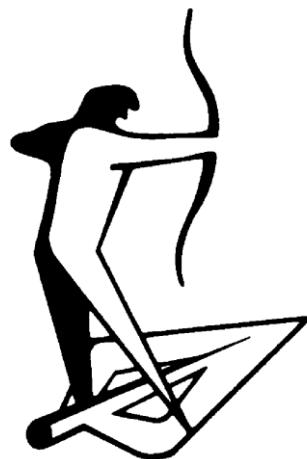


Massey Archery Club Inc.



Bylaws of Massey Archery Club

Date: 21 August 2024.



STANDING RULES

1. Membership Categories

- a. Adult Member
 - i. Any member 18 to 64 years at the time of joining or renewing a membership.
- b. Adult Couple
 - i. Two Adults living at the same address.
- c. Junior Member
 - i. Any member 17 years and under at the time of joining or renewing a membership.
- d. Senior Member
 - i. Any member 65 years or over.
- e. Senior Couple
 - i. Two Seniors living at the same address.
- f. Family Membership
 - i. To qualify for a family membership the parent/guardian/caregivers must qualify for an adult or senior membership and be living under the same roof with participating dependents 17 years or under at the time of joining or renewing a membership.
 - ii. The tiered family membership structure includes the following:
 - 1. 1 parent/guardian/caregiver and 1 child
 - 2. 1 parent/guardian/caregiver and 1+ child
 - 3. 2 parents/guardian/caregivers and 1+ child
 - 4. 2 parents/guardian/caregivers and 2+ child
 - 5. 2 parents/guardian/caregivers and 3 +child
- g. Complex Couple
 - i. One Adult and One Senior living at the same address.
- h. Social Member
 - i. Social membership may be obtained by any person who is not a participating archer.
- i. Associate Membership
 - i. Associate Membership is available to any financial member of an archery club or society in New Zealand and as such shall be entitled to
 - 1. A reduced membership fee as set out by the committee.
 - 2. Eligible to attend club day shoots and use of the bar and clubhouse facility.
 - ii. An Associate Membership shall not be entitled to:
 - 1. Club membership voting rights.
 - 2. To win trophies from the club championships or attain club badges.
 - 3. To represent Massey Archery Club at competitions.
 - 4. NZFAA Membership.

2. Vacancies

- a. The Committee may appoint any current member to replace Committee vacancies.

3. Subscriptions

- a. Membership fees are to be paid at the time of the corresponding membership application and includes all range fees. A grace period of 30 calendar days is permitted before an existing membership expires, at which point the member is removed from the active membership list with the withdrawal of all rights and privileges. Note fees include all weekly range fees.

4. Complaints

- a. All complaints must be in writing and addressed to the Committee, or to the Board of Trustees (BOT) if the complaint is in relation to a committee member. The Committee or BOT (as the case may be) alone are to ascertain whether the complaint is deemed to be 'serious misconduct'. If the complaint is not deemed to be serious misconduct requiring expulsion, the Committee or BOT are to mediate between the complainant and the accused to find an agreeable solution. The decision of the Committee or BOT as to any required disciplinary action shall be final.

5. Alcohol/Smoking/Vaping

- a. No alcohol is to be consumed on the course/range. No archer may shoot while under the influence of alcohol. Disciplinary action may be recommended by the Field Captain.
- b. No Smoking or Vaping at all times anywhere within the MAC site except the carpark.

6. Tournaments – The following tournaments shall be held annually dates to be set by the Committee:

- a. Hinchco Memorial (targeted for September)
- b. Longbow Safari (targeted for February)
- c. Club Championship
 - i. Bowhunters
 - ii. IFAA

7. An honours board shall be maintained annually.**8. Training**

- a. Coaching shall be made available to all new members either via the club or external providers, refer website for details.

9. SHOOTING RULES**a. Broadheads**

- i. No broadheads shall be taken or used on the course. They may be used on the practice range if the shooter has bought their own broadhead target and may only shoot at that target.

- b. Property
 - i. The course property is to be observed as a sanctuary. All wildlife and fauna on the property are protected.
 - ii. A Pest management program is carried out under the guidance of the committee to protect the wildlife and fauna.
- c. Approval to Shoot on Course
 - i. That no person other than a Massey Archery Club member or associated New Zealand or Australian club member be allowed to shoot on our courses without a member of Massey Archery Club being always present.
Non-member shooters must pay the non-member shoot fee for every round shot.

10. OFFICERS POWERS

- a. President
 - i. Spokesperson (and non-voting representative on the BOT)
- b. Vice President
 - i. Understudy and back up for President
- c. Secretary
 - i. Correspondence and minutes (and a non-voting representative on the BOT)
- d. Treasurer
 - i. Monitor books, sales, etcetera, of bar and all.
- e. Field Captains
 - i. Control shooting, supervise course/range.
- f. Club Captain
 - i. Promote social and interclub activity.
- g. Registrar
 - i. Shooting results, merit system, trophies
- h. Committee
 - i. Duties as may be allocated from time to time.

11. CLUB ROUNDS AND BADGE SYSTEM

- a. The Club round shall be a 28-target round. Any such round is to be based on specifications approved by the Committee from time to time.
- b. The Club badge system shall be based on the Club round.

CLUB RULES

12. CLUB RULES

- a. No persons under the age of 20 years old will be served alcohol on the Club premises. Identification must be produced on request.
- b. A reasonable standard of dress is required.
- c. Bad language and abusive behaviour will not be tolerated.
- d. All visitors must be signed in. Members are restricted to two (2) guests and members are responsible for their guests.
- e. Guests are allowed no more than four visits to the Club in any single financial year, after which they will be asked to apply for Social Memberships. Non shooting parents of juniors will be exempt from this rule.
- f. No alcohol is to be brought into or removed from the Club premises and no shooting under the influence of alcohol.
- g. The Club premises must be vacated 30 minutes after the bar has closed.
- h. No illegal drugs are permitted on the Club premises. Instant expulsion will result, and details of the offence supplied to the Police.
- i. Responsibility of children on the Club premises is entirely up to the parent, guardian or nominated caregiver.
- j. No unauthorised gambling on Club premises.
- k. All membership cards must be produced on request.
- l. In the event of any dispute in the Club house or grounds, the decision of the President or person designated by the President will be final.
- m. All Rules must be strictly adhered to.
- n. Cubs under 13 years of age must be accompanied by a parent/guardian/nominated caregiver while on the course.
- o. Safety:
 - i. It is highly recommended that high visibility clothing or equipment is worn by all archers. The following notes provide context:
 1. Walkers accompanying cubs or juniors are to wear a high visibility vest.
 2. Archers' high visibility clothing can include coloured items i.e., typical fluorescent colours or colours that can be seen while walking through the bush, ideally not green or camo.
 3. Archers' high visibility clothing and equipment can include:
 - a. Tee-shirts / shirts
 - b. Caps
 - c. Raincoats
 - d. Pants
 4. Anyone navigating through the shooting areas, undertaking maintenance at the same time archers are open to shoot, must wear bright clothing or equipment.
 5. Working bees should be undertaken with the courses closed, removing the need to wear high visibility clothing.
 - ii. All targets can only be shot from their designated pegs.

BOWHUNTER COURSE RULES

13. BOWHUNTER COURSE RULES

a. GROUP SIZE

- i. All groups must consist of at least two (2) Club members (one (1) of whom must not be related to the others) for the scores shot to be recognised for Club badges or record purposes.
- ii. The first name called out by the President (or his stand in) when the groups are sent off is to be the group leader of the group.

b. CLUB DAYS

- i. A Club Day is any Sunday, except for when the Club is closed over the Christmas break. Scores will be recognised for Club badges or record purposes if they are shot in an appropriately sized group, as above a "i", on any day of the week.

c. SCORE CARDS

- i. Scores must be recorded on the Club's official scorecards. When you fill in the scorecards, write in the appropriate places the shooter's full name, date, division, and peg shot from. The scorer and card owner must sign the card to officialise it. If the scorer is the archer, another non family member of the group must sign the card for it to be recognised by the Club.
- ii. If you shoot a qualifying score, you must indicate that on the score card. For example, if you have shot your first 500 and want to qualify for a Blue 500 badge, write at the top of the card "Qualify Blue 500".

d. SHOOTING RULES

- i. When you are ready to shoot your foot must be behind but touching the peg (you are not allowed in front of the peg). If the shot is a kneeling shot it is acceptable to touch the peg with your knee or leg.
- ii. When drawing back the bow the tip of the arrow must not be pointed higher than shoulder height. This is a safety rule to protect against an accidental release.
- iii. If further shots are required, move to the next closest peg (this is not optional). e.g., if you are a red peg shooter you must move to the white peg for the second shot and the blue peg if you require a third shot.
- iv. If the group leaders feel that the shooting position is dangerous, he may alter the position for that shot and inform the Course Captain as soon as possible after the end of the round.
- v. If the group leader feels it is unwise for a novice to shoot from a normal peg, for safety to difficulty reasons, he may assign another shoot position to the novice.
- vi. A member of the group should stand behind the archer shooting so that they can witness any possible pass throughs or bounce outs.
- vii. Cubs under 13 years of age must be accompanied by a parent/guardian/nominated caregiver while on the course.

e. SCORING RULES

- i. When an arrow is marginal (e.g., not sure if it is a body or a miss) it only has to touch the line to score. If you are not sure, look down the shaft. If there is any gap between the arrow and the score line, it doesn't score.
- ii. Do not touch or pull-out arrows until the scores are written down.
- iii. In the case of a pass through or a bounce out the score will stand if it was witnessed by a reliable group member. If not, the score is not to be recorded.

f. COURSE SAFETY

- i. When walking around the course make sure you follow the course markers and when your round has finished, walk out following the markers. Never walk backwards around the course or cut across the course to get out.
- ii. If your group is very slow, and you are holding up groups behind you, if all agree you may allow the group behind you to pass through. Also, if your group is slow getting away from a target and there is another group waiting to shoot the same target, make sure to indicate when you are well out of the way by calling "CLEAR".
- iii. If you are searching for a lost arrow behind the target bale, make sure you drape your bow across the target face to indicate to others when they approach the shooting peg of your presence. Alternatively make sure at least one archer is standing in front of the bail when other members of the group are looking for arrows.
- iv. If you approach a peg and there is a bow across the target face, you must not shoot the target.
- v. Never shoot a target unless you are sure the preceding group is well clear of the arrow path.
- vi. Only the Course or Field Captains may move any foliage on the course. Do not move foliage to get a clearer shot.
- vii. Targets can only be shot from their designated pegs.

14. SAFARI TOURNAMENT RULES**a. Tournament Focus**

- i. The Massey Safari may also host the New Zealand Longbow Championships and should be focused on allowing the longbow archers of the country to show their skills in that discipline.
- ii. The Massey Safari is aimed at being a top-level tournament for the bow hunter style of archer, mixing an element of fun with an element of challenge.

b. Tournament Courses

- i. The Safari courses are to be organised and can include the following:
 1. A prime course consisting of either a Long Walk round or five 10 target rounds.
 2. 1 Hunter course (string course) of approximately 6 targets.
 3. Specialties consisting of 4 targets. These may be separately shot or part of the course at the Course Managers discretion.
 4. Knife and Axe throwing course/event.
 5. Bow Birds – for longbow competitors only.

6. Additional specialty or spectator events at the Shoot Directors discretion.
- c. Competitions

Competitions will be recognized with certificates and appropriate trophies etcetera, awarded as follows:

 - i. Archery divisions (as determined by the committee) based on the sum of the score(s) of the archery course(s).
 - ii. Hunter winner based upon the highest score from the Hunter course.
 - iii. Specialty winners (longbow and open) based on accumulated scores from the specialty courses.
 - iv. Knife and Axe winners based on scores from those events.

CLUB BADGE SYSTEM

15. CLUB BADGE SYSTEM – BOWHUNTER COURSE

- a. The three (3) required scores for any badge must be scored within the same 12-month period.

Yellow Badge Shooting from the yellow peg

- New / novice archers may shoot from the yellow peg.
- Three (3) scores 400 or over earns an archer their Yellow 400 badge.

Blue Badges Shooting from the blue peg:

- Three (3) scores 400 or over earns an archer their Blue 400 badge.
- Three (3) scores 450 or over earns an archer their Blue 450 badge.
- Three (3) scores 475 or over earns an archer their Blue 475 badge (String Bows only).
- Three (3) scores 500 or over earns an archer their Blue 500 badge.

The Blue 500 badge should be obtained before an archer can progress back to the white peg.

White Badges Shooting from the white peg:

- Three (3) scores 400 or over earns an archer their White 400 badge.
- Three (3) scores 450 or over earns an archer their White 450 badge.
- Three (3) scores 475 or over earns an archer their White 475 badge. (String Bows only)
- Three (3) scores 500 or over earns an archer their White 500 badge.

The White 500 badge should be obtained before an archer can progress back to the red peg.

Red Badges Shooting from the red peg:

- Three (3) scores 400 or over earns an archer their Red 400 badge.
- Three (3) scores 450 or over earns an archer their Red 450 badge.
- Three (3) scores 475 or over earns an archer their Red 475 badge (String Bows only).
- Three (3) scores 500 or over earns an archer their Red 500 badge.
- Three (3) scores 520 or over earns an archer their Red 520 badge.
- Three (3) scores 530 or over earns an archer their Red 530 badge.
- Three (3) scores 540 or over earns an archer their Red 540 badge.
- Three (3) scores 550 or over earns an archer their Red 550 badge.

The Red 500 badge should be obtained before an archer can progress back to the silver peg.

Silver Badges Shooting from the silver peg:

- Three (3) scores 475 or over earns an archer their Silver 475 badge (String Bows only).
- Three (3) scores 500 or over earns an archer their Silver 500 badge (String Bows only).
- Three (3) scores 520 or over earns an archer their Silver 520 badge.
- Three (3) scores 530 or over earns an archer their Silver 530 badge.
- Three (3) scores 540 or over earns an archer their Silver 540 badge.
- Three (3) scores 550 or over earns an archer their Silver 550 badge.

CLUB BADGE SYSTEM

16. CLUB BADGE SYSTEM – IFAA COURSE

- a) Each badge is obtained by shooting 3 qualifying scores from either IFAA Field or IFAA Hunter rounds within a 12-month period.
- b) IFAA Badges are earned over 28 targets. Where there are only 14 IFAA targets on the course, then 2 rounds are shot on one day to qualify for the appropriate badge.
- c) The IFAA badge system applies to scores shot from the **senior** peg only.
- d) There are 5 different colours through the badge system so you can see immediately how well everyone is doing. This gives the archer an added sense of achievement as they complete a colour block.
- e) You must complete each round accompanied by at least 1 other club members, 1 of whom may not be a family member.
- f) For the qualifying score to be recognised for badge purposes, the scorecard must be dated, and you and the scorer must sign it. For the scorer's own card, another non family member must sign the card. Place the completed scorecard in the scorecard box at the club or hand to the registrar on the day.
- g) A qualifying scorecard must be marked '**Q**', the badge **colour**, and the relevant **score**.

Examples: 'Q Yellow 350', 'Q Green 500', 'Q Black 550'.

IFAA Badges

