Nock Point Knock Out 2025

Divisions and Payouts

1. All Divisions (not including under 13) will receive payouts for 1st, 2nd, and 3rd place as long as they meet the required total participants stated below.

   1st, 2nd and 3rd place finishers will also receive a championship medal.

   Payout totals will be determined by number of signups for each division

   (1st Place - 50%) (2nd Place - 20%) (3rd Place - 10%)

Divisions
Senior (50+)
Adult (18+)
Under 18
Under 13

Shooting Styles
Barebow
Olympic Recurve
Freestyle Compound
Bowhunter Freestyle
Traditional

Nock Point Knock Out Rules

1. All Divisions follow NFAA/Vegas Rules & Equipment guidelines except where Nock Point Knock-out has printed rules. If Nock Point Knock-out printed rules define a different version of the rule Nock Point Nock-out rules will be followed.

Nock Point Knock Out Rules (cont.)

2. Barebow follows World Archery rules; Archers shooting a recurve or longbow with (or without) a rest and plunger. String walking is permitted. No clickers or draw checks allowed. No stabilizers are permitted but riser mounted weights are permitted so long as the bow with all legal accessories fits thru a 12.2cm WA/USAA Judge's ring without moving the weight. No serving ending or marks permitted on bowstring within view at full draw.
3. Bowhunter Division rules will follow the same guidelines as the NFAA Modern Bowhunter division. Archers competing in this division may use any single pin sight however once scoring begins they are not permitted to make adjustments. Archers will also be permitted to use up to an 18 in front stabilizer including weight stack measured from the mounting position on the bow. There is no limit to the length of side rods as long as they do not interfere with other archers.
4. Traditional Shooting Style will be defined as anyone using a bow that is constructed as a single piece (Long bows that disassemble in the center of the rise will be permitted). Archers are not permitted to use any type of elevated arrow rest, plunger, clicker, sight, stabilizer or weights of any sort. Archers may use various methods of draw and aim such as string walking, thumb draw, point of aim, or instinctive. All archers shooting in the Traditional category will shoot against each other regardless of age or gender.
5. Archers may only register and shoot once, in a single division
6. There must be 3 participants in your division to pay out 1st place. 6 to 8 participants to payout 1st and 2nd and must have 9 participants to payout 1st, 2nd, and 3rd. The maximum number of places paid out is 3.
7. Listening devices (headphones, earbuds, iPod/mp3 players, etc.) are not permitted while shooting on the line
8. There will be a top and bottom line. The bottom line will shoot 1st for the first 10 scoring ends and the top target will shoot 2nd for the first 10 scoring ends. After the 10th scoring end all archers will be required to rotate from top to bottom, and bottom to top. (Scoring will continue on the 11th end, with no practice)
9. All archers will choose to shoot either a 40 cm Single Spot or 3 spot target. (the same target style must be shot throughout the entire competition.
10. Under 13 division will shoot at 10 yards. (If an archer under 12 wants to shoot at 20 yards They must identify their intention by January 1st , 2027 (email: Scott@thenockpoint.com)
11. Under 18 division will be required to shoot at 20 yards.
12. Lane assignments will be determined by Nock Point Staff to try to accommodate shooting with your division peers.
13. Qualification Round will consist of:
    20 ends consisting of 3 arrows per end
    Archers will be given 2 ends of official practice immediately followed by scoring.
    All archers will use 11-ring scoring where the X ring = 11 Points, Scoring continues normally.
14. Ties are decided based on, # of 11's, # of 10's, and so on until the tie is broken.
15. Practice and Qualification Rounds will be timed 2 minutes (2:00) for 3 shots
16. Shots triggered before or after 2 minute timer sounds will not score; arrows traveling past dead arrow line cannot be re-shot

Nock Point Knock Out Rules

1. Do not touch any arrow or target face until the scores have been called & recorded accurately.
2. Archer can request a Judge if they disagree with the group call or if the group cannot decide; the judge ruling is final. All other arrows on the bale must be scored before calling a judge.
3. Archers are required to replace the target face at the judge's discretion. Any target where the scoring ring lines are moved or removed must be replaced.
4. After the 10th scoring end, all archers must put up a new target.
5. Witnessed bounce outs or witnessed physical interference by another archer will be re-shot.
6. Archer may miss up to 2 ends during Qualification Round for equipment failure or medical issue; arrows made up at the end.
7. In the event that an archer shoots more than 3 arrows into a single spot target the 3 lowest value arrows will be counted -1 point for each additional arrow past 3 total.
8. When shooting a multispot target archers are required to shoot 1 arrow into each spot. If an archer shoots 2 arrows into 1 spot the lower value arrow will be accepted, the extra arrow will be considered a miss, and the archer will receive a -1 point penalty to that end.
9. Arrows shot after the end of regulation time will result in the loss of the archers highest scoring arrow.
10. If an arrow is not recorded properly and is discovered before arrows are pulled, the archers may call a judge to confirm the correction. If score cards that are signed and submitted do not match, the lower arrow scores will be considered valid.
11. Parents/Coaches must remain behind the shooter only area during qualification rounds, brackets, and shoot-ups, unless requested for official business.

Bracket Matches

1. The number of shooters in a bracket is derived from the number of participants.
    a. If a division has up to 16 archers, the top 8 will move to the bracket round
    b. If a division has 16+ archers, the top 16 will move to the bracket round
2. If two or more archers tie for the final bracket spot, there will be a three arrow shoot off. If the archers are tied after arrow one, they proceed to arrow two. If they are still ties after arrow two, the third arrow will be judged closest to the center
3. Qualifying scores advance to Eliminations and will shoot a 9 Arrow Olympic Bracket Style Elimination (#1 vs #16, #2 vs #15, #3 vs #14, etc.). The highest total score will advance.
4. No provision for equipment or physical failure can be given during any Elimination match
5. Two ends of practice will be given at the beginning of your division's first elimination
6. **(Brackets)** Ranking ties in bracket rounds are decided based on total 11s, then by the archer who shot clean longer during the shoot-off (exception: if there is a tie shooting for 1st-3rd place there will be a one arrow closest to center shoot-off)
7. Shooting order of top seeded archers in each division are determined by their qualification score and bracket score combined.
    a. If a participant is absent for the bracket or shoot up rounds, the archers score will default to zeros and they will be seeded accordingly.
    b. Archers can shoot a different target today but have to stay with the same throughout brackets (3 spots have to be numbered)
    c. Ties for Brackets: after 3 scoring ends if the archers are tied for score we will count 11's if we are tied for 11's we will count when the first 11 was dropped in the bracket, if dropped 11's are the same then we will do a 1 arrow shootoff closest to center if there is a chance of being eliminated

Division cuts subject to change based on attendance.

Nock Point Knock Out Rules Finals Match

1. All Archers in the Shoot-up will shoot the “Lancaster Finals” 12 dot target (either single spot or 3-spot)
2. Archers in the Shoot-Up Finals can choose to shoot for the 12-ring; a 1.5cm white dot located at six o’clock below the gold in-between the seven and eight ring on the target face
3. Archers must call the 12-ring before shooting it, otherwise the 12-ring is invalid and the arrow will be scored in the ring that it lays.
4. Archers can only shoot and call the 12-ring once per end, once the 12-ring is shot the target will be replaced with a new target.
5. Maximum possible score of 102 (if a 12 is shot in each end)
6. All Shoot-Up matches consist of 3 ends of 3 (9) arrows
    a. It is suggested to have 6 arrows for the shoot-up portion of the competition.
7. All Shoot-Up arrows are timed 30 seconds for each shot with MC commentary
8. Any arrow shot prior to the official 30 second timer in finals will be counted as a zero (0)
9. Archers will remain on the shooting line during their entire Shoot-Up match
10. Free practice for on-deck archers in Finals Practice area until called onto Shoot-Up Finals stage for his/her match
11. Possible score of 102, (3)12’s (6) 11's; scored by spotter/scorer, then Classic Judge’s call is official
12. All tied scores broken by 1 Arrow Shoot-Off (2 shots by score, then 3rd shot closest to X)
13. In all ties the 12-ring is in play for 1st & 2nd arrows, archers must call the 12-ring prior to shooting that arrow, 3 rd arrow is scored closest to X/11-ring
14. Shots triggered after timer expires will not score; arrows traveling beyond dead arrow line cannot be re-shot
15. Witnessed bounce outs or witnessed physical interference by another archer will be re-shot
16. <u>No provision for equipment or physical failure can be given during any Elimination or Shoot-Up match</u>