

Archery Fit

Team Fun Shoot 2018

Shooting procedures

1. Team Qualification consists of 10 ends, 3 arrows per archer per end. Teams will be awarded set points after Qualification according to their rank. Set points awards formula: $SP = NT - TR$, where NT – number of teams and TR – team rank. (E.g. 5 teams compete, the one to rank first gets $5 - 1 = 4$ set points, the one to rank fifth gets $5 - 5 = 0$ set points).
Team short on an archer during qualification round will receive average total points scored by archers with the same bow type from all other teams.
2. Team Round Robin Shoot consists of shoot-offs of every team against every other team, 1 arrow per archer per end. A team can score a maximum of 40 points. The team with the highest score obtains two set points; in case of a tied score both teams obtain one set point.
Team short on an archer during Round Robin will receive same points scored by the archer with the same bow type from the opposite team.
3. Shoot-offs to break the ties after Team Round Robin Shoot (20 seconds to shoot an arrow):
 - a single arrow shoot-off for score (1 arrow per every team member);
 - if the score is the same teams will shoot additional arrows.
4. The maximum time permitted for an athlete to shoot an end of three arrows is two minutes, twenty seconds for Team Round Robin Shoot and shoot-offs.
5. An arrow shot before the start signal or after the stop signal shall cause the athlete to lose the highest scoring arrow of that end which shall be scored as a miss.
6. In the event (during Qualification) of an equipment failure, verified by a judge, extra time may be given to make the necessary repairs and change the damaged equipment. However the maximum time is 15 minutes (following regular order of shooting and timing). The athlete shall make up the appropriate number of arrows at the earliest opportunity under the supervision of a judge.
7. In the event of an equipment failure the athlete shall leave the shooting line and call a judge.
8. Athletes may not raise the bow arm until the signal to start shooting is given.
9. Except for persons with disabilities, athletes shall shoot from a standing position and without support, with their body above the shooting line.
10. Under no circumstances may an arrow be re-shot.
11. An arrow may be considered not to have been shot if it falls from the bow or is mis-shot and a part of the arrow shaft lies within the zone between the shooting line and the 3m line, and provided the arrow has not rebounded.
12. While an athlete is on the shooting line he may receive verbal assistance from his coach, provided that this does not disturb the other athletes.
13. No athlete is allowed to talk / make exclamations on the shooting line.
14. No athlete is allowed to obstruct other athletes in any form.
15. No athlete may touch the equipment of another without the latter's consent.
16. No athlete may draw his bow, with or without an arrow, except when standing on the shooting line. If an arrow is used, the athlete shall aim toward the target butts, but only after being satisfied that the range is clear both in front of and behind the target butts.
17. A team of 4 athletes shoot on the same target butt. The position shall be as follows:
 - compound archer shall shoot top left target face;
 - Olympic recurve archer shall shoot top right target face;
 - traditional archer shall shoot bottom left target face;
 - barebow archer shall shoot bottom right target face,where compound-recurve and traditional-barebow archers shoot alternately (Qualification). During Team Round Robin Shoot and shoot-offs team athletes shoot one by one (change on sound signals, see below) in the following order: compound, Olympic recurve, traditional, barebow.
18. No athlete shall occupy the shooting line except when the appropriate signal has been given.

19. An athlete arriving after shooting has started shall forfeit the number of arrows already shot, unless a judge is satisfied that the athlete was delayed by circumstances beyond his control. In this case the athlete shall be allowed to make up the lost arrows after the distance then being shot is completed, but in no circumstances may that be more than 12 arrows.
20. While shooting is in progress, only those athletes whose turn it is to shoot may be on the shooting line. All other athletes, with their equipment, shall remain behind the waiting line.
21. After an athlete has shot his arrows, he shall immediately retire behind the waiting line taking all precautions not to obstruct other athletes. If your neighbour has drawn the bow wait until he finishes the shot.
22. Athletes are advised not to leave the shooting area when rounds are in progress.
23. Spectators shall occupy designated areas only, and may not cross waiting area line at any time.

Timing procedures

1. Immediately after "1 minute alert" verbal announcement (given in the beginning of each round) all athletes must be in the waiting area in front of the shooting line, ready to occupy the latter.
2. 2 sound signals mean you have 10 seconds to occupy the shooting line in front of your target and be ready to shoot. You shall put on your finger sling (if any) and nock the arrow.
3. 1 sound signal means you shall begin shooting. 2 minutes is the time allowed for an athlete to shoot an end of three arrows, 20 seconds is the time allowed for an athlete to shoot an end of one arrow.
4. 30 seconds (5 seconds at shoot-offs) before the end of the time limit (if there are athletes on the shooting line) you will be given a "30 seconds" ("5 seconds" at shoot-offs) verbal announcement.
5. 2 sound signals mean the shooting time has finished and shooting is to stop even if all arrows have not been shot. Any athlete still on the shooting line shall immediately go back behind the waiting line. When there are other designated athletes they shall move up to the shooting line and wait for 1 sound signal and the shooting to begin. This whole procedure shall be repeated as above, until all have shot.
6. Whenever the shooting line is clear, with all athletes having finished shooting their arrows, 2 sound signals for change shall be given immediately.
7. 3 sound signals mean that archers are to move forward to score and collect arrows.

Scoring procedures

1. Each target butt has a scorer. By default the most experienced athlete from a different team (shooting on the next target butt) shall be the scorer of the target butt.
2. Scoring shall take place after each end.
3. Only athletes, range captains and judges are allowed to approach target butts for scoring.
4. Scorers shall enter onto the scorecards the value of each arrow in descending order as called out by the athlete to whom the arrows belong. Other athletes shall check the value of each arrow called out and in case of disagreement call the assigned judge who makes the final decision.
5. No corrections in the scorecards are allowed unless verified and signed by the judge before the arrows are drawn from the target face. Non-verified corrections will be scored as a miss.
6. An arrow shall be scored according to the position of the shaft in the target face. If the shaft of an arrow touches two colours, or touches any dividing lines between two scoring zones, that arrow shall score the higher value of the two zones involved.
7. None of the arrows, the target face or butt shall be touched until the value of all the arrows on that butt has been recorded.
8. If more than the required number of arrows should be found in the target butt or on the ground near the butt, or in the shooting lanes, only the lowest three in value shall be scored.
9. If a fragment of a target face is missing, including the dividing line or where two colours meet, or if the dividing line is pushed aside by an arrow, then an imaginary circular line shall be used for judging the value of any arrow that hits such a part.
10. All arrow holes in the scoring zone shall be suitably marked by the athletes every time the arrows are scored and drawn from the target face.
11. Arrows embedded in the butt and not showing on the face can only be scored by a judge.

12. An arrow hitting the target butt and rebounding or hanging from the target, shall score, in the case of a rebound arrow, according to the mark it makes on the target face, provided that all the other arrow holes have been marked and an unmarked hole or mark can be identified and, in the case of a hanging arrow, as it lies in the target face.
When a hanging arrow occurs which obstructs further shooting, an athlete shall stop shooting but remain on the shooting line, calling a judge. When all athletes on the shooting line for that end have finished shooting their arrows or the time limit has expired, whichever is appropriate, a judge shall interrupt the shooting. The athlete with the hanging arrow shall go to the target butt together with a judge, who shall determine the value of the hanging arrow, note the value, remove the hanging arrow and mark the hole. The judge shall later participate in scoring that end. The hanging arrow is to be left behind the target butt until that complete end has been scored. When the range is clear, the judge shall give the signal for the athlete with the hanging arrow to continue shooting. These athletes shall complete their end of three arrows, before general shooting or scoring is resumed. No other athlete is to occupy the shooting line.
13. Another arrow in the nock and remaining embedded therein shall score the same value as the arrow struck.
14. Another arrow and deflecting into the target face shall score as it lies in the target face.
15. Another arrow, and then rebounding, shall score the value of the struck arrow, provided the damaged arrow can be identified.
16. A target face other than an athlete's own target face shall be considered part of that end and score as a miss.
17. Outside the outermost scoring zone of the target face shall score as a miss.
18. A miss shall be recorded as "M" in the scorecard.
19. Scorecards shall be signed by the scorer and the athletes, indicating that the team agrees with the value of each arrow and the sum total.