

# ARCHERY16

Faster, Compact Archery  
Competitions For The Mass  
Media Market



# Traditional archery competitions are not aligned to modern media needs

Traditional forms of archery are hard to televise/stream due to the number of simultaneous solo participants and the length of time that the contest takes (3 hours+)

1

Televising and streaming head-to-head (H2H) events has had some success – but H2H's usually follow a longer qualification round, which isn't televised and so the audience has missed 'how we got here'

2

H2H's are knock-out tournaments, which means archers can end up only shooting 9 arrows and then be out (in a 6-0 loss) making travel or investment in H2H only a difficult ask

3

## Where to next?

# The Future - ARCHERY16

A Quickfire, Media-Friendly Tournament

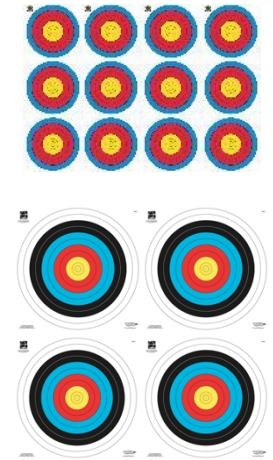
- 16 ARCHERS
- 16 ARROWS PER ROUND
- 90 SECONDS PER END
- 90 MINUTES PER TOURNAMENT

DESIGNED FOR STREAMING  
DESIGNED FOR SPONSORS



# ARCHERY16 - More Detail

- A 16-participant, head-to-head-only tournament that sorts out the field through a series of tiers – with losers in each round falling into a lower tier, similar to a traditional repechage competition
- Archers have 90 seconds to loose 3 arrows
  - Indoors – 40cm 3-spot at 18m (4 faces across the boss)
  - Outdoors – 60cm single face at 50m (2 rows of 2 faces)



Scoring is standard H2H – **highest total score over 3 arrows** wins 2 points, 1 for a draw, first to 6 or single arrow shoot-off if at 5-5



**8 matches run simultaneously** in each round on 4 bosses, with the ability for the streaming setup to be on all bosses – the archers shoot in two waves to keep the action moving



Each round takes roughly 20 minutes so **a total of 1h20 competition time** followed by a medal ceremony – quick enough to run on a club night or as an evening event at a weekend tournament



With larger numbers of archers, simultaneous 16's can be run with tournaments run as **leagues or pyramids**

Prize money could be included if this were a pay-to-play event or sponsored

# A simplified scorecard manages the tournament to keep things moving quickly

Archery16 Tournament

Entrant 01

Entrant 02

Entrant 03

Entrant 04

Entrant 05

Entrant 06

Entrant 07

Entrant 08

Entrant 09

Entrant 10

Entrant 11

Entrant 12

Entrant 13

Entrant 14

Entrant 15

Entrant 16

Round 1:

Match 01

Match 02

Match 03

Match 04

Match 05

Match 06

Match 07

Match 08

VS

Winner

Round 2:

Quarters

Match 09

Match 10

Match 11

Match 12

Match 13

Match 14

Match 15

Match 16

VS

Winner

Round 3:

Semi Final

Match 17

Match 18

Match 19

Match 20

Match 21

Match 22

Match 23

Match 24

VS

Winner

Round 4 (Finals):

Finals

Match 25

Match 26

Match 27

Match 28

Match 29

Match 30

Match 31

Match 32

VS

Winner

Final Placings

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

10th

11th

12th

13th

14th

15th

16th

How to Use:

Enter all the Entrant Names in the left column, put 'Bye' into any rows without an Entrant. Max. 4 Byes supported.

The Matches will be automatically populated.

Put scores for each match into the columns between the competitors and the next round will be automatically created.

Do not enter a match containing a Bye.

RAW ARCHERY

BUILDING BETTER ARCHERS

Clear Scores

Entrants are added in random order (no seeding)

Winners progress upwards  
Losers drop into the lower pool

Final round matches give a ranking from 1<sup>st</sup> to 16<sup>th</sup> creating league potential

# Easy to set up, can be done in the smallest hall

The tournament involves every archer in every round – allowing a full ranking

**EVERY ARCHER SHOOTS A MINIMUM OF 36 ARROWS\* ACROSS THE EVENT**

**Archery16 Tournament**

Entrant 01  
Entrant 02  
Entrant 03  
Entrant 04  
Entrant 05  
Entrant 06  
Entrant 07  
Entrant 08  
Entrant 09  
Entrant 10  
Entrant 11  
Entrant 12  
Entrant 13  
Entrant 14  
Entrant 15  
Entrant 16

**Round 1:**

	VS	Winner
Match 01		
Match 02		
Match 03		
Match 04		
Match 05		
Match 06		
Match 07		
Match 08		

**Round 2:**

Quarters

	VS	Winner
Match 09		
Match 10		
Match 11		
Match 12		

Match 13  
Match 14  
Match 15  
Match 16

**How to Use:**  
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**RAW ARCHERY**  
BUILDING BETTER ARCHERS

\*based on 4 rounds of 3 arrow ends giving 6-0 scorelines



# ARCHERY16 IS MEDIA READY

- **Natural breaks after every end while arrows are checked and removed – use for advertising content, expert commentary or short features**
- **Highly diverse demographic – crosses age, gender, disability and religious boundaries with no major obstacles**
- **Focus on the individual and strong technique, but linked with fitness and personal wellbeing**
- **An established Olympic/Paralympic sport with strong international following and a professional circuit**



# ARCHERY16

THE OLDEST SPORT IN THE NEWEST FORMAT

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