

# **3D Archery Association of Australia**



## **TARGET POLICY**

Effective from 15/06/2024

## PREFACE

It is a pleasure to introduce the 3D Archery Association of Australia Inc **Target Policy**.

The 3D Archery Association of Australia Inc (3D AAA) has remained one of the country's most professional archery sporting organisations. This is an exciting and challenging time for the organisation as we continue to grow and position ourselves towards delivering a professional game which offers the member more opportunities within 3D archery. Our game includes a National Indoor game and prescribes the target face to be used in sanctioned competitions.

Intrinsic in that growth, has been the ability to provide quality ranges and well-presented and applicable targets. We aim to work with our clubs in this regard especially with the introduction of the 11 ring from 2022.

The **Target Policy** is used with the other 3D AAA policies to manage Association Events in a consistent manner. This policy is to enhance the members experience irrespective of the Event they attend. 3D AAA is confident that with policy development and Stakeholder engagement, that 3D AAA will continue to improve a strong sporting culture aimed at 3D Archery.

Yours in Archery

Troy Carter  
President  
3D Archery Association of Australia Inc.  
December 2023

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### 1. Definitions

**Emblem:**

Motif, symbol, insignis, crest, sign or badge.

**Endangered wildlife:**

Wildlife declared to be endangered by Legislation in any State or Territory within Australia from time to time.

**IBO:**

The International Bowhunting Organisation.

**Practice Butt:**

Any device used to stop arrows shot for the purpose of checking of bows and/or sight marks, separate from the 3D course proper.

#### **Practice Range:**

A course of 3D targets specifically to provide practice for archers before competing. The scores shot on a designated practice range cannot be used in a competition.

#### **Protected Wildlife:**

Wildlife declared to be protected by Legislation in any State or Territory within Australia from time to time.

### **2. Authority**

This Policy is issued by the President under Rule 2 (s) of the Constitution of 3D Archery Association Australia's (3D AAA) Version 3 dated 2018.

### **3. Sunset clause**

Unless reviewed or revoked, this Policy will remain effective until 30 December 2026

### **4. Information and Purpose**

3D Archery Association of Australia Inc. (3D AAA) recognises that there are a large number of targets used and purported to be used as targets for 3D AAA competitions. As such there is a requirement to manage the style, type, look and features of a standard target to create a level playing field within the sport. This policy outlines the 3D and Indoor Targets that are authorised by 3D AAA for use within all 3D AAA Sanctioned Shoots and Special Events. Targets may be added to or deleted from this policy as and when appropriate. Clubs and suppliers of targets may apply to have other targets added to this policy.

### **5. Structure and Material**

#### **5.1. 3D Targets**

3D targets are to be made of foam like material or other substance that is light and easy to handle and carry. The material is not to reject arrow penetration or cause damage to any equipment. It must allow arrows to be removed with relative ease (relative to bow poundage and arrow speed). The material must not be deleterious or cause harm to any person.

#### **5.2. Indoor Butts**

Target butts used for indoor competition must ensure that arrows are contained within their limits and do not allow arrows to pass through and damage venue infrastructure.

#### **5.3. Target Condition**

The targets must be in good working order and condition. 3D targets must not allow an arrow to pass through in the normal course of shooting. It is recognised that some arrows may pass through the target, if this occurs the target may be rotated if the opposite side of the same target is in an acceptable condition. This must be done with the integrity and degree of difficulty of the shot being consistent with the original shot. If this is not possible then the target is to be either repaired or removed and replaced by exactly the same type of target immediately to eliminate further risks. Pass throughs on the perimeter of a target i.e. the top line (back line) is accepted. Targets must be in good repair and free of defect. (See also section 4'Scoring Zone')

## 6. D Target Attributes

### 6.1. 3D Target Size

All 3D targets are to be of life size to the animal that they represent. They are to be the size of an adult animal or an animal's size at the age of two years.

### 6.2. Animal Breed, Race or Type

3D targets must clearly and accurately represent the animal that is intended, i.e. a deer is to look like a deer. They must not represent endangered wildlife or protected wildlife other than the Australian Crocodile of which the target is an American Alligator. Must not be a bird other than a turkey or pheasant. It must not represent a toy. It must not be capable of being held in poor taste. Must not be an Emblem of Australia. All acceptable animals are listed in Appendix One (1).

### 6.3. Fictitious Creatures

3D targets may not be a fictitious creature such as the 'Alien' creature from the movie of the same title. It may not be of a dinosaur or other historical creature.

### 6.4. Human shape

The target must not take the shape and/or appearance of a human being.

### 6.5. Colour

3D targets must resemble the natural colourations of the animal as it appears in the wild and/or nature. Must not be an albino animal. It must be free of graffiti and other writing or inscriptions. Targets such as the McKenzie Mountain Goat, which appears white, is regarded as its natural colour.

### 6.6. Features

3D target animals must have bland overall features. Where possible, they should have ears, eyes, muzzles, mouths, noses, tails legs and hooves, trotters, pads etc., antlers, horns tusks and other such growths in nature applicable to the animal breed.

## 7. Scoring Zone

3D targets must have an IBO approved scoring zone. The zone must be sighted in the correct area on the animal for lethal shot placement in the chest, heart and lung area when placed square to the shooting line. Each of the scoring zones on a target must be clearly defined by a continuous line at the beginning of each day of a tournament. If during the course of the competition more than 15mm of the line is missing in any, one (1) piece, then the target must be immediately replaced with the same type of target and placed in the same position and orientation as the original target.

Targets must contain only one 10 ring scoring zone per side of the target. Some Rinehart targets have a multiple Ten (10) zone on the same side of the target. The second ten (10) zone has been provided to facilitate quartering shots. **THESE INSERTS ARE NOT TO BE USED FOR SANCTIONED EVENTS UNLESS, THE PROVISIONS IN SECTION 4.1 ARE FOLLOWED.** Under an agreement with IBO, Rinehart will produce inserts with a single Ten (10) zone to comply with the target requirements in Section 8. They will also produce a turkey with only 4 score zones.

## 8. Dual Scoring Zones

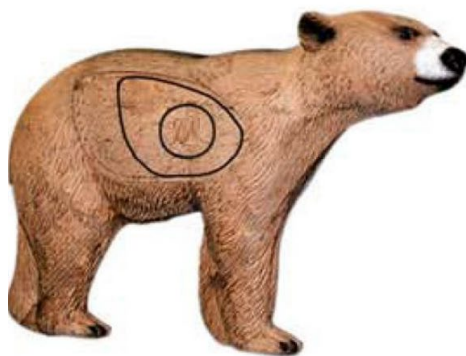
Dual score zone targets/centres must be replaced by single score zone targets for all 3D AAA sanctioned events.

**Dual scoring zone targets may NOT be used in 3D AAA sanctioned events unless prior approval has been given by the 3D AAA Committee.**

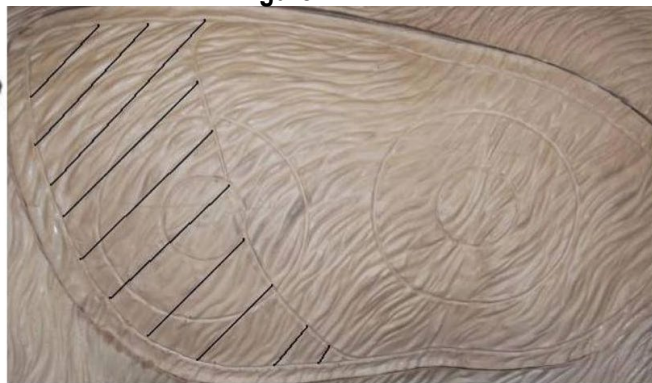
If the 3D AAA committee has given approval dual scoring zone targets may be used in 3D AAA sanctioned events with the following provisions.

- No other approved targets with single score zones are available.
- The 10 and 8 scoring zones closest to the animal's head/chest area must be used.
- A picture of the target showing the designated score zones must be placed at the furthest shooting peg from the target and at the target so all competitors can view the scoring zones. See Figures 1 and 2 below for details.
- The 8-scoring zone towards the rear of the animal must be scored as a 5. Shown with **Shading** through in Figure 2.

**Figure 1**



**Figure 2**



**Figure 2 is an example, if the club is to use this insert the lines are to be scrubbed out or not drawn on at all.**

## 9. Practice Butts

Provision must be made to allow competitors to check their equipment prior to entering the 3D course proper or following an equipment breakdown.

A practice range must be used specifically for this purpose, sited in an area where it does not present any safety issues with any of the courses, administration area, camping or other areas accessed by the general public or competitors.

As a minimum, target butts must be placed at the following distances:

- 15 yards, 20 yards, 30 yards, 40 yards, 50 yards
- 20 metres, 30 metres, 40 metres

All butts are to have their distance displayed in lettering which can be visible from the shooting line. If a single butt is used for both imperial and metric distances e.g. 50 yards/ 45.72 metres, then it must have both distances clearly marked.

The face of each practice butt shall be not less than 0.30m<sup>2</sup> in area. (As an example, the Morrell practice bags the Association uses has an area of 0.31m<sup>2</sup>)

Where the target butt dimensions are not square, the height/width or width/height ratio shall be not less than 0.8.

The construction and maintenance of the practice butt shall be such that arrows do not pass through the butt nor allow arrows to bury to the fletches.

The material used in the practice butt must offer ease of arrow removal. Butts which require 2 people to extract arrows are not considered to meet this, Policy.

Each face shall have a minimum of four aiming dots distributed evenly across the face.

The size of the dots should be commensurate with the distance from the shooting line.

## 10. Practice Ranges

Where used as practice prior to commencing the shooting ranges, all practice range targets must comply with this policy for events on the National Calendar and be placed in accordance with the Range Setting Guidelines.

## 11. 3D National Titles

Targets that have been approved by the Committee for the National Titles are limited to the approved targets only, as referred to in this Policy, (see Annex A to F). These targets are to be in extremely good order given the standard of competition in which they are used.

- Events on the Annual Sanctioned Calendar
- Targets for these events must reflect this policy.
- Special Events
- Other than the target attribute and scoring zone requirements, this policy does not cover Special events.
- Club Events

- Other than the target attribute requirements, this policy does not cover club events.

## **12. Use of Incorrect Targets.**

Where a club provides a target for a Sanctioned Event which does not comply with this Policy, the Committee reserves the right to have that target withdrawn from the competition. If another target cannot be substituted, with undue disruption or confusion for the competitors, then the competition will be conducted over the remaining targets which meet this, Policy. The Committee reserves the right to fine the club for the breach of target policy, in the amount of \$200 in the first instance and \$500 for additional instances. It is possible to have multiple instances at one sanctioned shoot.

## **13. Responsibilities under this Policy**

3D AAA and the affiliated clubs must take reasonable steps to ensure that the implementation, compliance, and enforcement of this policy is affected.








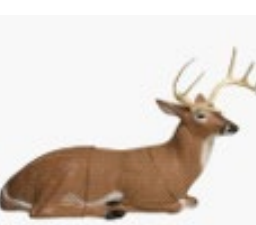





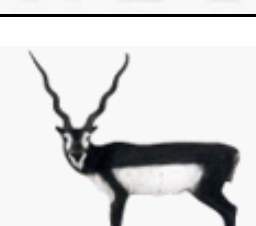
The National Management Committee must:














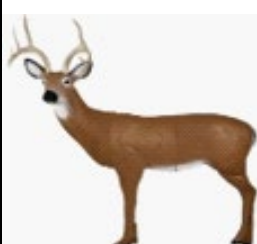
- Adopt and comply with this policy.
- Recognise and enforce any penalty imposed under this Policy.
- Publish, distribute, and promote this policy (and any amendments made to it from time to time) to the members in a practical manner and make a copy of this policy publicly available.
- Use any forms, contracts or clauses prescribed or required by the policy, to give effect to this policy in such documents as contracts, entry forms and player registration forms.

















Affiliated Club Management Committees must, as a condition of their affiliation:







- Adopt and comply with this policy.
- Promote this policy (and any amendments made to it from time to time) to their members in any manner required by 3D AAA.
- Use any forms, contracts or clauses prescribed or required by the policy, to give effect to this policy in such documents as contracts, entry forms and player registration forms, or as directed by 3D AAA.
- Report to the National Management Committee, any breaches of the Policy.

















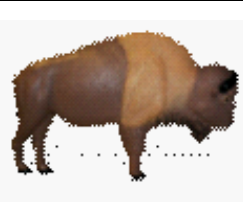




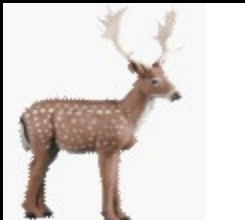
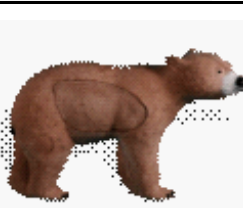
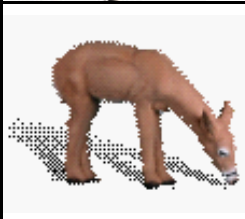

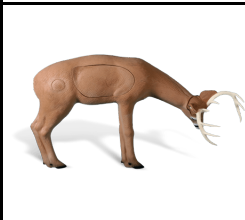

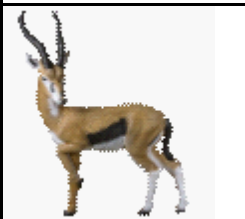


| <b>McKenzie 3D Targets</b> |              |   |                      |              |   |
|----------------------------|--------------|---|----------------------|--------------|---|
| <b>Target Name</b>         | <b>Ref #</b> | <b>Target Visual</b>  | <b>Target Name</b>   | <b>Ref #</b> | <b>Target Visual</b>  |
| <b>African Blesbok</b>     | 20750        |    | <b>Aoudad Sheep</b>  | 21670        |    |
| <b>African Hyena</b>       | 20740        |    | <b>Black Panther</b> | 21630        |    |
| <b>African Impala</b>      | 20720        |   | <b>Bear</b>          | 20600        |   |
| <b>African Leopard</b>     | 20700        |  | <b>Bedded Buck</b>   | 20510        |  |
| <b>African Lion</b>        | 20730        |  | <b>Bighorn Sheep</b> | 20550        |  |
| <b>African Warthog</b>     | 20710        |  | <b>Bison</b>         | 20590        |  |
| <b>Alligator</b>           | 20820        |  | <b>Blackbuck</b>     | 20800        |  |

| Target Name    | Ref # | Target Visual   | Target Name            | Ref # | Target Visual   |
|----------------|-------|---|------------------------|-------|---|
| Caribou        | 20560 |    | Gobbling Turkey        | 20410 |    |
| Chamois        | 20840 |    | Hen Turkey             | 20390 |    |
| Climbing Bear  | 20340 |    | Hill Country Whitetail | 21480 |    |
| Coyote         | 20430 |  | Howling Wolf           | 21650 |  |
| Corsican Sheep | 20810 |  | Ibex                   | 21760 |  |
| Elk            | 20540 |  | Javelina               | 20380 |  |
| Fallow Deer    | 20830 |  | Large Alert Deer       | 20320 |  |




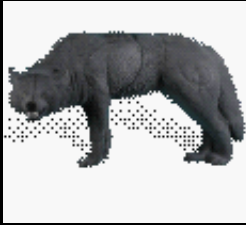


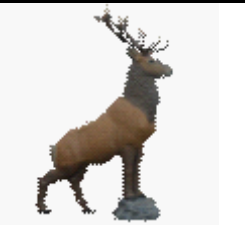



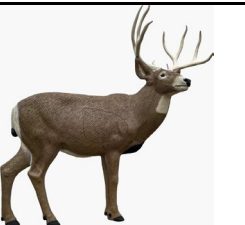

| Target Name           | Ref # | Target Visual   | Target Name         | Ref # | Target Visual   |
|-----------------------|-------|---|---------------------|-------|---|
| Large Deer            | 20520 |    | Medium Deer (HD)    | 20500 |    |
| Large Sneak Deer      | 20330 |    | Mountain Goat       | 20570 |    |
| Lynx                  | 21490 |    | Medium Grazing Deer | 20310 |    |
| Medium Alert Deer     | 20470 |   | Mountain Lion       | 20440 |   |
| Medium Bear           | 20350 |  | Mule Deer           | 20450 |  |
| Medium Bear (HD Core) | 20530 |  | Pronghorn Antelope  | 20420 |  |
| Medium Brown Bear     | 21620 |  | Standing Bear       | 20360 |  |
| Strutting Turkey      | 20400 |  | Russian Boar        | 20460 |  |

| Target Name     | Ref # | Target Visual  | Target Name    | Ref # | Target Visual   |
|-----------------|-------|--|----------------|-------|---|
| Tapir           | 21610 |   | XT Medium Deer | 22500 |  |
| Wild Boar       | 21370 |   | XT Large Deer  | 22520 |  |
| Wolf            | 20580 |   |                |       |   |
| Wolverine (NEW) | 21660 |  |                |       |   |








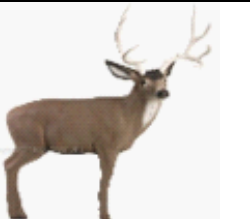




| Rinehart Targets  |       |   |                           |         |   |
|---|-------|---|---------------------------|---------|---|
| Target Name   | Ref # | Target Visual   | Target Name               | Ref #   | Target Visual   |
| Note: Rinehart targets in <b>RED</b> are only legal with a single score zone on any one face. |       |   |                           |         |   |
| 30pt Buck   | 157   |    | <b>Bedded Elk</b>         | 220     |    |
| <b>Alert Deer</b>   | 105   |    | <b>Bedded Stone Sheep</b> | 384     |    |
| <b>Alligator</b>  | 527   |   | <b>Big Horn Sheep</b>     | 1031975 |   |
| <b>Antelope</b>   | 209   |  | <b>Big Ten Buck</b>       | 120     |  |
| <b>Bedded Buck</b>  | 121   |  | <b>Black Panther</b>      | 421     |  |
| <b>Bedded Dahl Sheep</b>  | 384   |  | <b>Bobcat</b>             | 426     |  |
| <b>Bedded Doe</b>   | 114   |  | <b>Browsing Buck</b>      | 129     |  |










| Target Name          | Ref # | Target Visual   | Target Name                  | Ref # | Target Visual   |
|----------------------|-------|---|------------------------------|-------|---|
| <b>Buffalo</b>       | 237   |    | <b>Dahl Sheep (Standing)</b> | 379   |    |
| <b>Caribou</b>       | 214   |    | <b>Elk (Standing)</b>        | 225   |    |
| <b>Catalina Goat</b> | 365   |    | <b>Fallow Deer</b>           | 133   |    |
| <b>Cinnamon Bear</b> | 327   |   | <b>Feeding Doe</b>           | 138   |   |
| <b>Corsican Ram</b>  | 367   |  | <b>Fighting/Rubbing Buck</b> | 143   |  |
| <b>Cougar</b>        | 431   |  | <b>Gazelle</b>               | 228   |  |
| <b>Coyote</b>        | 435   |  | <b>Hogzilla</b>              | 257   |  |







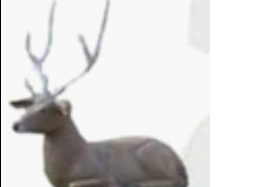







| Target Name          | Ref # | Target Visual   | Target Name            | Ref # | Target Visual   |
|----------------------|-------|---|------------------------|-------|---|
| Honey Bear           | 332   |    | Lynx                   | 441   |    |
| Howling Wolf         | 459   |    | Moose                  | 321   |    |
| Howling Wolf (White) | 464   |    | Mountain Grizzly       | 314   |    |
| Javelina / Peccary   | 255   |  | Mountain Lion (W/Rock) | 442   |  |
| Kicking Deer         | 141   |  | Mountain Goat          | 370   |  |
| Large Black Bear     | 323   |  | Mule Deer (Giant)      | 147   |  |
| Leopard (W/Rock)     | 440   |  | Pheasant               | 401   |  |






| Target Name          | Ref #   | Target Visual   | Target Name            | Ref # | Target Visual   |
|----------------------|---------|---|------------------------|-------|---|
| Polar Bear           | 343     |    | Snapping Wolf          | 461   |    |
| Razorback            | 261     |    | Snarling Wolf (Grey)   | 468   |    |
| Red Fox              | 450     |   | Spike Buck             | 152   |   |
| Red Stag             | 211     |  | Stone Sheep (Standing) | 388   |  |
| Rising Boar          | 259     |  | Strutting Turkey       | 413   |  |
| Semi-Sneak Mule Deer | 1038225 |  | Wolverine              | 454   |  |








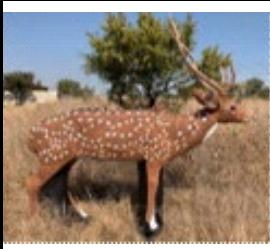

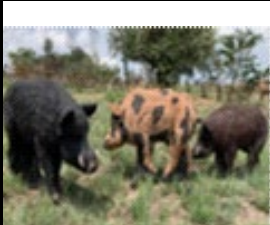





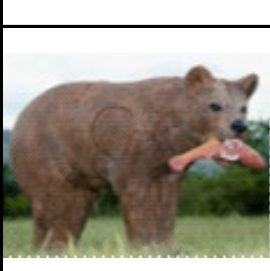
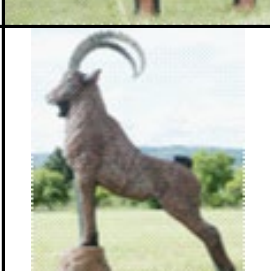



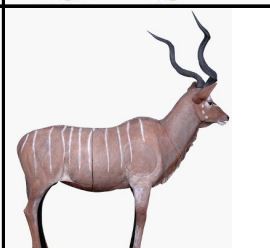
| Delta Targets (Indoor)     |       |   |                            |       |   |
|----------------------------|-------|---|----------------------------|-------|---|
| Target Name                | Ref # | Target Visual   | Target Name                | Ref # | Target Visual   |
| Delta ASA Indoor Round     |       |    | National Indoor (Std Rd)   |       |    |
| Delta 3D Targets           |       |   |                            |       |   |
| Target Name                | Ref # | Target Visual   | Target Name                | Ref # | Target Visual   |
| Bedded Buck                | 52200 |    | Elite Javelina             | 50597 |    |
| Canadian Lynx              | 50595 |   | Elite Mountain Lion        | 50220 |   |
| Caribou                    | 50580 |  | Elite Mule Deer Buck       | 50150 |  |
| Elite Alert Whitetail Buck | 50100 |  | Elite Sneak Whitetail Buck | 50140 |  |
| Elite Antelope             | 50110 |  | Elite Standing Black Bear  | 50550 |  |




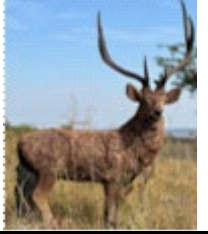




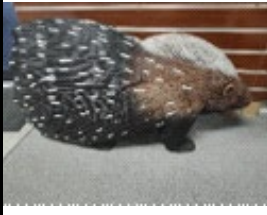
| Target Name                 | Ref # | Target Visual   | Target Name       | Ref # | Target Visual   |
|-----------------------------|-------|---|-------------------|-------|---|
| Elite Timber Wolf           | 50570 |    | Full Strut Turkey | 50520 |  |
| Elite Trophy Whitetail Buck | 50780 |    | Wild Boar         | 50600 |  |
| Elite Walking Brown Bear    | 50120 |    |                   |       |   |
| Grizzly Bear                | 50560 |  |                   |       |   |
| Howling Coyote              | 50535 |  |                   |       |   |
| Riverbottom Buck            | 50450 |  |                   |       |   |
| Rutting Buffalo             | 50540 |  |                   |       |   |

| Cougar 3D Targets  |       |   |                 |       |   |
|--------------------|-------|---|-----------------|-------|---|
| Target Name        | Ref # | Target Visual   | Target Name     | Ref # | Target Visual   |
| Alligator          | 28    |    | Dog (Tan)       | 2     |    |
| Bear (Black)       | 18    |    | Fallow Stag     | 13    |    |
| Bear (Brown)       | 19    |   | Goat            | 21    |   |
| Bedded Rusa Stag   | 15    |  | Hen Turkey      | 8     |  |
| Boar               | 1     |  | Hog Deer        | 16    |  |
| Boar (Black/White) | 25    |  | Javalena        | 3     |  |
| Dog (Black)        | 22    |  | Panther (Black) | 24    |  |

| Target Name             | Ref # | Target Visual   | Target Name      | Ref # | Target Visual   |
|-------------------------|-------|---|------------------|-------|---|
| <b>Stalking Cougar</b>  | 27    |  | <b>Rusa Stag</b> | 26    |  |
| <b>Standing Fox</b>     | 17    |  | <b>Warthog</b>   | 20    |  |
| <b>Strutting Turkey</b> | 9     |  |                  |       |   |
|                         |       |   |                  |       |   |

| <b>Eleven 3D Targets</b> |              |  |                    |              |   |
|--------------------------|--------------|--|--------------------|--------------|---|
| <b>Target Name</b>       | <b>Ref #</b> | <b>Target Visual</b>   | <b>Target Name</b> | <b>Ref #</b> | <b>Target Visual</b>  |
| <b>Bear</b>              | E18          |   | <b>Lion</b>        | E23          |  |
| <b>Black Panther</b>     | E14          |   | <b>Turkey</b>      | E26          |  |
| <b>Fallow Deer</b>       | E30          |  |                    |              |   |

| Wildcrete Targets      |       |   |              |       |   |
|------------------------|-------|---|--------------|-------|---|
| Target Name            | Ref # | Target Visual   | Target Name  | Ref # | Target Visual   |
| Australian Chital Deer |       |    | Feral Goat   |       |    |
| Australian Feral Boar  |       |    | Giant Boar   |       |    |
| Blesbuck Ram           |       |   | Grizzly Bear |       |   |
| Blue Wildebeest        |       |  | Hyena Large  |       |  |
| Brown Bear with Fish   |       |  | Ibex         |       |  |
| Chamois                |       |  | Impala Ram   |       |  |
| European Bison         |       |  | Kudu Bull    |       |  |

| Target Name   | Ref # | Target Visual   | Target Name    | Ref # | Target Visual  |
|---------------|-------|---|----------------|-------|--|
| Large Bushpig |       |    | Red Deer       |       |   |
| Fallow Deer   |       |    | Rusa Deer      |       |   |
| Leopard       |       |    | Sable Antelope |       |   |
| Njala Bull    |       |   | Water Buck     |       |  |
| Porcupine     |       |  |                |       |  |