

2025 DSA Lucky Dog Shoot Off

Sept 27-28, 2025

Tournament Format-

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

Shooting Rules-Qualifying Round

1. Each end (time period to shoot three arrows) shall be 2 minutes.
2. Archers shooting first will shoot the lower target face positions. Archers do not flip positions.
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 or zeros will be counted as lowest arrows.
5. If an archer shoots less than 3 arrows in one end and retires from the line, he/she 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.
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 himself 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.
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.

Shooting Rules-Lucky Dog

18. Archers will have 20 seconds to shoot 1 arrow.
19. Archers shoot in the position assigned to them

20. An archer shooting before the whistle signaling a 20 second end or after the time has lapsed is out of the tournament,
21. If more than 1 arrow is shot during an end, archer is out of the tournament.
22. 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.
23. 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.
24. Any archer conducting himself in an unsportsmanlike manner will be immediately disqualified and removed from the site.
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31. 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.
32. 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.
33. 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 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 Lucky Dog Rules-Qualifying

1. 15 Ends
2. Combined World Archery 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 his 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.

Special Lucky Dog Rules-Shoot off

11. 1 arrow per end
12. Same size arrow used in qualifying must be used in Shoot off.

Scoring Rules-Lucky Dog Round

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

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

16. 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.
17. 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.
18. 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.
19. 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.
20. 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.
21. 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.
22. 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.
23. If second and third are too close to call a closer arrow, second and third have a 1 arrow shoot off.
24. Finish positions for those not continuing in a round are calculated by closest to the center.
25. Knock Out Rule-During any round of Lucky Dog, 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 inside the dot, not hitting any lines, they are the winner. If they clip a line, they are out. 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. Knock Out dot target faces are only available on a triangle. Archers who have chosen to shoot on a single spot are not eligible to shoot at the dot but can still be knocked out by an archer shooting for the dot. Archers continue shooting to determine 2nd and 3rd but Knock Out dot is now ineligible.
26. Any arrow that passes beyond the shooting line a distance greater than 3 Meter Line marked on the floor, is a shot arrow.
27. 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.**

28. 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.
29. Each competitor must complete and sign his 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.
30. 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.

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 lucky dog receives 12 points.
- Second place in lucky dog receives 10 points.
- Third place in lucky dog receives 9 points.
- Fourth place in lucky dog receives 8 points.
- Fifth place in lucky dog receives 7 points.
- Sixth place in lucky dog receives 6 points.
- Seventh place in lucky dog receives 5 points.
- Eighth place in lucky dog receives 4 points.
- Ninth place in lucky dog receives 3 points.
- Tenth place in lucky dog receives 2 points.
- All others in lucky dog receive 1 point
- Points from two rounds added. High points wins.

- Ties are decided on a 1 arrow shoot of on a single spot.

USA Archery Dress Code Policy

Updated: December 2022 The USA Archery (USAA) Dress Code Policy applies to the following individuals when on the field of play at USAA Sanctioned Events: athletes, coaches, managers, credentialed media, team officials, tournament officials, and archer agents.

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 National Events Manager or Event Organizer and the Chair of Judges (COJ) or their designee immediately.
- Any violation of the Dress Code policy is subject to disciplinary action pursuant to USAA's Disciplinary Proceedings and Grievance Policy

Divisions will be divided by bow type, and age

Bow Types

[Compound](#)

[Recurve](#)

[Barebow](#)

Fixed Pin

USA Archery will adhere to the Compound Division of World Archery rules with the following exceptions:

- **Sight:** Any sight pin, ring, or dot that is used without the aid of magnification. A lens with zero magnification is allowable. Clarifiers and Verifiers will be permitted. No adjustments to equipment is allowed during a round*.
- **Stabilizers:** A front stabilizer (or a system including quick releases, enhancers and/or weights) may be used, but may not exceed twelve inches (12”) in total length from the tip of the stabilizer (or system) to the point of attachment on the front of the riser provided by the manufacturer. A single rear stabilizer or a single counter balance weight system may be used, with no restriction in length as measured from the point of attachment on the riser.
- Outer 10-ring scoring – indoor.
- *Once the qualification round begins, there will be no further adjustments allowed. Each match during elimination rounds is its own "round" and adjustments can be made after each match.

Age Divisions

U15-through the year of their 14th birthday

Senior-any age

Age Calculator [Event Rules - USA Archery](#)

Schedule

Saturday September 27, 2025

Compound Session

7:30AM Check In and Equipment Inspection

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

Saturday September 27, 2025

Fixed Pin Session

1:00PM Check In and Equipment Inspection

1:30AM Two Ends of Official Practice-Straight into scoring

Sunday September 28, 2025

Barebow Session

7:30AM Check In and Equipment Inspection

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

Recurve Session

1:00PM Check In and Equipment Inspection

1:30AM Two Ends of Official Practice-Straight into scoring

Buckle Awards for division winners immediately following each bow type completion, 2nd and 3rd to receive plaques.