

# Kentucky District Archery Rules and Guidelines

## CATEGORIES:

Each age group will comprise a category.

- Ranger Kids
- Discovery Rangers
- Adventure Rangers
- Expedition Rangers
- Adult Rangers Must be a member of a currently chartered outpost.

## AWARDS:

The Kentucky District Royal Rangers will present awards for 1st through 3rd place in each age group attending the virtual Pow Wow.

## EQUIPMENT:

Mathews Genesis® compound bow and SKY Archery® recurve and longbows are available at discount pricing for non-profit organizations from Centershot Ministries. ([www.centershotministries.org](http://www.centershotministries.org))

For more information on SKY Breeze and SKY Hurricane Bows, please see: [www.SKYarchery.com](http://www.SKYarchery.com)

- Any recurve or longbow bow may be used.
- Only Genesis® compound bows may be used. (Use only the Genesis Original or Mini Bows. Use of the Mini Bows are for boys 8 years of age and younger. The Genesis Pro Bow is not to be used for postal match competitions.)
- No sights or sighting aids may be used on any bow.
- No mechanical release aids may be used (fingers only).
- Finger tabs and arm guards are allowed.

## MATCH RULES

### General

Archers shall be assigned a target, and only arrows on that target, shot by the assigned archer will be counted and photographed for score.

No more than two competitors may shoot on each target at one time.

When more than one archer is shooting at the same target, the arrows must be identifiable to each archer by either color or other markings. Tape shaft of arrow or magic marker.

### Shooting Distance:

Archers will shoot straddling a shooting line marked 15 yards from the targets.

# Kentucky District Archery Rules and Guidelines

## Targets:

Only 80 cm FITA-face (80 cm in diameter) five color, ten-ring target may be used.

Can be purchased from [Amazon](#)

## Arrows:

All arrows must have target or field points only (no broad heads) and must be shot from bows using only the fingers with no sights. Easton 1820 Genesis arrows are recommended.

## Practice:

Archers may practice for as many arrows or any amount of time the instructor allows. The instructor must declare that the scoring has begun before the first arrows are shot for score.

## Time Control:

Archers are allowed 2 minutes for 5 arrows. Instructor will announce when there are 30 seconds remaining if any archer has not shot all their arrows.

## Scoring:

Archers will shoot 2 ends of 5 arrows each for a total of 10 arrows, 10ring scoring, with a total of 100 points possible.

Scorers will take photo of the target of each individual shooter and place name and group with said photo. RK Johnny Boy, DR John Jones. If 2 shooters are shooting at one target identify by arrow markings to be scored correctly in photograph,

Any arrow that hits outside of the scoring rings or misses the target will not be scored.

Scoring should be photographed by outpost commander or the Pastor of the church.

An arrow will be scored according to the position of the shaft on the target face. If the shaft touches two colors or touches any dividing line between two scoring zones, the arrow will score the higher value of the two zones involved.

Neither arrow nor the target face should be touched until all the arrows on that target face have been photographed.

## Tie Scores:

In the event of a tie score, the participant with the greater number of highest scoring arrows will be the winner. Count the number of 10-point scoring arrows. If still tied, count the number of 9-point scoring arrows and continue until the tie is broken.

# Kentucky District Archery Rules and Guidelines

## Basic Instructions for Conducting the Virtual Pow Wow Archery Tournament

1. Download all postal archery tournament event information.
  1. [NSSP Archery Postal Match Score Form \(fillable\)](#)
  2. Photos of individual targets with Name and group must accompany the above form.
2. Secure equipment.
3. Instruct in archery safety.
4. Practice the skills.
5. Scheduled September 12, 2020 archery tournament event.
6. Review all information and rules before the event.
7. Photograph everyones target for scoring by the Kentucky District Royal Rangers
8. Confirm the name on images and age group.
9. Confirm that ALL contact information is included on the reporting form.
10. Send in results Kentucky District Royal Rangers, information will be provided upon registration.
11. If you have any questions, you may contact Gilbert Kerby, District Director of Kentucky District Royal Rangers.

The Kentucky District Royal Rangers promotes safe and responsible participation in shooting sports please follow all guidelines for archery.

Send all photos, videos, and documents to Gilbert Kerby, Jess Craig, and Mike McClure emails on website.

# **NRA/NSSP B.B. Gun Postal Match**

NRA and the Royal Rangers have developed a shooting program to offer Royal Rangers across the country an opportunity to participate in several nationwide postal matches.

## **PREREQUISITE**

It is **recommended** that Firearm Safety and Marksmanship merits be completed prior to participation in the postal programs.

## **MATCH CONDITIONS**

Eye protection is required during this event by the Royal Rangers.

## **ELIGIBILITY**

Ranger Kids, Discovery Rangers, Adventure Rangers, Expedition Rangers and Adults commanders

## **FIRING DATES**

Competition will begin on September 12, 2020 must be returned to Kentucky District Royal Rangers. Contact Gilbert Kerby for more information.

## **FEES**

Covered by registration for Virtual Pow Wow

## **AWARDS**

1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> Place trophies will be awarded to the top scorers attending the Virtual Pow Wow of each age group.

## **ADMINISTRATION**

All scoring should be done by the Outpost Commander or the Pastor of their church.

[NSSP BB Gun Postal Match Score Form \(fillable\)](#) individual targets must also be submitted with scoring results to the Kentucky District Royal Rangers.

## **TARGETS:**

## **SCORING**

Each target must be submitted to Kentucky District Royal Rangers. Contact Gilbert Kerby.

## **AWARDS**

Individuals – 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place will be determined by the highest score attending the Virtual Pow Wow and participating in the event. Each age group will be eligible for a trophy. RK, DR, AR, ER and Adults Rangers.

## **CATEGORIES**

Ranger Kids, Discovery Rangers, Adventure Rangers, Expedition Rangers and Adult Rangers.

## **RULES**

Current NRA BB Gun Rules will govern this competition. Rule Books may be obtained on line at: <http://competitions.nra.org/official-nra-rule-books.aspx>

## **BB GUN EQUIPMENT**

See rule 3.1 NRA BB Gun rule book.

## **BB GUN TARGETS**

Royal Ranger official target available for download.

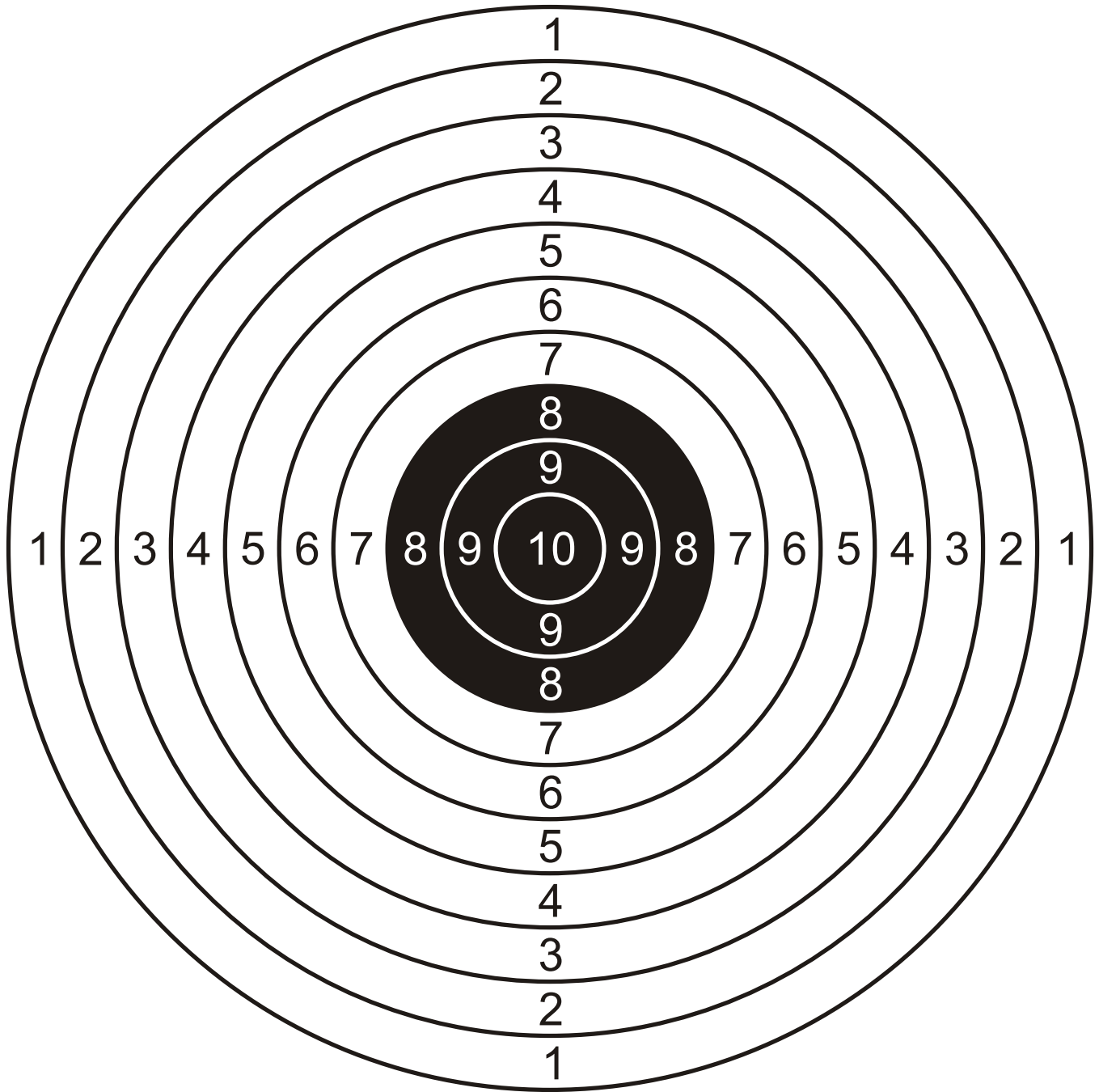
## **COURSE OF FIRE – 40 SHOTS TOTAL**

Five (5) shots will be fired from 5 meters in each of the four (4) positions. One shot per record bullseye:

5 shots PRONE,  
5 shots STANDING,  
5 shots SITTING and  
5 shots KNEELING

TEN minutes will be allowed to fire all 5 shots for each position. Unlimited sighting shots are permitted but must be fired within the 10 minute time limit.

# Official Royal Rangers BB Gun Target TQ-40



Name: \_\_\_\_\_ Age: \_\_\_\_\_

# Entry Way Judging Form

Circle one from each category:

Outpost # \_\_\_\_\_ on Entry Way

Present = 5  
Not Present = 0

Theme Related:

Very Much So = 3  
Yes = 2  
Somewhat = 1  
No = 0

Quality of Workmanship: 5 4 3 2 1 0  
Evident skill, sturdiness, before POW-WOW, variety of materials, colorful, attractive – eye appeal etc.

Theme Related: 5 4 3 2 1 0  
theme clearly present and makes up entire construction, clearly thought out theme relationship and layout, etc.

Originality & Difficulty of Construction: 5 4 3 2 1 0  
Fresh new ideas not reused entry way, clever, basic construction or something requiring some Ingenuity and effort etc.

Total Points \_\_\_\_\_

**Note!!!** The Entry Way may be built at the outpost and assembled at Pow-Wow. It is to be planned and built by the **boys and leaders** of the outpost. Commanders will assist in design and some construction. However, **allow your boys to build much of this!!!** *Their own work is what we are looking for and is what they will be judged on and most proud of. Let them make memories, don't try to make them for them, it won't work my friend.*

It is an extremely difficult judgment call to say the Entry Way is totally adult built and therefore you're on your honor. Men, we are relying upon your integrity to verify that your boys helped designed and built this Entry Way. Therefore, I am asking you to sign the following statement and then post this Judging form on your Entry Way prior to the inspection on Saturday. **Thank you for your cooperation in this matter.**

By signing my name to this form, I testify to the fact that the boys of my outpost did most of the work and design to bring this Entry Way into existence

Signature of Senior Commander at Pow Wow

---

**Send all photos, videos, and documents to Gilbert Kerby, Jess Craig, and Mike McClure emails on website.**

## KENTUCKY DISTRICT FIRE BUILDING CONTEST RULES

Check with your local community fire regulations before running this event.

Tender is intended to get the fire going, not to create a tall flame, but to establish a flame for a hotter and tall flame. Refer to the Royal Rangers leader's manual and the camping guide on fire building.

1. Use only the wood that has been supplied, no additions. Maximum length is 13 inches for tender or fuel. One inch in diameter is recommended. You will need to split some of the wood smaller so it will burn faster. Any wood longer than the maximum or if it is used improperly will disqualify the team.
2. Matches only to start the fire (bring your own). Add no tinder to the fire after the flame has been established unless the fire is going out.
3. Nothing can be placed under the string until starting time. Touching the strings prior to starting will loosen them and be harder to burn, touching strings after the fire is started can cause the string to break, resulting in a disqualification of the team.
4. Commanders may coach only! You are not to touch a piece of wood. Handling of wood can only be by the two rangers that are on the fire line.

**Bailing Twine is required. Can be found at your local hardware store or Amazon.**

1<sup>st</sup> string 18" off the ground

2<sup>nd</sup> string 24" off the ground

3<sup>rd</sup> string 30" off the ground

Space approximately 48" between fires

Stopwatch to record time it took to burn all 3 strings and picture of winners.

The time result will be used to award trophies to each age group attending Virtual Pow Wow.

Safety is a big concern: clear your area. Keep all wood at least two feet away from the fire area. Bring water to put out the fire after the contest and buckets to clean up. This is a joint task. When you win, please let the person in charge know you outpost number and names of all those on the team for awards.

You may have only three rangers on the fire line at one time, extra's can be used for wind shields if needed, they may not touch the wood.

Example: Maximum of three rangers per team, can use less if needed.

Discovery – three needed: You may have as many extras in that grade level that want to.

Adventure – three needed: Minimum one Adventure one or more of lower grade level if needed.

Expedition – three needed: Minimum one Expedition one or more of lower grade level if needed.



Send all photos, videos, and documents to Gilbert Kerby, Jess Craig, and Mike McClure emails on website.

# Fishing Tournament Rules

The rules for the fishing tournament are simple. Submit the length of the fish along with a photo of the boy holding his catch. Name and age of the boy are required. All four age groups can participate. Ranger Kids, Discovery Rangers, Adventure Rangers and Expedition Rangers. 1st, 2nd, and 3rd place trophies will be awarded to the largest catch attending Virtual Pow Wow.

Send all photos, videos, and documents to Gilbert Kerby, Jess Craig, and Mike McClure emails on website.

This is an FCF Throwing event at Virtual Pow Wow.

Target backing will be a pine round with playing cards placed on the pine round as targets.

Points will be awarded as follows:

3 points – center punch on playing card, without cutting outer edge.

2 points – Striking the card and cutting edge of playing card

1 point – Striking pine round without hitting card

0 points – miss There will be a series of 10 games thrown.

Each game the tomahawk will be thrown 5 times apiece, each throw will be scored as listed above. There will be a minimum distance foul line set 10' from the face of pine round. All adult "Old Timers" will be required to throw from behind the minimum distance foul line. This rule is modified for "Young Bucks" and they can throw at a closer distance. (10' foul line will be used as a reference point for all throwers)

Young Bucks will be broken down by age group, Discovery Rangers, Adventure Rangers and Expedition Rangers. 1st-3rd trophies will be awarded to each age group that attend Virtual Pow Wow.

Tomahawk Requirements:

Length of handle: NO restrictions Style: should be of traditional styling (spiked and double bit hawks are not allowed)

Handle: wooden handles only ( NO composites allowed)Cutting

Face: Minimum 2", Maximum 4" measured along cutting edge.

Wraps: all wrapping must be of natural material, I.E. leather Tomahawk will be thrown from the 1, 1 ½ and 2 spin.

Scoring Requirements:

Photos of each individual target and person name must be submitted for scoring to the Kentucky District Royal Rangers. Contact Gilbert Kerby or Jess Craig. For more details contact Jess Craig, FCF President.

# Outpost PATROL SPIRIT Judging Sheet

For all assemblies judging sheet

Yes = from 1 to 5 points

No = 0 point

All boys look alike (All Commanders and Boys resemble)	Yes		No	
Stand at "Attention" during assembly devotion and flag raising	Yes		No	
Patrol song loud and clear	Yes		No	
Have a drummer	Yes		No	
Noise makers	Yes		No	
Have a mask cot	Yes		No	
Have a Patrol Yell	Yes		No	
Have a patrol Dance or march	Yes		No	
Have a patrol Flag or Standard	Yes		No	
Boy lead commander facilitated	Yes		No	

Saturday morning assembly      POINTS      \_\_\_\_\_

Saturday night skit                      POINTS      \_\_\_\_\_

Sunday morning bonus                      POINTS      \_\_\_\_\_

Total Points      \_\_\_\_\_



# Kentucky District Photograph Release Form

Turn in with video's and photo's

I hereby authorize Kentucky District Royal Rangers, hereafter referred to as "Kentucky District Royal Rangers," to publish photographs taken on the dates in the registration form above, of myself and/or the minor child or children listed below, and our names and likenesses, for use in the Kentucky District Royal Rangers' print, online and video-based marketing materials, as well as other Kentucky District Royal Ranger publications.

I hereby release and hold harmless Kentucky District Royal Rangers from any reasonable expectation of privacy or confidentiality for myself and for the minor child and children listed below associated with the images specified above. Further, I attest that I am the parent or legal guardian of the child or children listed below and that I have full authority to consent and authorize Kentucky District Royal Rangers to use their likenesses and names.

I further acknowledge that participation is voluntary and that I, the minor child, or minor children will not receive financial compensation of any type associated with the taking or publication of these photographs or participation in Royal Ranger marketing materials or other Royal Ranger publications. I acknowledge and agree that publication of said photos confers no rights of ownership or royalties whatsoever.

I hereby release Kentucky District Royal Rangers, its contractors, its employees and any third parties involved in the creation or publication of Kentucky District Royal Ranger publications, from liability for any claims by me or any third party in connection with my participation or the participation of the minor children listed below.

### Authorization:

Printed Name: \_\_\_\_\_

Signature: \_\_\_\_\_ Date: \_\_\_\_\_

Street Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Relationship to Children: \_\_\_\_\_

Name and Ages of Minor Children:

Name: \_\_\_\_\_ Age: \_\_\_\_\_

Name: \_\_\_\_\_ Age: \_\_\_\_\_

Name: \_\_\_\_\_ Age: \_\_\_\_\_

Name: \_\_\_\_\_ Age: \_\_\_\_\_

Name: \_\_\_\_\_ Age: \_\_\_\_\_

Send all photos, videos, and documents to Gilbert Kerby, Jess Craig, and Mike McClure emails on website.

## Kentucky District Royal Rangers Pine Car Derby Rules for District Sanctioned Events

The following are guidelines and specifications for the Pine Car Derby Race. These guidelines and specifications will be used at the District sanctioned events.

### General Rules and Pine Car Specifications

1. A contestant may enter only one car per racing class.
2. In order to be eligible for competition (either racing or workmanship), a car must fit on and roll down the track without interfering with any other car.
3. Cars (except those entered in the unlimited class) must meet the following specifications. **Note:** Check the kit block before you start to make sure that it does not exceed any of the requirements.
  - A. **Maximum Length** (including all attachments) 7 ½ inches
  - B. **Maximum Width** 2 ¾ inches
  - C. **Maximum Height** 3 inches
  - D. **Maximum Weight** 5 1/2 oz. (156 grams)
  - E. **Minimum Under Car Clearance** 3/8 inches
  - F. **Minimum Distance Between Wheels** 1 ¾ inches

**Recommendation:** Each outpost should build or obtain a jig that checks all dimensions specifications at one time

4. Pinewood Derby cars may be made from other kits that meet the specifications listed under Pinewood Derby Kits. The contestant must use the parts provided in the kit for their intended use.
5. The contestant may add weights to the car in order to bring the car to the maximum allowed weight. Weights must be an integral part of the car. They may be placed inside the block, mounted as an ornament, or be otherwise permanently attached. Weights may not be taped or set on a car. If weights or any other part of a car comes off during a heat, the heat will be re-run. If the same car or parts leave the track again, the car is disqualified from racing. No heat/race will be delayed while repairs are made.
6. Once a car has been registered, no further work may be done to it. A place should be designated to lubricate and work on cars before they are registered.
7. The following racing classes are recommended:
  - A. Ranger Kids
  - B. Discovery Rangers
  - C. Adventure Rangers
  - D. Expedition Rangers
  - E. Adults
8. The District will only be judging for originality since we have no control of time trials. For the judging to take place send a picture of each entry with the boys name. There will be a 1st, 2nd and 3rd place winner from the District.

**National Royal Rangers Office**  
**Pinewood Derby Rules for National/Regional Sanctioned Events**

8. **Open Class:** This class is open to any family members and leaders of a person entering classes A through E. All rules apply. There may be more than one open class depending on the number of entries.
  
9. **Grand Champion:** All first through third place winners in each class, except unlimited class, may compete in the final racing after all other races are completed. This competition will be called "Grand Champion."
  
10. **Workmanship/Design:** Each contestant may enter one car in this event per class they enter. It does not have to be the same car entered in the race, but it must meet the same qualifications (fits on and is able to roll down the track) as cars entered in the race classes.
  - A. The judges will not converse while judging.
  - B. Any comments will be in writing and consist of the car number and score using the "Workmanship Judging Scoring Sheet." (A sample form is available in ***Pinewood Derby Racing***, available from Gospel Publishing or through the
  - C. Score sheets will be given to the officer in charge as soon as a judge has completed judging.
  - D. These are the areas to judge cars in:

Originality, Craftsmanship, Color and Appearance will be used to determine the District winners.

**Originality:** Was the design the idea of the artist himself? How much creative thought went into the design. (Score 0-20)

**Craftsmanship:** (The skill the workman showed in cutting, carving, sanding and detailing the car.) Did the owner make the car's extra ornaments or were they something bought and attached? (Score 0-50)

color and paint even all over? Is the appearance pleasing to the eye? (Score 0-30)

**Color and Appearance:** What is the outward appearance? Is the painting of the car appealing?

**Hold your race and have fun, but be sure to send in those photos and boys names to win Design.**

**Contact person reporting tournament results**

Name: \_\_\_\_\_  
 Phone Number: \_\_\_\_\_  
 Email address: \_\_\_\_\_  
 District Name: \_\_\_\_\_



**NRA/NSSP BB Gun Postal Match**

Date Fired: \_\_\_\_\_

Name	Outpost #	Age	Team	
Address	City		State	Zip

Prone	Standing	Sitting	Kneeling	Grand Total

Name	Outpost #	Age	Team	
Address	City		State	Zip

Prone	Standing	Sitting	Kneeling	Grand Total

Name	Outpost #	Age	Team	
Address	City		State	Zip

Prone	Standing	Sitting	Kneeling	Grand Total

Name	Outpost #	Age	Team	
Address	City		State	Zip

Prone	Standing	Sitting	Kneeling	Grand Total

Name	Outpost #	Age	Team	
Address	City		State	Zip

Prone	Standing	Sitting	Kneeling	Grand Total

Name	Outpost #	Age	Team	
Address	City		State	Zip

Prone	Standing	Sitting	Kneeling	Grand Total

Name	Outpost #	Age	Team	
Address	City		State	Zip

Prone	Standing	Sitting	Kneeling	Grand Total

Witness #1 \_\_\_\_\_

Witness #2 \_\_\_\_\_

Contact person reporting tournament results

Name: \_\_\_\_\_

Phone Number: \_\_\_\_\_

Email address: \_\_\_\_\_

District Name: \_\_\_\_\_



**NSSP BB Gun Team Score Card**

Date Fired: \_\_\_\_\_

Team Name

Name	Outpost	Age	Score

Name	Outpost	Age	Score

Name	Outpost	Age	Score

Name	Outpost	Age	Score

Name	Outpost	Age	Score

Total



**Contact person reporting tournament results**

Name: \_\_\_\_\_  
 Phone Number: \_\_\_\_\_  
 Email address: \_\_\_\_\_  
 District Name: \_\_\_\_\_



**NSSP Archery Postal Match**

Date Fired: \_\_\_\_\_

Name	Outpost #	Age	Div T/C*	Total Score	End 1	End 2	End 3	End 4	End 5	End 6	Grand Total
Address	City		State	Zip							

Name	Outpost #	Age	Div T/C*	Total Score	End 1	End 2	End 3	End 4	End 5	End 6	Grand Total
Address	City		State	Zip							

Name	Outpost #	Age	Div T/C*	Total Score	End 1	End 2	End 3	End 4	End 5	End 6	Grand Total
Address	City		State	Zip							

Name	Outpost #	Age	Div T/C*	Total Score	End 1	End 2	End 3	End 4	End 5	End 6	Grand Total
Address	City		State	Zip							

Name	Outpost #	Age	Div T/C*	Total Score	End 1	End 2	End 3	End 4	End 5	End 6	Grand Total
Address	City		State	Zip							

Name	Outpost #	Age	Div T/C*	Total Score	End 1	End 2	End 3	End 4	End 5	End 6	Grand Total
Address	City		State	Zip							

Name	Outpost #	Age	Div T/C*	Total Score	End 1	End 2	End 3	End 4	End 5	End 6	Grand Total
Address	City		State	Zip							

\* Div T: traditional (recurve or longbow)  
 Div C: compound (Mathews Genesis)