

2026 Shamrock Slam Style

April 18, 2026

Tournament Format

- Qualifying round of 10 ends
- 4 minute ends of 5 arrows
- Elimination rounds using recurve set format-see rules
- Single Elimination
- 20 Yards
- NFAA Rules
- NFAA Rushmore Face
- **This is NOT USAA or WA Sanctioned tournament**

Shooting Rules-Qualifying Round

1. Each end (time period to shoot five arrows) shall be 4 minutes.
2. Archers will use alternate shooting. AB/CD shooting assignments.
3. An archer shooting before the whistle signaling a 4-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 5 arrows are shot during an end, highest scoring arrow will be called a miss. Any number of arrows per spot. If an archer shoots less than five arrows if the omission is discovered before the end is officially completed and the line has not been cleared, archer may attempt to finish shooting the rest of their arrows; otherwise they shall be scored as misses.
5. 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.
6. 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.
7. Any archer conducting himself in an unsportsmanlike manner will be immediately disqualified and removed from the site.
8. Peak compound bow draw weight shall not exceed 60 lbs.

9. Maximum arrow shaft diameter allowed will be 27/64", with a point diameter not to exceed 27/64". The shaft diameter will include any wrap placed on the arrow and will include the size of the nock and the nock insert
10. If the arrow wrap, nock, or nock adapter exceed 27/64" inches and are embedded in the scoring area, the arrow shall be scored a miss.
11. 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.
12. Any archer that is hearing impaired must notify officials prior to shooting.
13. 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.
14. Any target pin may be used as long as all 4 are identical, no more than 4 used. Maximum pin image size in any surface direction 1.5"
15. 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.
16. 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 cash 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 World Archery 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 2 ends 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 2 ends.

Shooting Rules-Elimination Round

17. Each end (time period to shoot three arrows) shall be 4 minutes.
18. Bottom always shoots first
19. An archer shooting before the whistle signaling a 4-minute end or after the time has lapsed will lose their highest scoring arrow or arrows equaling the number of errant arrows shot.
20. If more than 5 arrows are shot during an end, highest scoring arrow will be called a miss. Up to all 5 arrows may be shot in same spot. If an archer shoots less than five 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; otherwise they shall be scored as misses.
21. 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.
22. 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.
23. Any archer conducting himself in an unsportsmanlike manner will be immediately disqualified and removed from the site.
24. Peak compound bow draw weight shall not exceed 60 lbs.
25. Maximum arrow shaft diameter allowed will be 27/64", with a point diameter not to exceed 27/64". The shaft diameter will include any wrap placed on the arrow and will include the size of the nock and the nock insert
26. If the arrow wrap, nock, or nock adapter exceed 27/64" inches and are embedded in the scoring area, the arrow shall be scored a miss.
27. 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.
28. Any archer that is hearing impaired must notify officials prior to shooting.
29. 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.

30. Any target pin may be used as long as all 4 are identical, no more than 4 used.

Maximum pin image size in any surface direction 1.5"

31. 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.

32. 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 cash 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 cash 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 World Archery rule in question.

Equipment Failure: No make up arrows are allowed during elimination rounds for any reason.

Special Shamrock Slam Rules

1. Note any variation in rules from NFAA Rules

Scoring Rules-Qualification

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 Five-spot target face is scored on the gold (10,9), red (8,7).
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. Judge will make the arrow call
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.

Scoring Rules-Elimination Round

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.

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

13. 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.
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20. 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 and a judge in the scoring group. Any archery turning in an incorrect scorecard will be subject to disqualification.
21. Archer who wins an end collects two points. If the archers tie, each archer receives one point, if the archer loses the end they get zero points. First archer to five points wins the match and continues in the competition. Archer who loses the match is done, except during the Semi Final. Losing archers of the Semi Final shoot in the Bronze Medal Match. Winners of the Semi Final shoot in the Gold Medal Match. If a match has a 4-4 tie, a one arrow shoot off decides the winner.
22. If a one arrow shoot off is needed to decide winner, archers shoot on the target face style that they are competing on.
23. If an archer misses their first end of official practice or their first end of any match, they are disqualified.

DSA Dress Code Policy

Pay attention to rule concerning shoes

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. Heel must be covered
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 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, Event Organizer and the Chair of Judges (COJ) or their designee immediately.
- Any violation of the Dress Code policy is subject archer's allowance to shoot to be suspended immediately.

Divisions will be divided by bow type and age. Genders are combined.

Bow Types

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

Genders Combined

Age Divisions-there are only two.

Youth-through the year of their 14th birthday

Senior-Any age

Schedule

Morning April 18, 2026

Session 1-Qualifying and Eliminations-Freestyle

7:30AM Check In and Equipment Inspection

8:15AM Two Ends of Official Practice-Straight into scoring

Upon Completion Freestyle Award Ceremony

Afternoon April 18, 2026

Session 2-Qualifying and Eliminations-Freestyle Bowhunter, Freestyle Limited Recurve, Barebow Recurve

12:30PM Check In and Equipment Inspection

1:15PM Two Ends of Official Practice-Straight into scoring

Upon Completion Awards Ceremony

Awards Immediately following completion of each gold medal match

Custom Plaques for all divisions