusal if the target face is barely used. Judge can require a target face change if the target is damaged enough to make arrow calls difficult.
25. Any archer conducting himself in an unsportsmanlike manner will be immediately disqualified and removed from the site.
26. Peak compound bow draw weight shall not exceed 60 lbs.
27. Maximum arrow shaft diameter allowed will be 0.422 inches, with a point diameter not to exceed 0.425 inches. The shaft diameter will include any wrap placed on the arrow and will include the size of the nock and the nock insert.
28. If the arrow wrap, nock, or nock adapter exceed 0.422 inches and are embedded in the scoring area, the arrow shall NOT be scored and will be reshot.
29. Any equipment that impairs the hearing of the competitor, such as electronic voice communication devices, headsets or noise reduction devices will not be allowed on the shooting line.
30. Any archer that is hearing impaired must notify officials prior to shooting.
31. Arrow twirling will be permitted as long as it is not disruptive or dangerous to other archers or the event. A warning may be given by a tournament official if the twirling or handling of an arrow is deemed as disruptive or dangerous. Repeated violations may result in the removal of the archer from the competition at the tournament official's discretion.
32. Target pins cannot be larger than 1.5" in any dimension from the surface of the target face. Archers will be provided x1 set of four (4) target pins in their registration packet. Additional target pins will *not* be supplied in the shooting halls.
33. No archer shall draw a bow in any manner that if accidentally released could fly beyond a safety zone or a safety backstop. A warning will be given on the first instance. The second instance will require the removal of the archer from the event.
34. The maximum total width of the archer and their equipment may not extend into the adjacent shooting lanes.

Protests: Any incident requiring immediate decision must be brought to the attention of a judge. All protests must be submitted in writing to the Tournament Director within one hour of the conclusion of the round where the incident occurred, accompanied by \$50 USD. The Tournament Rules Committee will convene approximately 1 hour after the last scoring end of each day to decide the outcome of each protest. All decisions of the Tournament Rules Committee will be final. The \$50 protest fee will be returned if the Tournament Rules Committee rules in favor of the protest. No protests are allowed during shoot offs, judges decisions are final. A judges arrow call can not be protested. In the protest, the protestor must supply the tournament or NFAA rule in question.

Equipment Failure: In the event of equipment failure, step back from the shooting line and raise your bow above your head. A judge will come to your assistance. The archer will have up to 15 minutes of repair time without holding up the tournament. No practice end will be allowed. The archer shall be allowed to shoot any arrows missed during the 15 minutes.

Special DSA Open Rules-Qualifying

1. 10 Ends
2. Special Age Divisions

Scoring Rules-Qualifying

BetweenEnds.com is the official electronic system for scoring. Archers will be assigned their shooting position. It is not first come first serve. Archers will be responsible for understanding the scoring procedures and verifying their scores.

1. A judge will make all decisions on scoring questionable arrows; their decisions are final.
2. All arrows must remain in the target, untouched, until scoring is completed.
3. Any archer intentionally touching any questionable arrow or any part of the target assembly (including other arrows, faces, pins, mat or stand) will result in the questionable arrow being scored in the lower scoring area. If it happens more than once, then the archer will be disqualified.
4. The three spot target face is scored on the gold (x,10,9), red (8,7), blue (6)
5. Arrows must touch the line to be in the next highest scoring area.

6. Any arrow that passes beyond the shooting line a distance greater than 3 Meter Line marked on the floor, is a shot arrow.
7. If an arrow is embedded in the target beyond the nock, a judge must be called and the arrow should not be touched. If the arrow is touched before the judge arrives, then the arrow is not scored. If a judge cannot determine the value of that arrow, it will be considered a pass through and will be re-shot. **No arrows will be pushed back.**
8. Arrow Holes are marked. If a bounce out occurs, the archer steps back and raises their hand to inform a judge. Judge will decide how to proceed.
9. Each competitor must complete and sign their own scorecard. Both scorers must also sign it. When there is a difference on the two cards, the lowest score must be taken. Scoring tablets and paper scorecards must be turned in at the scoring table, in your assigned arena or hall, immediately following shooting. To be considered valid, scorecards must be turned in within one hour of the final end.
10. All scoring on the official scorecard must be completed in ink. Any changes on the official scorecard must be agreed upon and initialed by all archers in the scoring group. Any archery turning in an incorrect scorecard will be subject to disqualification.
11. Ties in qualifying round are calculated adding total possible points earned for all archers combined that are tied and then divided by that number of archers. See below of qualifying round finish position points.

Special DSA Open Rules-Knock Out

12. 1 arrow per end
13. Same size arrow used in qualifying must be used in Shoot off.

Scoring Rules-DSA Open Knock Out Round

Archers will be responsible for understanding the scoring procedures and verifying their scores.

14. A judge will make all decisions on scoring questionable arrows; their decisions are final.
15. All arrows must remain in the target, untouched, until scoring is completed.

16. Any archer intentionally touching any questionable arrow or any part of the target assembly (including other arrows, faces, pins, mat or stand) will result in the questionable arrow being scored in the lower scoring area. If it happens more than once, then the archer will be disqualified.
17. First end of lucky dog, archers must put an arrow in the six ring or closer. If no one shoots in the six ring or closer, end is reshot.
18. Second end of lucky dog, archers must put an arrow in the seven ring or closer. If no one shoots in the seven ring or closer, end is reshot.
19. Third end of lucky dog, archers must put an arrow in the eight ring or closer. If no one shoots in the eight ring or closer, end is reshot.
20. Fourth end of lucky dog, archers must put an arrow in the nine ring or closer. If no one shoots in the nine ring or closer, end is reshot.
21. Fifth end of lucky dog, archers must put an arrow in the ten ring or closer. If no one shoots in the ten ring or closer, end is reshot.
22. Sixth end of lucky dog, archers must put an arrow in the "X" ring or closer. If no one shoots in the "X" ring or closer, end is reshot.
23. If at any time from ends 1-6 only one archer meets the score required, that archer is the winner. Second and third are decided by the closest to center.
24. If second and third are too close to call a closer arrow, second and third have a 1 arrow shoot off.
25. Finish positions for those not continuing in a round are calculated adding total possible points earned for all archers finished combined and then divided by the number of archer Finished. See below for Dog Days points finish position points.
26. Knock Out Rule-During any round of shoot down round, there is a special Knock Out dot on the target face. Archer shooting at the dot must declare they are shooting for it prior to the end. If an archer shoots the dot, even clipping the line, they win the shoot down portion. If two or more archers shoot at the Knock Out dot and are successful, they have a one arrow shoot off on a single spot target face. Archers continue shooting to determine 2nd, 3rd and so on, but Knock Out dot is now ineligible.
27. Any arrow that passes beyond the shooting line a distance greater than 3 Meter Line marked on the floor, is a shot arrow.
28. If an arrow is embedded in the target beyond the nock, a judge must be called and the arrow should not be touched. If the arrow is touched before the judge arrives, then the arrow is not scored. If a judge cannot determine the value of that

arrow, it will be considered a pass through and will be re-shot. **No arrows will be pushed back.**

29. Arrow Holes are marked. If a bounce out occurs, the archer steps back and raises their hand to inform a judge. Judge will decide how to proceed.
30. Each competitor must complete and sign their own scorecard. Both scorers must also sign it. When there is a difference on the two cards, the lowest score must be taken. Scoring tablets and paper scorecards must be turned in at the scoring table, in your assigned arena or hall, immediately following shooting. To be considered valid, scorecards must be turned in within one hour of the final end.
31. All scoring on the official scorecard must be completed in ink. Any changes on the official scorecard must be agreed upon and initialed by all archers in the scoring group. Any archery turning in an incorrect scorecard will be subject to disqualification.
32. Archer's going out will have their arrows measure closest to center by a digital dial caliper in inches. This has nothing to do with this tournament but results ARE applied to DSA season points.

Calculating Winner

- First place in qualifying receives 12 points.
- Second place in qualifying receives 10 points.
- Third place in qualifying receives 9 points.
- Fourth place in qualifying receives 8 points.
- Fifth place in qualifying receives 7 points.
- Sixth place in qualifying receives 6 points.
- Seventh place in qualifying receives 5 points.
- Eighth place in qualifying receives 4 points.
- Ninth place in qualifying receives 3 points.
- Tenth place in qualifying receives 2 points.
- All others in qualifying receive 1 point
- First place in knock out receives 12 points.
- Second place in knock out receives 10 points.
- Third place in knock out receives 9 points.
- Fourth place in knock out receives 8 points.
- Fifth place in knock out receives 7 points.
- Sixth place in knock out receives 6 points.
- Seventh place in knock out receives 5 points.
- Eighth place in knock out receives 4 points.
- Ninth place in knock out receives 3 points.

- Tenth place in Knock out receives 2 points.
- All others in knock out receive 1 point
- Points from two rounds added. High points wins.
- Ties are decided on a 1 arrow shoot of on a single spot.

DSA Dress Code Policy

1. Must present a professional, athletic appearance (torn, ripped, or heavily soiled clothing articles are not allowed).
2. Shorts, skorts, and skirts must be professional in appearance and length.
3. Camouflage clothing is only disallowed for broadcast/live streamed medal matches at national events and after the first cut at U.S. Team Trials Events.
4. Denim is allowed, but must not be torn, ripped or have holes.
5. Leggings (tight fitting/yoga-type stretch pants) are allowed but must not be transparent/translucent above the knee.
6. Upper garments must cover the front and back of the body, and the midriff when at full draw. They must also have sleeves.
7. Shoes must cover the entire foot unless pre-approved by USAA due to an injury or disability. Sports/athletic shoes are recommended.
8. At no time will any article that bears wording, insignias, innuendo or images determined to be offensive or inappropriate be allowed. All hate symbols and hate speech on clothing, personal effects and your person is strictly prohibited, whether worn on the person or not. The National Events Manager and/or Event Organizer is responsible for the enforcement of this policy in conjunction with the Chair of Judges (COJ) or their designee.

Policy Enforcement

- DSA officials have final discretion on the implementation of the Dress Code Policy.
- Should there be an actual or suspected violation of this policy on the field of play, during an event, report to the Event Organizer and the Chair of Judges (COJ) or their designee immediately.
- Any violation of the DSA Dress Code policy is subject to removal from tournament

Divisions will be divided by bow type, and age

Bow Types

- Barebow Recurve
- Freestyle Bowhunter-Including Modern Bowhunter
- Freestyle Limited Recurve
- Freestyle

Age Divisions

Youth-up to and including 14 years old

Senior-any age

Schedule

Saturday May 16, 2026-Limited to 52 shooting spots

Freestyle Session-Limited to 52 shooting spots.

7:30AM Check In and Equipment Inspection

8:00AM Two Ends of Official Practice-Straight into scoring

Saturday May 16, 2026-Limited to 52 shooting spots

Freestyle Bowhunter-Freestyle Limited Recurve-Barebow Recurve Session

12:00PM Check In and Equipment Inspection

12:30PM Two Ends of Official Practice-Straight into scoring

Awards will be Stuffed Corgi's with dog tags and collars.