

Vegas 600 Style Tournament Procedures:

Arrive early and set up before checking in.
Check in is 15 minutes before the Group shooting time.
The first two ends are practice unless otherwise announced.
Shoot no more than three arrows during practice.

Those with targets on the bottom bales will shoot on the first line.
Those with targets on the top bales will shoot on the second line.

Do not mark arrow holes.
Only arrows in the target face score points.
A bounce-out or pass-through does not score points.
See re-shot arrows below.
See equipment failures below.

Target face changes are at the sole discretion of the tournament director.

Vegas 600 Style Tournament Rules

Target:

- Everyone will shoot on a 40 cm Vegas style three spot target face.
- Gold Red Blue, 10, 9, 8, 7, 6 ring scoring areas.
- The X-Ring of the 40 cm indoor Vegas face will be used for tie breakers for 2nd place and below. (Note that the tournament management, at their discretion, may allow the use of a 40 cm ten ring target face under special circumstances.)

Distance: 18 meters (19 yards, 2 feet, ½ inch) or as occurs at the Archery Range.

Rounds:

- Two 300 rounds held on one day.
- Each 300 round will consist of ten ends; three arrows per end.
- Two ends of practice will precede the shooting of the 300 round. Note that the tournament director reserves the right to modify practice routine including number of practice ends.

Top Flight Ties:

- The top-flight ties for first place will be determined by the highest total 600 round score.
- X 's will not be used to determine the top-flight first place ties.
- The top-flight first place ties will compete in a shoot off to determine final placement.
- The following procedure will be used for the shoot off:
 - One practice end.
 - Then end-by-end sudden death shoot-off.
 - A maximum of two ends will be shot using regular scoring.
 - Shoot off scoring is added to the 600 round score.
 - Then ends where only the X ring scores 10 points until the tie is broken.
 - After each end only those still tied with the highest score will continue in the shoot off.
 - Each archer's placement in the tournament will be determined by the order in which he or she drops out of the shoot off. If more than one archer drops out of the shoot off in the same end, those archers will be placed based on their total score including shoot off scoring and X count.
 - If still tied the tie will be broken by first round score, first round X count, second round score, second round X count.
 - Finally an end by end score review followed by an arrow-by-arrow review.

The highest score will break all other ties in the following sequence:

- Total Xs
- 1st round score
- 1st round Xs
- 2nd round score
- 2nd round Xs
- Finally an end by end score review followed by an arrow-by-arrow review.

Target X ring used for the purpose of break ties will be scored outside in (Arrow touching the outside of the line scores as an X)

If difference exists between NAA or NFAA rules and the Vegas 600 rules, Vegas 600 rules will take precedence. The decision of the tournament director in conjunction with the tournament management is final and not subject to appeal.

Flights:

- Flights will be determined after the final round of competition.
- The method or methods used for determining the flights can be any combination of both rounds of competition.
- This is done at the discretion of the tournament management.

Scoring:

- Archers will double score.
- A scorecard will be designated at the official score card by the tournament management. Each archer is responsible for accurately totaling his or her scorecard.
- Each archer and scorer must sign that the scorecard is accurate.
- Inaccurate score cards may lead to disqualification.
- The official score card must be turned in at the designated location **within 20 minutes** after the completion of each round of competition.
- You are responsible to confirm that your name is "checked off" as having turned in your official scorecard.
- Failure to turn in your scorecard will result in your disqualification from the tournament competition.

Re shot Arrows:

- A pass-through or bounce-out must be witnessed as having been shot into the scoring area of the target to be re-shot.
- If verified the archers shall re-shoot the arrows after the 300 round is complete under the control of the Director of Shooting.
- The archers that scored with the bounce-out or pass-through archer will score with the archer during the make up arrows.

Equipment failure:

- An archer may claim an equipment failure by notifying a judge or official.
- Once verified by the official, the archer has 15 minutes to effect repairs, but shall not miss over 2 ends in addition to the arrows not shot during the end the equipment failure was claimed.
- The make-up ends shall be shot after the 300 round is complete and under the control of the Director of Shooting.
- The archers that scored with the equipment failure archer will score with the archer during the make up arrows.