

Scorecard 3 Arrow Round

Scoring	Heart (inner ring)	Lung (outer ring)	Body
1 st Arrow	20	18	16
2 nd Arrow	14	12	10
3 rd Arrow	8	6	4

Name: _____

Date: _____ Peg Colour: _____

Target	1 st Arrow	2 nd Arrow	3 rd Arrow	Total
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

Total:

3D Archery - 3 Arrow - Scoring Rules

Shoot up to 3 arrows in order to hit a target. The first arrow that hits will be scored.

Each target has 2 vital zones that are marked by a fine line around the heart and lungs. An arrow inside or cutting the line gets the higher score. Example: 1st miss, 2nd lung: 12 points, no 3rd arrow.

Shoot straight and good luck!

Scorecard Double Hunter

Scoring	Heart or Lungs	Body
1 st Arrow	10	5
2 nd Arrow	10	5

Name: _____

Date: _____ Peg Colour: _____

Target	1 st Arrow	2 nd Arrow	Total
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

Total:

3D Archery - Double Hunter- Scoring Rules

You must shoot two arrows. Both are scored.

Heart and lungs are combined into a vital zone. An arrow inside or cutting the line gets the higher score. Example: 1st body: 5pts, 2nd lungs: 10pts - total 15pts.

Shoot straight and good luck!

Welcome to the *Archery Park*

Self-Guided Dragon Hunt Field Archery Adventure



ArcheryPark.nz

Important safety information:

Please carry a 1st Aid kit if out on your own. Cell phone reception is good in most areas. The Adventure Park reception can be called under 03-545 0304, Archery Park can be called on: 03-398 8043.

Welcome

Archery Park Nelson and Cable Bay Adventure Park welcome you on our grounds and are wishing you a great time and true aim!

This booklet contains **very important information and rules!** Not following any of the rules may result in an immediate ban from the park with no refund given!

Also included are 2 scorecards for you to write down your results. You can shoot either of the two variations or go for two rounds and complete both if time allows.

Leave your completed scorecard at the reception to enter the high score on www.archerypark.nz

Report any damage, issues or accidents by txt to 021-1878 043 or email to shoot@archerypark.nz

Please ensure you're back at reception by 4pm.

Qualification

In order to access the field archery range and practice range on your own you must either have done the Dragon Hunt in the past or be a member of Archery NZ, NZFAA, one of the South Island Bowhunter clubs, or the Bowhunter Society. You must bring proof.

Gear Check

Only longbows and recurves and arrows with field points are allowed. Bows must not exceed 60lbs @ 28" draw weight. Compound bows, crossbows and arrows with broadheads are not allowed.

Park Access

- The park is a shared space. You will encounter other visitors, mountain bikers, horses, quadbikes, cars etc.
- Your arrows must stay in your quiver until you're at the target. Never shoot outside the marked archery ranges.
- You can only walk from the car park. And you can bike. But you are not allowed to drive onto the property.
- Wear sturdy shoes, there are streams to cross and rocks to climb. Ensure you're fit enough for this.
- Plan your visit so that you are back by 4pm. Cars that are parked on the grounds will be locked in when the park closes.
- Access may not possible when Paintball games are on. Check with staff! If you need to be 100% sure call before your visit.
- You must check in at reception for each visit. Access may be denied due to conflicting operations.
- You must not be under the influence of alcohol or any drugs.
- Smoking and vaping on the archery grounds is strictly forbidden.
- Guided tours have priority.
- Understand that not following the rules, equipment failure, accidents and generally being outdoors can cause serious personal injury, including the loss of eyesight or death.

Archer's Etiquette

- When approaching another group in front of you keep your distance and remain quiet.
- Return any found arrows to the reception to the arrow basket.
- Do not sit on targets – legs can break.
- Never ever move targets or pegs. But tell us your idea!
- Don't shoot all your arrows on a target. Each arrow causes damage and wears out the target.

Field Archery Safety Rules

Ignoring these rules will put your and other people's life at risk!

You must ...

- always demonstrate safe behaviour – if in doubt: don't shoot,
- never dry fire (shoot without arrow) any bow,
- no sky-shooting (shooting up in the air or drawing or aiming high above target),
- always wait behind the shooting archer,
- only nock an arrow (place an arrow on the bow string) when you are at the correct shooting position (coloured peg in ground or shooting line) and you have checked the area in front of you is clear of all people and any living creatures,
- shoot within your capabilities – yellow pegs are for kids and absolute beginners, red for novices and blue for advanced
- only retrieve arrows when it is safe to do so and you have checked this with all other present archers,
- ensure a member of your group stays in front of the target and bows are leaning against the target when you have to go looking for arrows to signal that the target is not clear,
- check your arrows for damage after each shot,
- always store your arrows in a quiver,
- stick to the marked track and follow all course signs and direction indicators when moving through the course – take no shortcuts,
- always walk forward through the course – do not return to a target.

Practice Range Safety Rules

Please follow the rules as stated on the information board at the practice range and be considerate of other users.