ARCHERY16 Rulebook

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Document History

Version	Created By	Notes
1.0	Ainsley Ward	Initial Version

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About ARCHERY16

ARCHERY16 is an enhanced version of the traditional repechage/head-to-head competition format, designed to create a ranked outcome of between 12 and 16 archers based on their skill and resiliency. It is as much as test of nerves as a test of archery. The format can use any three-arrow compatible target face and be competed at any distance to align it with the conditions and capabilities of the competitors. With a typical competition taking less than 1.5 hours to complete, and with non-stop action and tension all the way through, it is archery for the streaming media age.

In its most compact set-up, ARCHERY16 can be run with only four target bosses with two waves of archers each receiving 90 seconds to loose their three arrows. However, it can be adapted to larger events through multiple iterations feeding into a pyramid or even run as a league throughout the season. The ARCHERY16 format is designed to be highly flexible with only one hard constraint, the pressure of a head-to-head competition.

Participants and Equipment

Division

ARCHERY16 is suitable for any bow division and is typically contested by a group of archers where skill is the overriding success factor. In practical terms this means that contests are usually a single bow division i.e. Recurve, Compound, Barebow or Traditional but can be mixed by leveraging target face levelling (see Target Faces).

Classes

The ARCHERY16 format does not require segregation based on age, gender or physical ability as stated earlier in the Division definition. It can therefore be contested by a single class of archer as defined by World Archery, or across mixed classes where skill is the overriding success factor. This allows for mixed able/para events as long as organisers take into account the possible need for archers to remain on the line and therefore make provisions for additional target bosses.

Arrows

All arrows need to be marked so can easily be identified. As every archer shoots their own target face, there is no necessity for nocks or fletches to be unique. All other arrow characteristics are aligned with World Archery and National Governing Body norms.

Equipment

Bows and archer's equipment, such as shooting tabs, must conform to World Archery and National Governing Body rules. Electronic aids are not allowed.

The ARCHERY16 Tournament

Shooting order

Archers are assigned a number from 1 to 16. The determination of this number is at the discretion of the organiser and can be based on ranking, seeding or the drawing of lots. The archer's names are entered into the tournament scoring system in numerical order, and this assigns their first round of competition and match & target assignment. Throughout the competition matches are numbered 1-8 for the first round, 9-16 for the second, 17-24 for the semis and 25-32 for the finals round. Except where they receive a Bye, all archers participate in every round of shooting to allow a full ranking to be determined.

There is a maximum of four archers or two matches per target. The two archers in each match shoot at the same time. Where there are four archers on a target, archer A will be competing with archer B in the first match, and C with D in the other match. Archer A and archer C will shoot on the left side, and archer B and archer D will shoot on the right side. Where multiple faces are being used, the archers in the lowest numbered tie will shoot the top or outermost faces, and those in the highest numbered tie will shoot the bottom or innermost faces. Archers AB shoot first, CD second. There is no change of order with each round i.e. archers AB always shoot first, CD always second.

Timing

You have 30 seconds to shoot each arrow, meaning that for three arrows you will have 90 seconds and for a single-arrow shoot-off you have 30 seconds. Ideally time and signals will be displayed on a visual timing system.

Target faces

Target faces selected are dependent on the level of skill of the competitors and should be aligned to the bow type. Where bow divisions are mixed, the recommended target face for each division can be used for each archer where the arrangement remains unchanged i.e. in a square arrangement there could be a Compound Vegas, Recurve 40cm single face and two 60cm single faces for Barebow and Traditional.

The following table contains the recommended faces for the competition but these are not mandatory.

Bow Type	Indoor (18 or 25m)	Outdoor Short (under 50m)	Outdoor Long (over 50m)
Compound	WA 40cm vertical 3-spot (arranged horizontally ACDB) or WA 40cm Vegas (arranged in a square (AB above CD)	WA 60cm vertical 3-spot (arranged horizontally ACDB)	WA 60cm single face (arranged in a square with AB above CD)
Recurve	WA 40cm vertical 3-spot (arranged horizontally ACDB) or WA 40cm single face (arranged in a square with AB above CD) or WA 40cm Vegas (arranged in a square with AB above CD)	WA 60cm single face (arranged in a square with AB above CD)	WA 80cm single face (maximum 2 archers per target)
Barebow	WA 40cm single face (arranged in a square with AB above CD)	WA 60cm single face (arranged in a square with AB above CD)	WA 122cm single face
Traditional	WA 60cm single face (arranged in a square with AB above CD)	WA 80cm single face	WA 122cm single face

Horizontal Arrangement

A C D B

Square Arrangement

A   B

C   D
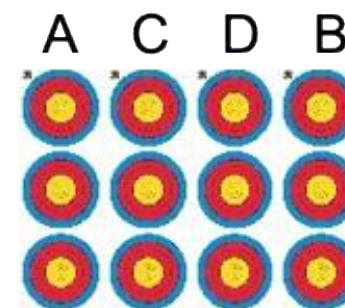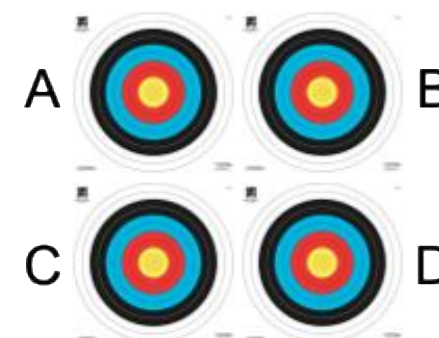
Scoring

Recurve, Barebow and Traditional

Archers shoot up to five sets of three arrows, with a single arrow shoot-off determining the winner if the score remains tied at this point. Scoring follows the World Archery Match Play rules, where in each set an archer can score a maximum of 30 points (for three arrows). X's score 10 points and are not otherwise counted. The archer with the highest score of that end obtains two set points; in case of a tied score both athletes obtain one set point. The match ends when an archer scores six set points or more (seven is possible if the five sets are tied with the shoot-off winner receiving two points).

The shoot-off is determined by a single arrow with the archer closest to the centre of their target receiving two set points. Typically, a judge or tournament official will make the call who is closest to the centre, if the call cannot be made, the judge or tournament official can decide that an extra decisive arrow can be shot.

Compound

Archers shoot all five sets of three arrows, with a single arrow shoot-off determining the winner if the score remains tied at this point. Scoring follows the World Archery Match Play rules, where in each set an archer can score a maximum of 30 points (for three arrows). X's score 10 points and are not otherwise counted. The archer with the highest score at the completion of five sets is the winner. A shoot-off follows in the event of a tie.

The shoot-off is determined by a single arrow with the archer closest to the centre of their target receiving two points. Typically, a judge or tournament official will make the call who is closest to the centre, if the call cannot be made, the judge or tournament official can decide that an extra decisive arrow can be shot.

Where compound archers are competing directly against other bow divisions, the recurve scoring mechanism is used.

Scoring devices and paper

Scores for each match can be marked on paper and via electronic devices, in case of a mismatch between the device and the paper score, the paper score counts. At the end of the match, all archers on the target must sign the score card and provide it to the tournament organiser.

The tournament organiser will enter the results into the ARCHERY16 tournament sheet, or other ARCHERY16 tool within a recognised scoring platform. This will record the results and prepare the target assignments for the subsequent round.

Shooting more than three arrows

The score of the three lowest scoring arrows will be scored.

Shooting the wrong target

The arrow will be marked as a miss. Shoot more than three arrows per end is not allowed.

Shooting beyond the allotted time limit

The highest score on the target will be marked as a miss, regardless of where the final arrow lands or if it is also a miss.