



Rulebook

Changes/ alterations made will be in RED

IT IS THE ARCHERS RESPONSIBILITY TO READ AND UNDERSTAND THESE RULES BEFORE THE EVENT START, ANY QUERIES ARE TO BE MADE IN WRITING BEFORE THE EVENT AND MADE TO THE NAMED REFEREE IN CHARGE, ANYTHING NOT COVERED SHALL BE AT THE DISCRETION OF THAT REFEREE AND THEIR DECISION WILL BE FINAL.

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1 GENERAL RULES

- 1.1 All competitors must be members of World Archery and/or a member association(s)
- 1.2 Each team is made out of 1 recurve archer & 1 compound (as defined in World archery rules Book 3, chapter 11.1, 11.2 & 11.3. Anyone shooting not according to these rules will be removed from the competition having their teams score Disqualified)
 - 1.2.1 Recurve barebow may be used instead of a recurve, however no other type of bow is permitted.
 - 1.2.2 Though no formal equipment inspection is necessary, any referee may inspect an archer's equipment at any time throughout the tournament.
- 1.3 Teams are made from any combination of age or gender.
- 1.4 The distance shot will be 18m measured to the center of the boss.
- 1.5 Recurve archers will always shoot the top face/target while compound will shoot the bottom.
- 1.6 Arrows will score 1 for a hit and 0 for a miss. *Recorded as 1 or M on the scoresheet*
- 1.7 Should more than one arrow hit the same circle, score –1 hit for each extra arrow in that circle.
- 1.8 Arrows shot in Team mates face / target (recurve in compound or compound in recurve) will be scored a miss.
- 1.9 Arrows in opponents scoring zone: score -1 hit.
- 1.10 Faces/ targets shot will be those as described and drawn in fig.1 (for recurve) & fig.2 (for compound)
- 1.10 Boss layout shall be as described and drawn in fig. 5 & Fig.9
 - 1.10.1 If space and time allow Fig.5 shall be used with 2 separate ranking rounds however if not Fig.9 will be used with a single ranking round. (Both are accepted formats but must be made clear on entry form.)
- 1.11 Bosses used at any Beiter Hit-Miss event must be made from foam (preferably Damage)
 - 1.12.1 Only one member (including ALL EQUIPMENT) may be in front of the team line (fig. 6) at any time during shooting
 - 1.12.2 Disabled archers Equipment may stay on the line but the archer must move away from the line (this may be left, right (if at either end of the shooting line) or slightly back. They do not have to be behind the team line.)
 - 1.12.3 If both members of a team are found over the team line at any time the following procedure will be used:
 - 1st Offence a yellow card shall be hung from both team members' quivers*
 - 2nd offence The Team shall be shown a red card and removed from the competition & their score disqualified*
- This procedure is per round and will be reset at the end of each.
- 1.12 There will be NO practice or sighting arrows allowed in the venue (the first end shot will be scored)
- 1.13 There shall be no provision for equipment failure. Should an archer or a team have such an issue all un-shot arrows shall be scored a miss. The bow can be changed during the qualification or elimination within the regular shooting times
- 1.14 Arrows bouncing from the target or passing through targets will be scored a miss. Except in instance described in rule 3.8 (for head to heads)
 - 1.15.1 3 arrows per archer per end
 - 1.15.2 If more than 3 arrows are shot by an archer in any end then -1 hits shall be scored for each extra arrow shot.

- 1.16 Archers may not move forward of the 1.5m target safety line before all team members of both teams are present. No arrows or targets may be touched until scoring is complete. (Any team breaching this rule will have a yellow card hung from both team member's quivers) For disciplinary procedure please see rule 1.12.3
- 1.17 The 9CM gap between faces/targets on a boss may be used for advertising and/or scores using the Beiter Chart system.
- 1.18 *There will be a minimum of 2m between the centers of all bosses*
- 1.19.1 Archers shooting first in the team will have a 10 second "lead in" time to approach the Shooting Line (2 sound signals will be made at this point)
- 1.19.2 After 10 seconds a single sound signal will be made to indicate the start of shooting.
- 1.20 Any rules not covered in this rulebook will be referred to World Archery's Rulebook which will have the final say.
- 1.21 Line calls will be made on the basis that the yellow circle has been cut (on ranking rounds) or the disc has visibly moved (in head to heads.)
- 1.22 Arrows falling to the floor in front of the shooting line (not shot) and landing within the archers reach from their standard shooting position (with or without the assistance of a bow) will be deemed not to have been shot.
- 1.23.1 Any archer or team may appeal any decision made should they think it unfair.
- 1.23.2 Any appeal must be made within 15 minutes of the decision (or event) taking place, or the commencement of the next round (or part) of the competition whichever is sooner.
- 1.23.3 The appeal will be heard by an independent panel of 3 people who may not be part of referee team or other competitors.
- 1.23.4 The names of the people on the appeal panel should be published on entry forms.
- 1.23.5 Each appeal will cost the applicant £10 (per team) this shall be returned if the appeal is upheld or if the appeals panel believes it to be appropriate. In the event the appeal is not upheld the fee will be donated to a charity of the panels choosing.
- 1.24 Once both team members have finished shooting they must both retire behind the waiting line.

2. Ranking round:

- 2.1 30 arrows per archer (60 per team)
- 2.2 Shot at Hit-Miss paper faces (fig. 1 recurve, fig. 2 compound)
- 2.3 Boss layout for ranking round will be as per Fig. 5 or Fig. 9 dependent on space and time requirements.
 - 2.4.1 2:30 (2 minutes 30 seconds) per end (all 6 of your team's arrows must be shot in this time) arrows shot out of time will mean every arrow shot by the team in that end will score a miss.
 - 2.4.2 An amber light will show when only 30 seconds remain.
- 2.5 Arrows may be shot in any order as long as only 1 team member is in front of the "team line" (fig. 6) at any one time
- 2.6 Ties in the ranking round will be resolved through a random draw. (E.g. tied team names may be pulled from a hat or any other sort of random assignment).
- 2.7 An arrow bouncing out of the paper target or entirely passing through the target during qualification will be scored a miss

3 HEAD TO HEAD

- 3.1 The highest ranked team shall shoot on the left.
- 3.2.1 If Less than 64 teams qualify there will be a bye
- 3.2.2 Byes may be shot but do not have to be, scores for byes will not be recorded.
- 3.2.3 Only 3 arrows per archer (6 per team) may be shot.
- 3.3 All head to heads to be shot on Hit-Miss targets (Fig. 3 & Fig. 4 for recurve and compound respectively)
- 3.4 2 ends of 6 arrows per team (3 per archer)
- 3.5 All Team arrows during head to heads will be shot as per Rules 2.4.1, 2.4.2 & 2.5 until Semis and Finals.
- 3.6 Teams with the higher score will go through to the next round the losing team will be eliminated
- 3.7.1 Ties resolved by:
- 3.7.2 The highest ranked team will decide who shoots first
- 3.7.3 Ties are "sudden death" (the first team with a 1 point advantage wins)
- 3.7.4 One Archer from each team will be selected to shoot a single arrow (at any of their discs) at the standard size disc for their bow style (60mm recurve & 40mm for compound)
- 3.7.5 Timed at 20 seconds per arrow per archer both teams given an initial 10 secs lead in time to approach the line.
- 3.7.6 if both hit or miss the two archers who have not shot will then step to the line and shoot in the same team order as previous.
- 3.7.7 The first team to have a 1 point advantage after and end (1 arrow per team) will move forward to the next round.
- 3.7.8 Referees should check targets after a maximum of 2 arrows have been shot by each team to see if there is a winner. However no discs or arrows should be removed from the target until 6 arrows per team have been shot.
- 3.7.9 Steps 3.7.4-3.7.5 will be repeated until there is a winner
- 3.8 Arrows passing through or bouncing from the target that have not visibly moved a disc will score a miss.
- 3.9 If a team fails to arrive at a head to head match, that team will be deemed to have forfeit the match after 1 arrow has been shot by their opponents.
- 3.10 Discs are only deemed hit (or visibly moved) if an arrow is in a position that could have physically moved it. (ie: arrow shaft or point must be touching the cut out in the foam that supports said disc.)

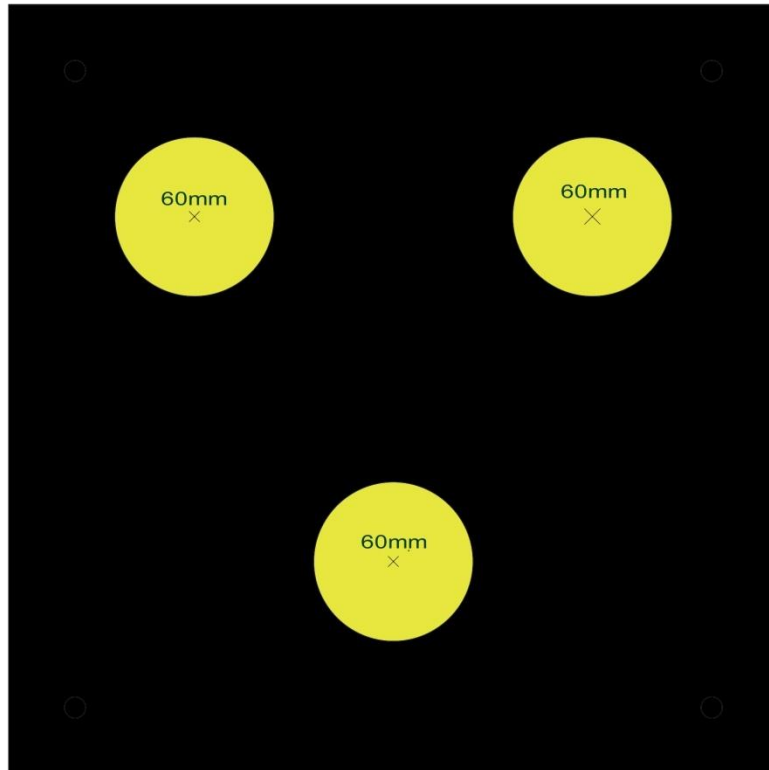
4. Semis and finals

- 4.1.1 Shall be shot in alternative arrows (1 arrow shot by 1 archer followed by the other)
- 4.1.2 Team 1 shoots 1 arrow followed by team 2 shooting one arrow etc.
- 4.2 Either the Recurve or the Compound archer can shoot the first arrow
- 4.3 2 ends of 6 arrows (3 per archer)
- 4.4 Timed at 20 second per arrow. With 10 second lead in time before the first arrow
- 4.5 Teams must change archers during their opponents shot.
- 4.6 The highest ranked team shall shoot first and on the left.
- 4.7 All flights finals shall be shot separately.
- 4.8.1 Ties resolved by:
- 4.8.2 The highest ranked team will decide who shoots first
- 4.8.3 Ties are "sudden death" (the first team with a 1 point advantage wins)
- 4.8.4 One Archer from each team will be selected to shoot a single arrow (at any of their discs) at the standard size disc for their bow style (40mm recurve & 20mm for compound)
- 4.8.5 Timed at 20 seconds per arrow per archer. Both teams given an initial 10 secs lead in time to approach the line.
- 4.8.6 if both hit or miss the two archers who have not shot will then step to the line and shoot in the same team order as previous.
- 4.8.7 The first team to have a 1 point advantage after and end (1 arrow per team) will move forward to the next round.
- 4.8.8 Referees should check targets after 2 arrows have been shot by each team to see if there is a winner. However no discs or arrows should be removed from the target until 6 arrows per team have been shot.
- 4.8.9 Steps 3.7.4-3.7.5 will be repeated until there is a winner
- 4.9 Each team is expected to provide an agent to score and extract all arrows on the teams behalf during the semi-finals and finals.

5. Championship, 2nd Flights

- 5.1 The winning 32 teams after the first head to head will be entered into the championship flight.
- 5.2 The losing 32 teams will shoot another head to head (team 33 versus 64, 34 versus 63 and so on
- 5.3 The winners of the 2nd head to head will be placed in the 2nd flight
- 5.4 The losers shall be eliminated
- 5.5 Each flight will then have head to heads until the semifinals and finals are reached. These will follow the system set out above chapter 3 for initial rounds and 4 for semis and finals.

Fig. 1



Werner Beiter GmbH & Co. KG- 78083 Dauchingen
22.06.15
Hit-Miss Paplerscheibe - 3x60mm

Recurve Hit-Miss Paper Face

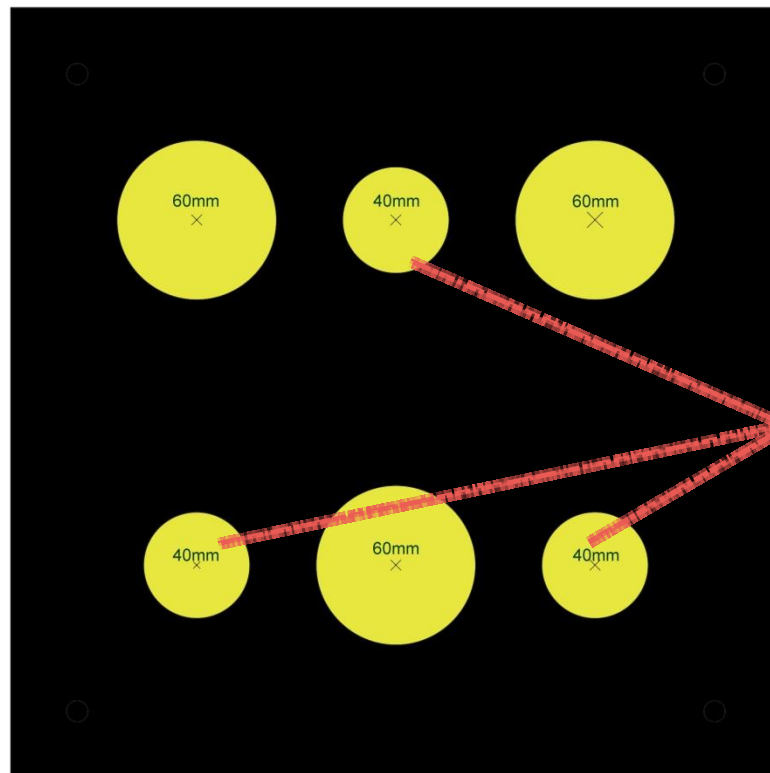
Fig. 2



Werner Beiter GmbH & Co. KG- 78083 Dauchingen
22.06.15
Hit-Miss Papierscheibe - 3x40mm

Compound Hit-Miss Paper Face

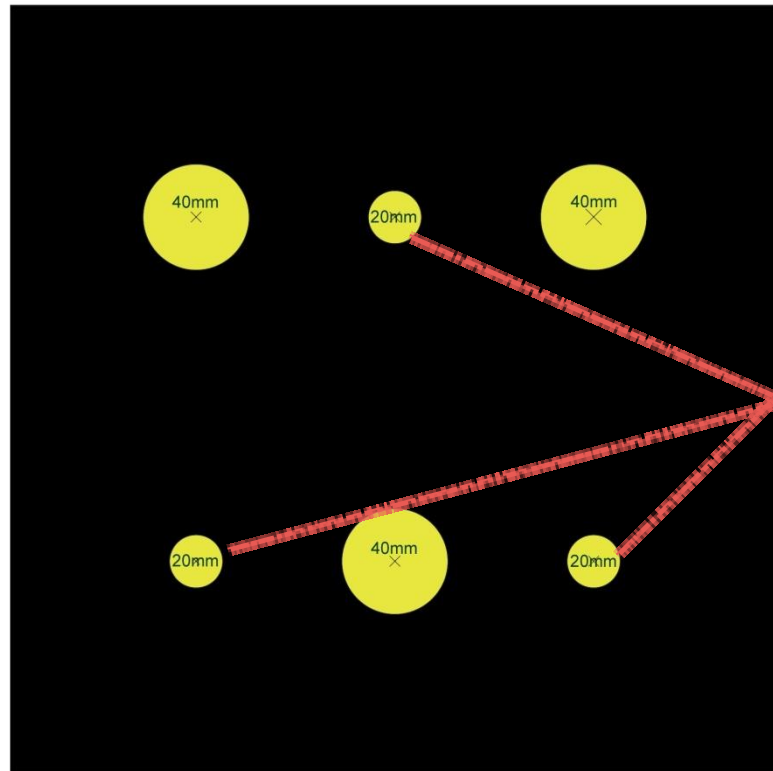
Fig. 3



Werner Beiter GmbH & Co. KG- 78083 Dauchingen
22.06.15
Hit-Miss Vorlage - 3x60/3x40mm

Recurve Hit-Miss Foam Target

Fig. 4



For tie break only: Must be removed for regular head to head arrows

Werner Beiter GmbH & Co. KG- 78083 Dauchingen
22.06.15
Hit-Miss Vorlage - 3x40/3x20mm

Compound Hit-Miss Foam target

Fig. 5

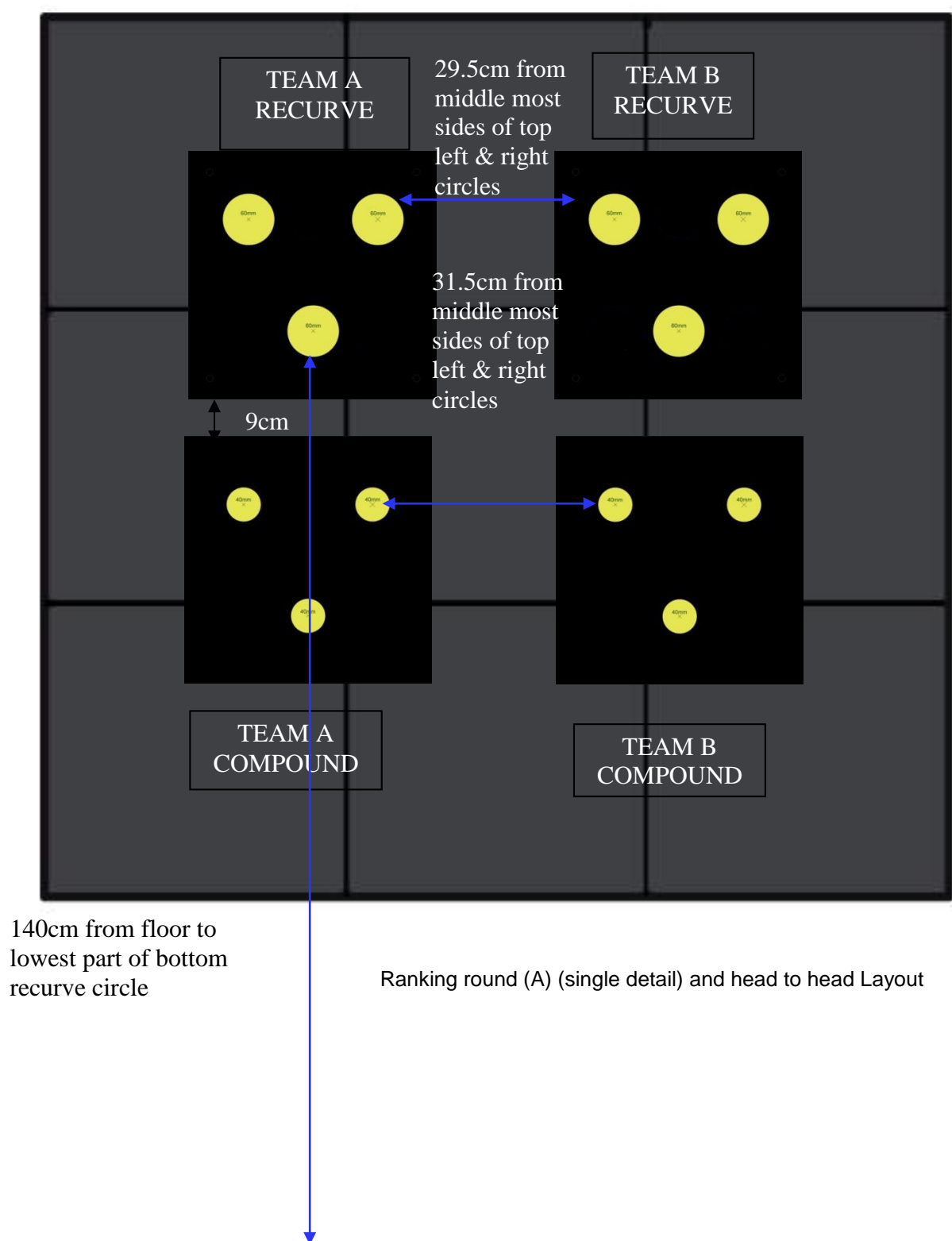
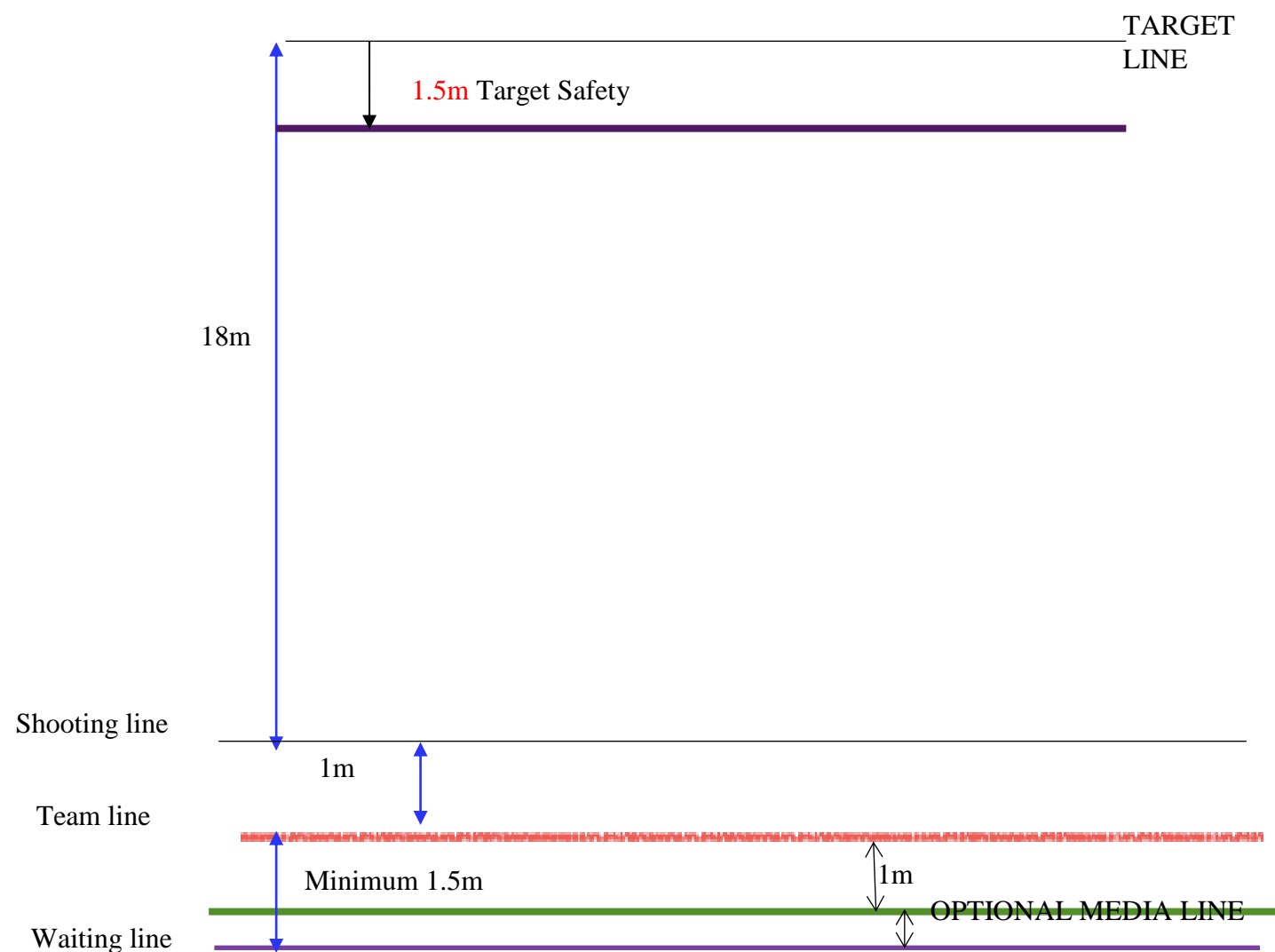
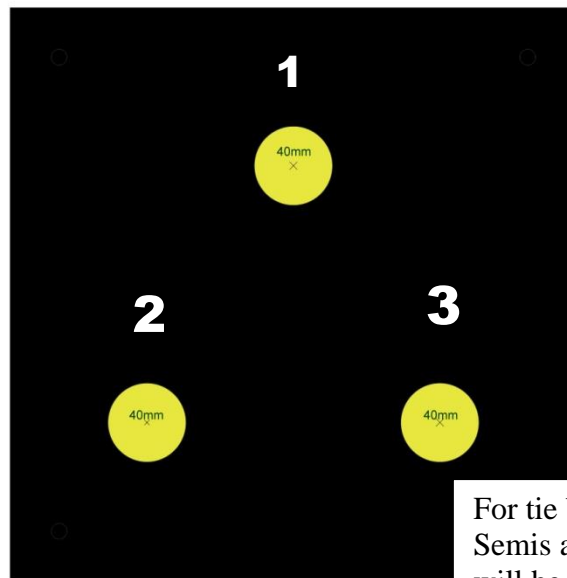


Fig. 6
FIELD LAYOUT



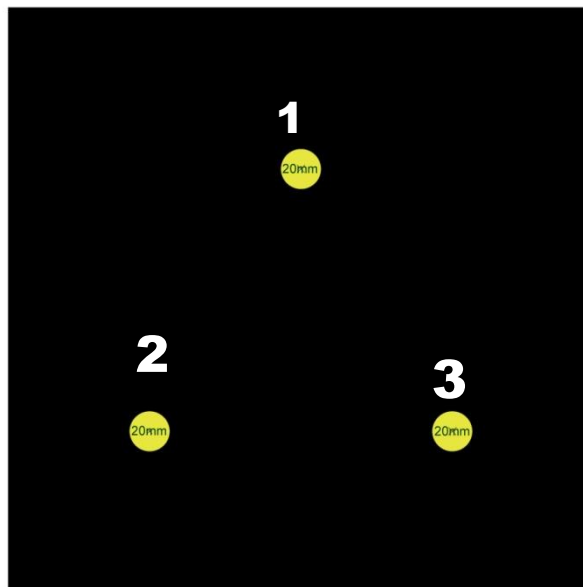
All diagrams are meant as a visual representation only and may not necessarily be to scale.

Fig. 7
Recurve tie break



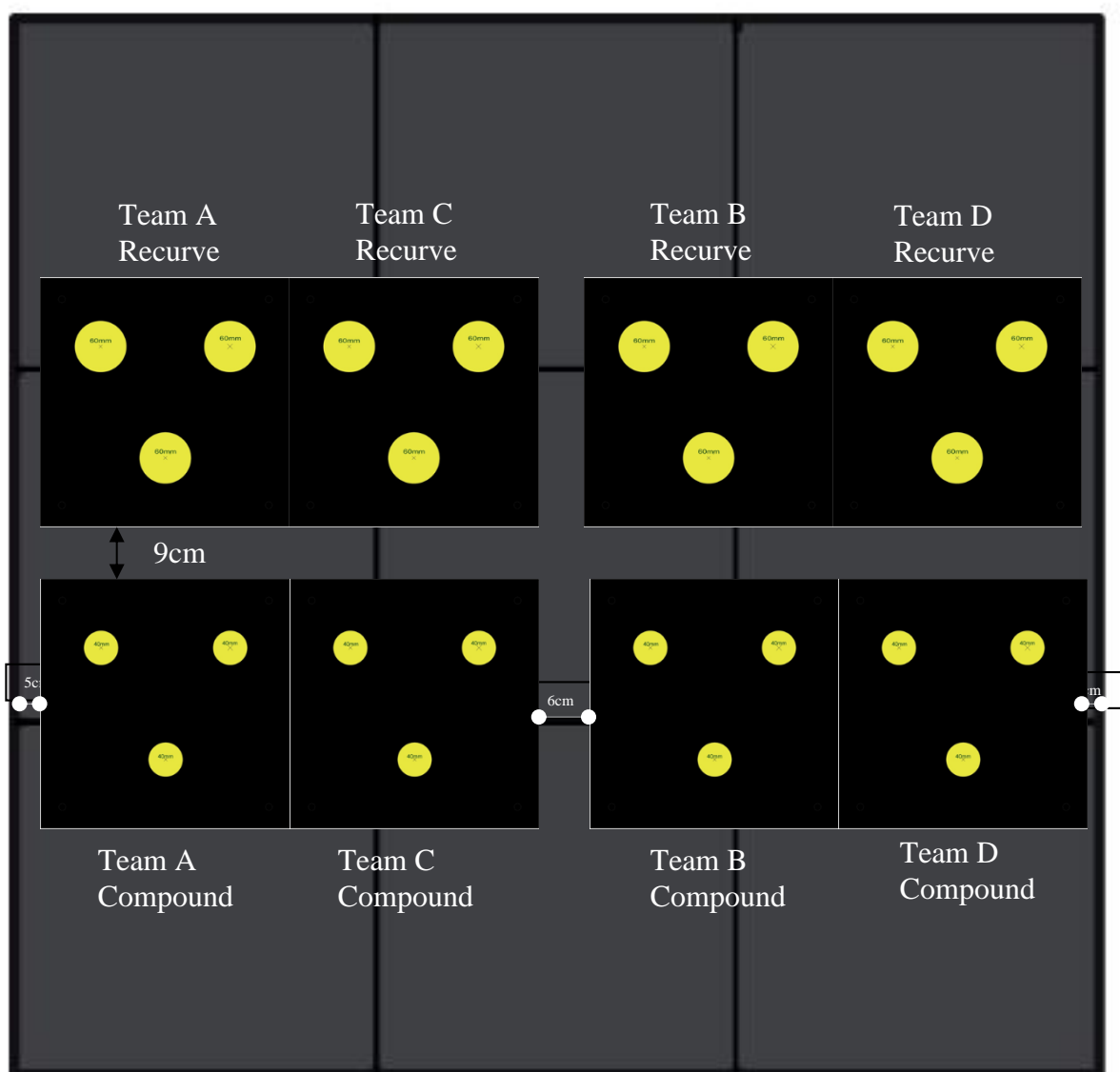
For tie break situations only in Semis and finals. The larger discs will be removed and the smaller ones put in place. (Numbering for illustrative purposes only)

Fig. 8
Compound tie break



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22.06.15
Hit-Miss Vorlage - 3x40/3x20mm

Fig. 9



Beiter Hit-Miss Ranking Round (B) Paper Face/ team Placement