

2018 Masters Indigenous Games
Sport Technical Package

Archery

EVENT:

The Masters Indigenous Games 3-D Archery competition will consist of male and female competitors in the following four age categories:

- 20-34
- 35-44
- 45-54
- 55+

In the following Equipment Divisions:

- Compound
- Traditional

PARTICIPANTS:

Each participant will register individually.

Participants are permitted to compete outside of their age group, however they may only choose to compete in a younger age group they are not allowed to move into an older group.

GENERAL RULES:

The most recent version of World Archery- Field & 3D Archery Rules will apply, unless otherwise stated in this package.

COMPETITION FORMAT:

Athletes shoot two (2) rounds of twenty (20) targets per day from unmarked distances according to their age and equipment division.

DRAWING OF LOTS:

A shooting group of archers (4---5) is determined by the Organizing Committee. An official scorer will accompany the shooting group.

OFFICIALS:

An experienced range officer controls the event designated and approved by the host society. Two (2) scorers (double scoring) tabulate the scores within the shooting group.

FIELD OF PLAY / EQUIPMENT REQUIREMENTS:

- All equipment shall comply with World Archery classes defined.
- The 3---D Archers must supply their own equipment (arrows/bow), which must comply with World Archery rules.

Equipment Divisions:

- Compound
- As per WA Rule 22.2 (World Archery Rules – Book 4, chapter 22)

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- ☒ Traditional
- As per WA Rule 22.14 (World Archery Rules – Book 4, chapter 22)

COMPETITION RULES:

- ☒ Equipment shall be checked before the match and shall not be altered during competition.
- ☒ Each target is numbered at the shooting position.
- ☒ Practice on the course is not permitted. Practice butts will be supplied by the Organizing Committee on site.
- ☒ Equipment failures must be visible and agreed upon by the majority of the group. Upon agreement, the shooter must have his/her scorecards initialed by the entire group as an equipment failure. The scorecards of the shooter with the equipment failure will be totaled and initialed by the score keepers before leaving the range. At that time, the shooter, (with the failure) only must proceed forward through the course to the range tent and notify a range official.
- ☒ If there are three or more shooters remaining in the group, they may continue shooting. If two or less shooters remain, they must join the following group (unless by joining the following group it will make a group of 6 or more) or step aside and await a range official before continuing.
- ☒ The range official will hold the individual's scorecards until the repair is completed and he/she is escorted back onto the range. The range official will determine the amount of time necessary to make the needed repair. The time element will not be abused. A range official must escort all persons re---entering the range to the designated target.
- ☒ After each end the competitors walk to the target (which they share). An arrow earns the score of the zone it lands in. They are as follows:
 - Eleven (11) for the smallest ring, (10) points for the inner ring, eight (8) points for the outer ring, five (5) points for a body hit and a Miss (M) for a hit in the horn or hoof or not touching body color.
 - In case of a disagreement on the placement of the arrow, the range officer settles the dispute. The protest is brought forward by the coach or manager of the team.
 - In case of a rebound or pass---through, the scoring shall take place as follows: If all of the athletes in that shooting group agree that a rebound or pass---through has occurred, they may also agree on the value of the arrow; in 3D rounds if they cannot agree on the value of the arrow, the arrow shall be a miss.
- ☒ If the arrow is pulled before the tabulation, the person who pulls the arrow receives a zero for that target. The score cards have to be legible, completed in black or blue ink and signed by the scorer and the archer. If the tabulated scores do not match, the lesser value will be recorded as the official points.
- ☒ If an arrow lands in the dividing line it earns the higher value. A deflected arrow is scored where it lands. Witnessed pass through arrows are to be scored as agreed on by the majority of the group or a re---shot before shooters advance to the target. An arrow embedded in another arrow scores the same as the first. A re---shot is not warranted.
- ☒ When two archers or more have identical total scores, the process of tie breaking is as follows: a shoot off will be held using a Three---D animal target set at an unknown yardage, with an X placed in the center of the highest scoring area. The arrow closest to the center of the X will determine the winner. If only

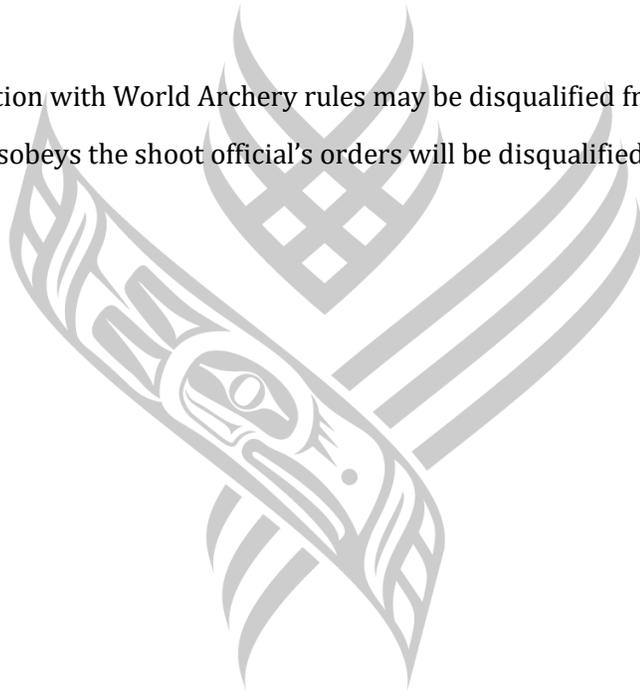
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one shooter is present at the shoot off, he or she will be declared the winner.

- ☒ Course layout and shooting distances are defined as per WA rule 9.1
- ☒ Field glasses (binoculars), telescopes and other optical aids may be used for spotting arrows provided they do not represent any obstacle to other athletes at the shooting peg.
- ☒ Prescription spectacles, shooting spectacles and sunglasses may be used. None of these may be fitted with micro hole in lenses, or similar devices, nor may they be marked in any way that can assist in aiming.
- ☒ The spectacle glass of the non-sighting eye may be fully covered or taped, or an eye patch may be used.

Rule Violation:

- ☒ Any person in violation with World Archery rules may be disqualified from the event.
- ☒ Any shooter who disobeys the shoot official's orders will be disqualified from the event.



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