

TANJ Last Man Standing

The Traditional Archers of New Jersey

at the Black Knights Bowbenders

Guidelines and Rules

All registered Big Foot Traditional shooters are welcome to “compete” in Last Man Standing for additional \$10 shoot fee. Sign up will be at 9 A.M. at the Practice Range. The LMS will start at 9:30 A.M. sharp.! This entry fee will be added to the cash award prizes for First Second & Third place winners

- **Last Man Standing is a TANJ event. Every archer will follow TANJ rules and TANJ Rules Only!**
- There will be only one class to compete in “Last Man Standing.”
- No Binoculars – No Range Finders. No spectator may tell an archer where their arrows are on the target! Competitors are allowed to speak only to each other during the event.
- Open to Finger shooting a Longbow, Recurve or Selfbow One, Two or Three Piece.
- Any type of target tip can be used but must all be the same grain weight. Arrows can be made of Wood, Aluminum or Carbon . No Flu-Flu Fletching. Any feather length or type material can be used to compete.
- Your arrows must be identically matched including arrow length and approximate weight in grains.
- No sights or mechanical releases. All stabilizers must be no more than 3" extending past the limb or riser including limb bolts. Weights or counterbalances attached to or built into the bow riser can be used.
- Bow quivers are allowed but No Limb String Clickers or Tab Clickers and or draw checks are allowed.
- Any side plate may only extend one (1) inch above the arrow. Flipper type rests will be allowed on ILF metal risers.
- No string walking or fix crawl. All bows must be shot with fingers directly contacting the string either split or 3 under
- Archers may use two (2) arrow locating nocking points of either brass or tied on string but if tied, they must be of the same color thread. Archers must use the same nocking point and anchor point for every shot. The index finger either above or below the string nocking points must always touch the nock of the arrow.
- Any bow riser wood design or top limb marks must be covered with black tape. Markings on bowstring are not permitted, as they can be construed as sighting marks.
- We reserve the right to inspect all bows.
- If you see something that is not legal, it's up to You the competitor to bring it to our attention so that it can be addressed immediately.
- **The First Round will on begin on the practice range . The scoring on all Animal target faces will be 5, 4 & 3 points. You will shoot Two arrows, shooting for score at known distance 15, 20, 25, 30 & 35 yds**
- When shooting one of the four smaller game paper animal target faces the archer must announce which target, they are going to shoot at: i.e. Top Tier - left or right target face, Bottom Tier - left or right target face. There will be one score caller and one score keeper for each group. Every time a score is called it must be verified by the entire group. Every archer will also have their own score card to verify their scores. Both score cards must match after each round and verified & signed by everyone in their group.
- **All scoring will be Cumulative for a grand point total at the end of the entire competition. Therefore, you must add each completed round to your score card before you hand it to the range captains to be entered on the main scoring sheet**
- Every archer will have a second their own score card to verify their scores. Both score cards must match after each round.
- Every competitor will hold on to their own score cards for all the upcoming rounds.
- **The Second Round will start and consist of larger Animal Paper Targets which will be shot at UNKNOWN distances of 15, 20, 25, 30 & 35 yds. This round will be One Arrow then after the complete round is over a percentage of the low scoring archers will be then be eliminated.**
- Animal Paper Target Rounds will be scored 5, 4 & 3 points unlike the 3D target scoring. Remember only One arrow will be shot at each target during the this entire round
- **Hits on Antlers and or Tails will be scored a zero.**
- When that round is completed, you will then add that score to the previous round .At this time, a additional percentage of archers with low scores will be eliminated from the competition.
- **The Third Round will be Large South African Animal Targets one arrow at UNKNOWN distances. After that round, another percentage of archers will be eliminated with lower scores.**
- **The Fourth Round will be shot at 3D targets at UNKNOWN distances. ONE ARROW each-scored 11, 10, 8 & 5 points**
- **The Fifth and Last Round the lucky 6 remaining highest scoring archers will move on to the Final Last Man Standing Round where it will determine the LAST MAN STANDING! ONE ARROW in the final competition**
- All tie scores or shoot offs will be done at an unknown distance target to determine the winner
- **Your Shoot Co-Chairmen are: John Provenzale Gerry DeCaro Jack Fleischmann**