

## **RANGED WEAPONS**

### **IRON GATE EXHIBITION FALL 2025**

**Note on Ranged Weapons Tournaments:** This year, competitors will have the option between two Ranged Weapons timeslots. There will be two time slots on the schedule allotted for Ranged Weapons, and competitors may attend either of those. Competitors do NOT need to attend both time slots. All weapons divisions will be run simultaneously, but competitors may compete in more than one division.

#### **ARCHERY DIVISION:**

The Archery division of the Ranged Weapons Tournament will take place over the course of four rounds. The first three rounds will consist of different scenarios that pit all participants against each other. The fourth round will be the Finals Round, and will consist of the top three archers. As multiple archers will be shooting at any one time, scores will be self-reported, and all archers are expected to accurately and honestly report their scores. Any archer found to be dishonestly reporting their scores will be subject to penalty and elimination. Archers must follow all safety instructions at all times, or they will be eliminated.

- **Round One- Distance Shoot:**

- In this round, archers will shoot targets at 20, 30, and 40 yards of distance. Archers will have six arrows for each target. Archers can obtain 1-5 points per arrow, depending on their accuracy on the target.

- **Round Two- Timed Shoot:**

- In this round, archers will have 30 seconds to shoot as many arrows as they can at a target 20 yards away. Archers will be scored based on the number of arrows that successfully hit the target.

- **Round Three- Themed Shoot:**

- This round's format is a surprise! To be revealed at the tournament, archers will participate in an exciting "themed" shoot. Archers may be given a specific archery scenario, be asked to shoot at unusual targets, or be given any other number of tasks for this round.

Following the first three rounds, total scores for all archers will be tallied, and the top three archers will move on to the Finals Round.

- **Round Four- Finals:**

- In the Finals Round, each archer will be given a total of six arrows. Each archer will choose a specific target on the field, and all archers will shoot at that target (2 arrows per target). At the end of the Finals Round, archers will be ranked 1st through 3rd place, based on their accuracy in shooting at the selected targets..

## Equipment:

Archers may bring their own equipment, but loaner equipment will also be provided. Below is a list of suggested equipment, as well as any restrictions or requirements for that equipment (if applicable).

- Bow
  - Must be a traditional style bow- no sights
  - Bows may be made of any material
- Arrows
  - Arrows must be made of wood
- Arm guard
- Gloves
- Full skin coverage (Recommended)

## KNIFE THROWING AND AXE THROWING DIVISIONS

The Tournament will be broken into two rounds:  
Throwers must throw from two distances during a match.

1. **1st distance:** The first 5 throws of a match will be thrown from behind the 10-foot line and the distance may not exceed 15 ft.
2. **2nd distance:** The second 5 throws of a match will be thrown from behind the 20-foot line and the distance may not exceed 25 ft.

Once all 5 knives have been thrown in a round, the thrower must stay behind the 10ft fault line until all knives are scored.

Each competitor is allowed three warm-up throws before round 1 ONLY, and all competitors must complete the first round before any thrower can move on to the second round.

Throws will be made at a bullseye target with the following point structure:

Yellow ring	5 points
Red ring	4 points
Blue ring	3 points
Black ring	2 points
White Ring	1 point
Kill-shot dots	8 points



A knife that touches a ring between two different colors will be counted as the color closest to the bullseye.

All knives will be thrown before being scored. The following rules will apply:

- A separate judge will score all rounds
- All 5 knives must be thrown before being scored
- Knives that fall out of the target will count as zero
- Knives must stick by the point. Knives that stick edge in or handle in score zero
- Kill-shot attempts must be called before throwing. Misses count as zero points regardless of where the knife lands on the target
- Each kill-shot spot can only be hit one time per 5 knives in each round
- Throwers may use their own knives, but they must have 5 to throw. Throwers may not throw knives, retrieve them and then throw more knives until they reach 5 throws in a round.

In the event of a tie after tallying the total score of the two rounds, a sudden death round will be held.

In sudden death:

- Only bullseye hits count
- Players alternate throws until 1 player misses the bullseye.
  - Example: thrower 1 hits the bullseye, thrower 2 also hits the bullseye. The throwers will each get another attempt. In round two both players miss and proceed to another round. In round three thrower 1 misses and thrower 2 hits the bullseye. Thrower 2 wins the sudden death competition.

The above rules will apply identically to the axe throwing tournament.

## **STONE THROWING DIVISION**

The Stone Throwing tournament will be based on the NASGA Throwing Rules for Scottish Heavy Events Competition, with some minor adjustments/ addendums. This is a stone-put event with provided stones (approx. 10 lb). There will be one round of throwing, in which each thrower has three throw attempts.

### **Throwing procedure:**

1. A throwing area and a distance area will be defined. Throwers must stay completely within the throwing area for the entire duration of each throw attempt, and must exit the throwing area out the backline (AWAY from the distance area, i.e. the opposite direction that the stones are thrown). A trig (board/log) will separate the throwing area from the distance area. The trig may not be crossed by competitors at any time.
  - a. The throwing area will be approx. 7 ft long and 5 ft wide.
2. Each competitor will be allowed three throw attempts. Fouls (see below) will still count towards the three attempts, and will score a zero.
  - a. Competitors may stop during a throw attempt and restart the attempt, so long as the stone has not left their hand and no fouls have occurred.
3. The farthest distance of each competitors' throw attempts will be recorded as their score. In the event of a tie, the second farthest distances will be used to decide ranking.
4. The stone must be put with one hand, and must remain against the neck for the entire duration of the throw until the release
  - a. Any throwing style may be used, so long as the above criteria is met, and so long as it is deemed safe by a judge.
  - b. Throwing with or without an approach is allowed (competitors must begin and end throws in the throwing area).

### **Fouls:**

1. Touching the ground anywhere outside of the throwing area or crossing the boundary between the throwing area and the distance area
2. Exiting the throwing area anywhere other than the backline
3. Dropping the stone within the throwing area or throwing in any direction other than towards the distance area
4. Touching the trig on any surface except the surface directly facing the throwing area

**General Notes:**

1. Judges have the right to disqualify any competitor who they deem unable to properly and safely perform throws.
2. Judges have the right to disqualify any competitor displaying poor sportsmanship.
3. Judges may apply a time limit to a throw if they feel it is necessary.
4. No straps or other devices to aid in throwing may be worn. Competitors may wear lightweight gloves to cover their skin.
5. Measurements will be made to the nearest  $\frac{1}{4}$  ". Throw distance will be measured at the front end of the stone.
6. If a judge has any doubts about whether a foul occurred, they should not call a foul.
7. No person may enter the distance area while a throw is occurring.
8. NASGA requires all competitors to wear a kilt. We don't require it, but we encourage it!