

EBAC Archery Club

Range Safety Guidelines

In consideration of being allowed to participate in the EBAC 3-D Archery program, its related events and activities, I _____, the undersigned, acknowledge, understand, appreciate, and agree to:

- NEVER point a bow and arrow at another person.
- NEVER shoot an arrow straight up into the air. You can end up hitting another person or yourself.
- NEVER shoot an arrow off into the distance where you cannot see where it will land. Again, you could end up hitting another person.
- Only use archery equipment in places that are especially set up for target practice - such as indoor and outdoor target ranges.
- REMEMBER, the only safe place is behind the shooting line. Never shoot an arrow until you are positive that no one is in front of you or behind the targets.
- If you look for a lost arrow behind a target, ALWAYS leave your bow leaning against the target face so that it will be seen by other archers coming up. If possible, have one archer from your group stand in front of the target to identify there are people down range. Be courteous to the groups waiting to shoot and limit the time you look for an arrow to just a few minutes.
- ALWAYS be sure to stay on the marked path and travel only in the direction in which the targets are laid out while shooting is in progress. Going backwards on the trail or across an unmarked area could place you in the path of a flying arrow, resulting in serious injury.
- DO NOT shoot arrows with broadheads at standard or 3-D targets. Some clubs set up broadhead pits for such practice.
- Check your arrows regularly for cracks or damage particularly after a miss. If one is found cracked or damaged, break it immediately to insure that it will not be accidentally used. Shooting a cracked or damaged arrow can result in its breaking and causing painful injury to the shooter.
- Regularly check the condition of your bowstring. It's cheaper to install a new string than replace a bow.
- Don't draw the string back except with an arrow on it and, especially, **never release the bowstring without an arrow attached**. Doing so is called dry firing and this can seriously damage the bow.
- NEVER stand in front of a bow while it is being shot, even if you are to one side of the shooter.
- REMEMBER to only nock an arrow after you take your position at the shooting stake (or shooting line at the practice range) and only point the arrow in the direction of the target(s).
- REMEMBER to wait for the word "CLEAR" from last shooter before going toward the targets to retrieve your arrows.
- WALK, don't run toward the targets. Remember that the arrows are sticking out and can injure you.
- When pulling arrows out of a target, stand to one side and insure that no one is directly behind you.
- Carefully follow the instructions given by the Host club Range Captain.

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Traditional Archery Safety items

- Always use a bowstringer for longbows and recurve bows. This will reduce the possibility of damage to the bow and injury to the person.
- Check your bow regularly for cracks or twisting. If in doubt, have it checked by a professional before shooting it any more.
- Don't draw a bowstring back further than the length of the arrow for which it is intended. Overdrawing can break the bow and injure the shooter in the process. There is an old saying that a fully drawn bow is 7/8 broken!

I HAVE READ THE RANGE SAFETY GUIDELINES AND FULLY UNDERSTAND THEM. I AGREE TO SAFELY OPERATE MY BOW AND THAT I SIGNED THIS AGREEMENT FREELY AND VOLUNTARILY WITHOUT ANY INDUCEMENT.

X _____ **EB Badge:** _____ **Date Signed:** _____
Participant's Signature

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3-D Archery Range information/familiarization

As with field archery ranges, the actual land area required between the shooting stakes and targets is a small fraction of the total 3-D range area required. Although the distances shot on a 3-D range average less than those shot on a field range, there are several factors which make the total area requirements greater:

- Arrow speed as well as the probability of arrow ricochet is higher for the 3-D archer than for the field archer.
- Since fabricated backstops are not desired (for the sake of realism), the safety zones should be at least twice the size suggested for a field range. Earthen backstops, however, either man-made or natural, will help quite a bit.
- Paths to and from the target should not be along the sightline between the shooting stake and target, but "Walk Backs" are generally along the sightline in an effort to preserve the natural habitat in front of and behind the target.

A 3-D range is rarely shot the same way twice. That is, either the targets or stakes, or both, are relocated for each tournament. This practice obviously requires a land "reserve" not needed for a permanent range. (Remember however, 3-D ranges with permanent butts or man-made earthen backstops do not have the same freedom of relocating the targets for each shoot. Only the stakes can be moved.)

Ideally, the animal targets should be matched with their habitats. If you use a large variety of targets, then you need a large variety of habitats; thus requiring more land area.

In summary, a rough estimate of the land area required for a 3-D (bowhunter) range is 50% more per target than for a field range. A typical field range requires about an acre per target; therefore, a typical unmarked 3-D (bowhunter) range needs about 1.5 acres per target. Therefore, a 30-target range needs 45 acres minimum. The old adage "more is better" definitely applies when referring to acreage and setting up a 3-D course.

A fun and challenging range can be designed using the available topography. Make sure in the design that safety considerations are always followed. Never position targets in the way of archers, and make sure that safety emergency equipment has full access to your range.

3-D Range Safety

Here are some problems unique to 3-D ranges. When setting up a 3-D target, don't make the shot any different from that you would take in a real hunting situation. Moreover, remember the short person, the left-hander and the light-bowed bowhunter. Some of unique problems may be noted elsewhere:

- Non-yielding obstructions (e.g., trees and limbs) blocking the animal kill area.
- Never have overlapping "miss" areas behind the targets. Because 3-D targets usually don't have backstops and because the unknown distance portion of 3-D increases the probability of more missed shots. Special care must be taken to make sure that a missed arrow doesn't end up behind another target.
- Elevated platform/treestand shooting is fun although shooting from elevated platforms often creates bottlenecks. Don't make the shots ridiculously difficult, e.g. like hanging out over the railing. Also, make sure that the bow limb won't slap any part of the tree or platform upon release.
- Ensure the "On Deck" area and shooting stakes of the next target are not in the danger zone of the preceding target. The NFAA's safety buffer rule is even more important on a 3-D/bowhunter course, especially if it's heavily wooded areas where misses may ricochet.
- Targets should be set up to insure that no one can be accidentally hit by a stray arrow. Allow at least two times the shooting distance in yards behind the target for a buffer zone and a 30 -45 degree "cone of safety" on each side of the shooting lane. A 30 degree cone of safety equates to a side-to-side buffer equal to the distance of the shot, e.g. a 40 yard shot would have a minimum of a 20 yard buffer on each

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side of the target. A 45 degree cone of safety has a safety area equal to the shooting distance on each side of the target. **Note:** See Figure 1 on Page 4

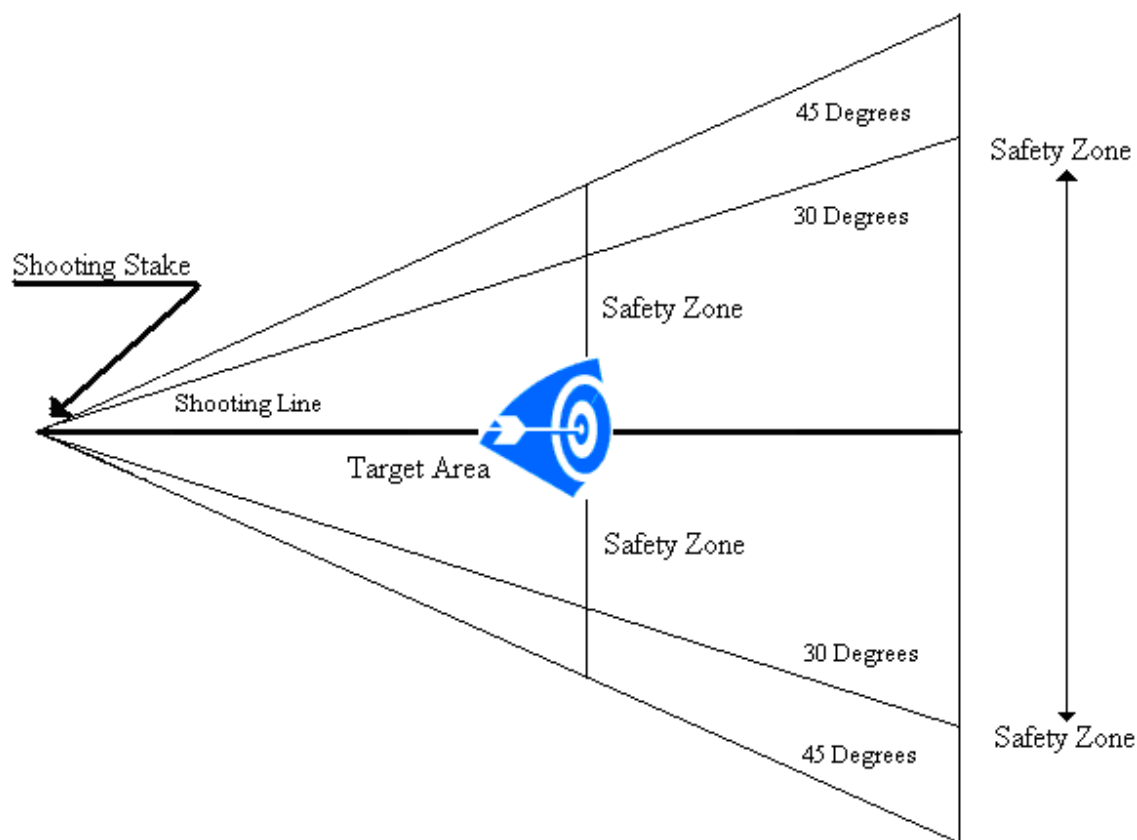


Figure 1 Target Safety Zone