

COMPETITION RULEBOOK

OF

The Mounted Archery Association of South Africa

(MAASA)



Competition Day Rules & Regulations

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Competition Day Rules & Regulations

1. Competition Flow

The flow of any competition day will be as follows:

- 1.1 **Track check:** Minimum 1 hour prior to start of competition. Using the checklist provided, the Head Judge will walk with the show holding body owner/manager to ensure that the track, targets and safety aspects are set up correctly. ALL targets to be shot for the day (with the exception of the Qabac) need to already be set up and in the correct position at this point. If Korean 1,2 and 3 are being shot, then 5 Korean targets need to be set up and in place.
- 1.2 **Officials Briefing:** 30 minutes prior to start of competition. The officials will report to judge's tent to sign in and receive a track/day/safety briefing from the Head Judge.
- 1.3 **Opening and welcoming of day:** 15 minutes prior to start of competition: Open with prayer; notify audience and competitors of safety rules, emergency assembly point and medic station; Specific announcements and general rules for spectators & horses; identification of officials to spectators and competitors. To be done by Head judge, the prayer can be done by someone else.
- 1.4 **Horse and rider inspection:** 10 minutes prior to the start of competition. The first group will report to the judge's tent with their horses and horse passports for a horse inspection. Using the checklist the Head Judge/Horse Welfare Officer will check: passports for ID of the horse, up to date flu and AHS vaccinations; horses for overall condition, injuries and soundness, tack fitted correctly and no illegal tack; rider correct quiver, shoes, hat and arrows numbered. Each group will report to the judge's tent for inspection 10 minutes prior to the start of their competition. Should the Head Judge and Horse Welfare officer not be the same person then the Horse Welfare officer will do horse inspections during horse warm-up times.
- 1.5 **Track briefing:** The group of riders about to compete are briefed on the discipline specific rules of the event that they are about to compete in, including the use of the safety flag, bonus points, track times, quivers, pre-nocking etc.
- 1.6 **Groups and starting times** are communicated to competitors via email the week leading up to the competition.
- 1.7 **Competition Order of Events:** Competition will start with the **Tower** discipline/event first. This is a slower discipline that will give the horses adequate time to warm up before moving on to faster disciplines such as the **Raid** and Qabac and will result in less injuries.

2. Officials

- 2.1 Every competition shall have the following roles assigned: competition organiser, which could be but is not limited to the show holding body; Head Judge; Assistant Judge; Target Judge/arrow pullers; Time keeper; Score keeper/scribe; Starter and Horse welfare officer. The Head judge or a designated official will be tasked to keep the safety flag. A minimum of 7 officials are required (Head Judge, Assistant Judge; Time Keeper, Score keeper/Scribe and 3 x Target Judges/arrow pullers. The Head Judge may fulfil the role of horse welfare officer, starter and safety flag official.
- 2.2 Each role may be held by a single person or by more than one person jointly, in which case the role may be exercised jointly or separately and individually.
- 2.3 The competition organiser shall be responsible for providing the venue and where horses are being provided this shall also be the responsibility of the competition organiser.

- 2.4 The Head Judge shall be responsible for ensuring that the competition runs in accordance with the rules. The Head Judge shall decide all matters relating to the rules save where that responsibility is passed on to an appeal panel.
- 2.5 The Target Judges/Arrow Pullers shall be responsible for determining the number of points scored by arrows hitting the targets. They shall operate under the supervision of the Score Keeper and the Head Judge. The score Keeper and or Head Judge shall be responsible for supervising the Target Judges/arrow pullers and ensuring that the scores awarded by the Target Judges are recorded correctly. Target Judges must be familiar with the provisions of the scoring rules.
- 2.6 The time keeper/person responsible for providing the timekeeping equipment shall be responsible for ensuring that the timing equipment is operating correctly and for recording the time taken for each run. Time keeper and scribe to sit together in the judge's tent.
- 2.7 Before each run the Head Judge is responsible for checking that the range is clear and that the timing equipment is ready. He will indicate to the starter that the next competitor is permitted to start and or in the case where the Head Judge acts as the starter and safety flag official the Head Judge will give the signal for the competitor to start their run.
- 2.8 Where there are both right and left-handed competitors in the same group the starter should have a clear method of communicating who may start, and who may not. (Group order should be arranged so that left handed competitors are either first or last in the group and all riders in that group and officials should be informed of the order and of the left handed rider). Any flag or signage system should take into account the potential for confusion if any competitors have red/green colour blindness.
- 2.9 The competitor should pass through the start gate within 60seconds of the starter/head judge, safety flag official giving the green flag.
- 2.10 A nominated official (Head Judge/Starter/Safety Flag Official) near to the centre of the track should be tasked with keeping the safety flags. (Red & Green Flags) Competitors should know what the distinctive flag looks like and where it will displayed. If there is any reason for competition to be halted for a safety concern the alarm should be raised visually (red flag), as well as by clearly saying over the sound system "STOP".
- 2.11 In addition, individual events may call for further officials, including a Start Line Judge (Korean event) and judges to determine whether arrows passed within the start and finish lines (Hungarian), these tasks may be done by the Head Judge or delegated as the Head Judge prefers. Extra officials may also be required for the Polish event etc.

3. Requirements for a venue, track & show holding body

3.1 General Venue Minimum Requirements

The venue should have the following basic facilities:

- 3.1.1 Sufficient parking area for spectators that is clearly demarcated.
- 3.1.2 Sufficient and suitable parking areas for horse boxes (area must be clearly demarcated and cordoned off from spectator parking and pedestrians).
- 3.1.3 Clearly demarcated areas that separate horses (horse & official zones) from spectators.
- 3.1.4 Toilet facilities to accommodate the estimated amount of people (approximately 1 toilet per 40 people).
- 3.1.5 Warming up areas for archers only (demarcated and cordoned off from public).
- 3.1.6 Warming up areas for horses only (demarcated and cordoned off from public).
- 3.1.7 Track suited to the event of the day (Korean/Hungarian/polish track etc.).
- 3.1.8 Safe pedestrian walkways and sitting areas (cordoned off from any horse areas).

- 3.1.9 At least 1 fire extinguisher if fire or gas is being used at the food stall.
- 3.1.10 A first aid kit for horses.
- 3.1.11 A paramedic on duty (Minimum level 4 paramedic).
- 3.1.12 Safety rules clearly displayed.
- 3.1.13 An emergency assembly point clearly demarcated.
- 3.1.14 Adequate amount of camps for horses (camps must be safe and close to a water point).

3.2 Horse and rider areas

The areas allocated to horses and riders alone are as follows:

- 3.2.1 The warming up arena (as defined in “Mounted Archery Showholding body Checklist”).
- 3.2.2 The track, 2-4m wide (as defined in “Mounted Archery Showholding body Checklist”).
- 3.2.3 Walkway from the bottom of the track to the top of the track, minimum of 4m and cordoned off from spectators (as defined in “Mounted Archery Showholding body Checklist”).
- 3.2.4 Arrow collection area.
- 3.2.5 All of these areas to be clearly marked with danger tape/netting and regular reminders to pedestrians that these areas are out of bounds.
- 3.2.6 Some exceptions can be made for photographers/officials/ helpers by authority of the Head Judge only.

3.3 Spectator Areas

- 3.3.1 The spectator areas are to be well marked. In the event that spectators must cross a horse only area an official must be placed there for the duration of the event to oversee crossing.
- 3.3.2 Spectators may under no circumstances enter the track or any restricted area where arrows can land.

3.4 The Track

Please refer to the section on the rules of each discipline for track specific rules. General track rules are:

- 3.4.1 The track should be 2 -4 meters wide with the track boundaries clearly delineated by rope or safe barriers. Ensure that the rope or barriers do not present a hazard to horses or participants with the risk of injury when falling onto them. The barrier should allow for breakpoints in the rope or barrier.
- 3.4.2 The track surface should be level and safe. Sand should be deeper than 7cm and no deeper than 15cm. If the track is loose ground then no deeper than 10cm. A grass track is not recommended. However in case of a grass track then refer to the next point for start and finish.
- 3.4.3 Adequate space at beginning of track and after the finish point for the horse to slow and stop safely.
- 3.4.4 Ground or Sand tracks: At least 15 meters before the start of the track and 15m at the end of the track or if the track is curved, the diameter of the circle should be no less than 20m at the start and at the finish.

- 3.4.5 Grass track: 20 meters before the start and a minimum of 20 meters after the finish to bring the horse to a halt or if a turn at the start 20m diameter and turn at the end should have a diameter of at least 20 meters.
- 3.4.6 Where any competitor will be shooting left-handed, the track must not disadvantage competitors of either handedness. Specifically (but not exclusively), the targets must be at the same distances along the track both ways. Safe stopping space applies to riders going in both directions.
- 3.4.7 The track shall be inspected for hazards before each day of competition.
- 3.4.8 The Head Judge together with the venue owner/manager must check the track set up the morning before competition and sign off their acceptance of it.
- 3.4.9 This official check is the opportunity to identify any problems in track set up and a tape-measure/calibrated wheel measure and rules (for track set-up) should be available.
- 3.4.10 Should a mistake in track set-up be missed at this stage and instead noticed during the competition the Head Judge and appeals committee together will decide what course of action is best for the competitors (and horses) and for the validity of the competition, and determine how to best proceed.
- 3.4.11 Safety Area behind targets/backstops:
Some disciplines have specific rules regarding backstops, please refer to discipline specific rules for sizes and specifications. As a general rule, tracks need to be set up with targets that have a safe backstop (a hillside or net), and or a safety area for stray arrows that is clear for a minimum of 50 meters behind and 15 meters to the side of the targets. These areas should be well marked with surveyor flags, paint, and chalk, roped off or otherwise made clear. This area needs to be controlled so that no spectators and non-participants cannot walk in to the range or come in contact with horses and or flying arrows. It is best if the target area is kept clear and if possible well mowed and also that it is cleared of rocks and debris. Holes and roots should be covered or well-marked.
- 3.4.12 Competitor waiting area: adequate space provided where competitors can wait for their run to commence. No spectators / non competitors / non officials allowed in this space.

3.5 Equipment

The following equipment is compulsory:

- 3.5.1 Time keeping system (electronic preferred) 2 hand stop watches as backup
- 3.5.2 Score taking flags indicating colour and score of each zone of the target
- 3.5.3 Printed out score sheets
- 3.5.4 Arrow storage
- 3.5.5 Bow stand
- 3.5.6 Targets according to track rules
- 3.5.7 Stop & Go Flag

3.6 Paramedic/First Aider

In the event of any official MAASA competition (qualifiers, postal matches etc. organised by MAASA and added to the MAASA calendar of events as submitted to SAEF for insurance purposes) either a first aider/paramedic (level 4) with the required first aid kit & equipment must be on site for the duration of the competition. This may not be a person who is also competing.

3.7 Insurance

All MAASA organised competitions are to be registered with the SAEF to make sure the competitors are covered for injuries on the day. (Only SAEF and MAASA registered members in good standing are covered in the MAASA/SAEF insurance policy.)

4. Horses and Horse Welfare

4.1 Passports and vaccinations

- 4.1.1 All horses competing within MAASA MUST have an official passport from SAEF. These passports must travel with the horse to all competitions as every passport will be checked before commencement of competition.
- 4.1.2 In this passport a vet must fill in the ID section. African Horse Sickness vaccination (Onderstepoort) as well as Equine Influenza MUST be shown in this passport.
- 4.1.3 African Horse Sickness vaccination (Onderstepoort) as well as Equine Influenza MUST be shown in this passport.
- 4.1.4 Influenza vaccinations need to be administered at the latest every six (6) months.
- 4.1.5 Vaccinations need to be administered by a practicing Veterinarian and the passport must be signed and stamped by the administering Vet.
- 4.1.6 All other horse sickness vaccines are optional and can be done at the owner's own prerogative.
- 4.1.7 Horses only participating in Training Days, Training Shows and clinics as well as any archery event not officially hosted by MAASA will not require an SAEF passport. It will be at the discretion of the hosting venue whether to allow horses without passports.
- 4.1.8 Non-competitive horses competing in MAASA non-competitive classes do not require the above mentioned SAEF passport. They do however require some form of passport, with the required AHS and Influenza vaccinations administered. These do not have to be administered by a vet but stickers need to be provided as proof of vaccination.
- 4.1.9 A list of Prohibited Substances will be made available. Random testing will be done from 2018 by the SAEF. No excuse will be accepted if/when any of these substances are found in your horse and this will result in horse/rider eliminations and possibly long-term suspensions.

4.2 Fitness to compete

- 4.2.1 Any new horse must be graded by a MAASA judge as “On Track” or “Off Track”. This assessment will be based on the safety level and control that can be displayed when a rider is shooting bow & arrow from the horse’s back with NO reign contact. The rider will also have to show that they can bring the horse back to a halt from a walk, trot, canter and gallop at any point during the track. Should a rider wish to compete at a trot then this level of control should be shown in a trot etc. The horse is not allowed to break pace.
- 4.2.2 Horses will be graded as “On Track” or “Off Track” before they are allowed to participate in any MAASA organised event.
- 4.2.3 It is the responsibility of the rider to ensure that their horse is graded by a MAASA judge as “on” or “off” track before a MAASA organised event. An application must be filed with MAASA for a horse to be graded. Horse gradings will be done at scheduled practice days with a form to be completed by the official assessing the horse. This form will have to be kept in the passport at all times.
- 4.2.4 Should a rider wish to compete on track bit-less or wearing just a neck-ropes, adequate control of the horse needs to be shown by riding a simple dressage exercise (walk, trot, canter, change reign, halt, rein back, figure of 8).
- 4.2.5 The judge can rate a horse (that has already been graded as “on track”) as “on” or “off” track on the day of competition. If a competitor is unable to bring an out-of-control/unsafe horse under control the judge has the right to scratch the horse from further competing on the day.
- 4.2.6 All horses must be adequately trained and experienced in mounted archery and must be fit enough to complete all their required runs at canter or gallop.
- 4.2.7 The minimum age for a horse to compete shall be set at an age of 5 years. This will result in less injuries of horses, as the bone and ligament structure has settled. This will also ensure less incidents or accidents on the track where horses are not strong enough to carry the rider with speed.
- 4.2.8 Horse to be checked on the day of competition for soundness, injury and condition by the Horse Welfare officer or Head Judge.
- 4.2.9 Passport to be checked for horse identity and up to date AHS and influenza vaccines prior to the competition.
- 4.2.10 Without prejudice to the above rules, horses with a known propensity to kick or bite are required to wear red or orange ribbons in their mane and/or tail and stallions must wear yellow ribbons.

4.3 Injury on the day of the event

- 4.3.1 A basic Equine first aid kit must be on site with a suitably qualified person to administer.
- 4.3.2 Small injuries can be treated on site.
- 4.3.3 A vet must be called for any serious injuries. The owner has a choice as to which vet is called but a vet must be called. Vet bill to go to the owner.
- 4.3.4 A horse with ANY injury that prohibits them from competing without pain can no longer take part in the event. The judge has the right to scratch the horse from the competition for the protection of the horse’s welfare. The owner has the right to withdraw the horse.
- 4.3.5 Any horse with blood on any part of its body may not compete.
- 4.3.6 The judge can scratch a horse from the competition if the horse is in a poor physical condition (lacking muscle/hips & ribs protruding excessively).
- 4.3.7 No entries will be refunded if a horse is scratched on the day of competition due to injury /lack of condition or uncontrollable behaviour.

4.4 Horse Substitution

A competitor may enter a different horse to the one listed on the official entry form at the close of entries, if the following conditions are met:

- 4.4.1 An official Horse Substitution form is completed fully and submitted to the presiding judge before the start of competition (See Appendix).
- 4.4.2 The substituted horse has undergone an “on Track” safety assessment, and has been declared safe to be on track.
- 4.4.3 The substituted horse has proof of up to date inoculations in the form of a passport, which needs to be presented to the horse welfare officer / judge before start of competition
- 4.4.4 The reasons for the substitution are deemed valid and fair by the presiding judge – substitutions are only allowed in the case of injury or ill health in the horse which was originally entered.
- 4.4.5 Notice of substitution must be given no later than one hour before the start of competition.

4.5 Competitors hiring/leasing horses and horses for international competitors

- 4.5.1 Those competitors who have not brought their own horses must arrange for a private hire or lending of a horse. In the case of international competitors, they will be allocated a horse by the competition organiser.
- 4.5.2 An international rider who is hiring a horse should communicate their preferred horse speed and type to the organiser when he/she is registering for the competition.
- 4.5.3 Competitors must be given reasonable opportunity to ride their horses before the competition, to warm up in a field/arena; to canter/gallop down the track and shoot from the potential horses. (Ideally the day before or at least several hours before the competition). Only in exceptional circumstances, e.g. poor weather, should procedure deviate from this ideal situation. It is the organisers' responsibility to ensure that time for this is allocated in the competition timetable and that competitors are aware of when it will occur. It is a competitor's responsibility to arrive in time for the horse selection (unless by prior arrangement)
- 4.5.4 The rider who is hiring a horse may express a preference of mount following horse trials. It is then the responsibility for the organiser to allocate horses appropriate to the ability, riding style, weight and preference of the competitor. The decision of the competition organiser shall be final and shall not be appealable.
- 4.5.5 The same horse should be used by a rider throughout the whole competition, unless the horse is retired from the competition due to injury or because it becomes apparent the rider is unsafe on that horse.
- 4.5.6 It is strongly recommended, but not mandatory, that no more than 2 competitors should ride a given horse in any one competition.
- 4.5.7 In the event that too many competitors wish to ride a particular horse (it being a horse available for allocation by the organiser), the final say shall go to the competition organiser and this decision shall not be appealable.
- 4.5.8 It is the absolute right of a horse's owner to determine which riders, and how many riders, shall ride their horse.
- 4.5.9 The owner of a horse may at any time withdraw their horse from the competition for any reason.
- 4.5.10 Should significant problems arise during the competition (particularly if horses are being shared with another rider) there should be an allowance for

discussion between rider, Head Judge, competition organiser & horse owner for a re-schooling run or a change of horse.

4.5.11 The Head Judge has the final decision regarding changing horses.

4.5.12 If a horse is withdrawn from the competition under rules 4.4.8 and 4.4.9 then:

4.5.12.1 The competition organiser shall attempt to make provision for an alternative horse;

4.5.12.2 If an alternative horse is being provided then the competitor shall be allowed a reasonable time to familiarise themselves with the horse and warm the horse up. The Head Judge shall determine how long is reasonable in the circumstances.

4.5.13 Should a rider change onto a new horse (due to lameness / safety concerns with their original horse), the organiser determines when the REMAINING runs are taken with enough time given to familiarise themselves with the horse. They should join the next suitable group and prior to commencing their scoring runs, should get 1 warm up canter without and 1 run with shooting. They do not get to run the whole event again; their score will be the sum of the runs before, and the runs after, the horse change.

4.6 General Welfare

4.6.1 Good Horse management

Stabling and feeding must be compatible with the best Horse management practices. Clean and good quality hay, feed and water must always be available.

4.6.2 Training methods

Horses must only undergo training that matches their physical capabilities and level of maturity for their respective disciplines. They must not be subjected to methods which are abusive or cause fear.

4.6.3 Farriery and tack

Foot care and shoeing must be of a high standard. Tack must be designed and fitted to avoid the risk of pain or injury.

4.6.4 Transport

4.6.4.1 During transportation, Horses must be fully protected against injuries and other health risks. Vehicles must be safe, well ventilated, maintained to a high standard, disinfected regularly and driven by competent personnel. Competent handlers must always be available to manage the Horses.

4.6.4.2 Special care should be taken during AHS season when transporting horses. Horse boxes should be sprayed with fly spay, horses should be kept calm and their immune systems should be boosted during this time in order to reduce the dip in their immune systems caused by travel.

4.6.4.3 In order to protect your horse it is discouraged to transport your horse during AHS season when you've had acute/confirmed cases of AHS on your property. As a courtesy to fellow competitors and show holding bodies it is encouraged that an owner should not transport their horse to shows within 21 days after an acute case of AHS has been confirmed on their property.

4.7 Events must not prejudice Horse welfare:

4.7.1 Competition areas

Horses must be trained and compete on suitable and safe surfaces. All obstacles and competition conditions must be designed with the safety of the horse and rider in mind.

4.7.2 Ground surfaces

All ground surfaces on which Horses walk, train or compete must be designed and maintained to reduce factors that could lead to injury.

4.7.3 Extreme weather

Competitions must not take place in extreme weather conditions that may compromise welfare or safety of the Horse. Provision must be made for cooling conditions and equipment for Horses after competing

4.7.4 Stabling at Events

Stables/paddocks must be safe, hygienic, comfortable, well ventilated and of sufficient size for the type and disposition of the Horse. Washing-down areas and water must always be available.

4.8 Humane treatment of horses:

4.8.1 Veterinary treatment

Veterinary expertise must always be at a minimum on standby at an event. If a horse is injured or exhausted during a competition, the athlete must stop competing and a horse welfare check must be performed. Injured horses must be given full supportive treatment before being transported.

4.8.2 Competition injuries

The incidence of injuries sustained in Competition should be monitored. Ground surface conditions, frequency of competitions and any other risk factors should be examined carefully to indicate ways to minimise injuries.

5. Personal Conduct

- 5.1 The use of offensive language, or any other conduct considered by the judge to be detrimental to Mounted Archery, will not be allowed on the track or competition area. A contestant not adhering to the first warning (Yellow Card) will be disqualified from an event on the next occurrence (Red Card). Conduct which jeopardizes the safety of the contestant shall result in disqualification from the horse show (Red Card). All contestants must display good sportsmanship at all times.
- 5.2 Unsportsmanlike conduct by contestants, parents or relatives of the contestant, grooms etc., inside or outside of the track/arena, may result in disqualification of the contestant and possible dismissal from the show grounds.
Such Conduct includes but is not limited to:
- 5.2.1 Wilfully causing trouble by constant complaining, aggravating MAASA judges and officials, horse show managers, secretaries or other personnel.
- 5.2.2 Accusing or making derogatory statements relative to the performance of judges, secretaries or show officials.
- 5.2.3 Use of a stopwatch or other timing device by the rider or by someone helping the rider to deliberately alter the outcome of a ride.
- 5.3 Unnecessarily rough or cruel handling of the horses is forbidden.

- 5.4 Hitting the horse with bow or arrows is forbidden and will result in a disqualification of the rider for that run.
- 5.5 Bleeding caused by misuse of spurs will result in immediate elimination from the whole competition (Red Card).
- 5.6 Alcoholic drinks are strictly prohibited for the duration of the competition. No alcohol is to be consumed by competitors, officials or spectators until the closing of the competition day has officially been announced.
- 5.7 No competitor shall take any drug, whether prescribed or not, which may affect their ability to compete in a safe manner.
- 5.8 Any person acting in an unsafe or unsociable manner may be required to leave the event, at the discretion of the Head Judge.
- 5.9 Random tests can and will be done by SAEF during competitions. Infringement of any provision of rules 5.7 may be penalised by warning, the deduction of points or disqualification. This shall be determined by the Head Judge, who shall bear in mind the seriousness of the behaviour and (where applicable) the competitor's response to a warning. Competitors thus penalised may appeal under Rules to appeal.
- 5.10 Riders, coaches and parents are required to treat judges and officials with all due respect and courtesy. Any issues in respect of the conduct or performance of a judge or official shall be handled in the appropriate way by following proper procedures, as set out in the Rules and Regulations and Code of Conduct, which requires that all such issues are to be reported to the show director/organiser. Riders, coaches and parents are not entitled to raise any such issue in respect of the conduct or performance of a judges and/or officials directly. The only exception to this is where there is an imminent danger or threat posed to the safety of any horse, rider or bystander which requires immediate intervention by such judge or official.

6. Personal Equipment, Dress and Tack

6.1 Safety and safety equipment

- 6.1.1 Safety helmets (must comply to SAEF safety standards) are compulsory for riders of ALL ages at all times during the competition day. This includes in the warm up area and applies to people wanting to give friends a "ride" on their horse. Any one seen sitting on a horse without the correct helmet on will be eliminated (Red Card). In the event a non-competitor is found on a horse without a helmet on, the competitor of said horse will be eliminated from the competition (Red Card).
- 6.1.2 All riders to wear suitable closed shoes with heels. Closed shoes without heels are not allowed unless riding with stirrups with a closed cap in the front.
- 6.1.3 All riders to sign indemnity as provided with competition entry.
- 6.1.4 Rigid body protectors may be worn.
- 6.1.5 The permission of the Head Judge should be sought before wearing an inflatable air-vest.

6.2 Dress Code

Modern or traditional costume may be worn; it is the individual's or team's decision.

- 6.2.1 If competitions have a specific dress requirement this should be clearly specified on the competition information at the time of entry applications.
- 6.2.2 Even if it is specified that traditional costume must be worn, organisers must enforce all competitors to wear a helmet at all times while mounted. Provision is made for decorative covers to cover a riding helmet.

6.3 Bows

- 6.3.1 Bows shall be of traditional form but may be of modern construction, including the use of modern materials. No arrow shelves, rests, cut-out windows, stabilisers, weights, pistol handles or mechanical releases shall be permitted.
- 6.3.2 No compound or cross bows allowed. Recurves with no shelves are preferred. No shelf on any bow is allowed.

6.4 Arrows

- 6.4.1 Arrow shafts may be of any material, including the nocks.
- 6.4.2 Arrows must have feathered fletches (not plastic).
- 6.4.3 Only target points are permitted.
- 6.4.4 Broadheads or any other point that causes excessive damage to the target shall not be permitted.
- 6.4.5 Where blunts are required, they must be made of rubber, wood, plastic, leather or some other soft material.
- 6.4.6 All arrows must be numbered with rider/competitor number.

6.5 Quivers

These rules on quivers apply to all events in MAASA competitions when arrows are not allowed to be held in the hand.

- 6.5.1 Arrows may be carried in a quiver or in a belt or sash.
- 6.5.2 Quivers must be attached to the rider, they may not be attached to the horse, its tack or to the bow.
- 6.5.3 The quiver may be attached to a person's body, belt, back thigh or lower leg. It may not be attached to the arm.
- 6.5.4 Arrows may not be carried in the boot.
- 6.5.5 Arrows may be carried directly in a sash/belt.
- 6.5.6 Quiver types where arrow points are uncovered are permitted.
- 6.5.7 If the Head Judge has concerns that a particular quiver is dangerous or it is irritating the horse (for example, by flapping) then the Head Judge may request that a competitor adjusts or changes the quiver. If this is not done to the Head Judge's satisfaction, he may forbid the person from continuing to use that quiver.

6.6 Tack

All tack to be checked at the time of the horse inspection for the following:

- 6.6.1 Whether horses are tacked up correctly/incorrectly.
- 6.6.2 Tack causing pain (e.g. poorly fitted saddle/bridle etc).
- 6.6.3 No equipment may be used that restricts free head movement of the horse.
- 6.6.4 Head Judge/Horse Welfare officer to check that martingales are used safely & correctly (not restricting head movement of horse and not so loose as to hazardous when riding down the track with loose reins).
- 6.6.5 Chest straps that help keep the saddle in place in the event that the girth may come loose are allowed.
- 6.6.6 Reins should be tied on the horse's neck or tied to the saddle with a strap that can safely break. Reins should not flap and swing close to the horse's legs when the horse canters down the track.
- 6.6.7 Horses should have a free head carriage. Any device or arrangement that pulls on a horse's head or mouth during normal paces (whether used with the aim of slowing the horse or not) is not allowed.
Examples include (but are not limited to) bearing, side, draw, running, balancing reins, or similar. No devices such as the Market Harborough or de Gogue may be

used. Reins may not be looped over the pommel so tight that they act to slow the horse.

- 6.6.8 Any fancy dress items that could cause a safety risk for horse and or rider or other horse/riders.
- 6.6.9 Horses not suitably prepared for the fancy dress items are also to be asked to remove the items causing the horse fear.
- 6.6.10 Ribbons in horses' tails: red/orange for horses that kick
Yellow for stallions
Green for young horses
- 6.6.11 A competitor riding their own horse may use spurs, but may be disqualified for excessive use.
- 6.6.12 No crops are allowed on track. Use of a crop in the warm-up arena is allowed to aid and train new and young horses. Crops may not be used to beat up or speed up horses. No excessive use of the crop will be allowed.
- 6.6.13 Competitors riding a horse that is not their own must have the permission of the horse's owner before using equipment such as spurs.
- 6.6.14 There are no restrictions on the type of saddle used. However a competitor may not use his own saddle on a hired horse without the permission of the owner and (where there is provision for this) the approval of a saddle fitter or the head judge.
- 6.6.15 It is permitted to ride in a bitless bridle provided that the rider has adequate control of their horse and has been approved by the Head Judge to do so.
- 6.6.16 Horses may only be ridden with a neck-strap/cordeo with the permission of the Head Judge. Horses will be assessed and must ride a basic dressage test in all gates to show adequate control.

7. Spectator Safety

7.1 Track layout (As per Mounted Archery Show Holding Body Checklist Document)

- 7.1.1 The track must be set up in such a way that no spectators can accidentally wander into an area where there are galloping horses or where arrows may land.
- 7.1.2 Track length between the timers is determined by the track type. All Korean and Hungarian tracks to have suitable stopping area at the end. Preferable in a turn no sharper than that on a 20m diameter circle.
- 7.1.3 The track should be suitably marked with barriers that prevent horses leaving the track or entering the spectator area.
- 7.1.4 All poles planted along the track must not be higher than 1m to avoid interference with the bow.

7.2 No pedestrian areas (horse & official only zones)

- 7.2.1 These areas are to be clearly marked with danger tape and checked by officials.

8. Scoring

- 8.1 Arrows shall be scored by target judges/arrow pullers, who shall indicate the score to the scribe/score keeper.
- 8.2 The target judge shall not touch the arrow or the target face until the score keeper has instructed the target judge to pull the arrow.
- 8.3 Target judges should indicate the target point score for long enough that a rider's representative based near the judges' tent can note them and question results if necessary.

- 8.4 Arrows that bounce off the target shall score zero and do not count as “hits” for the purpose of bonus points.
- 8.5 Arrows that pass through a target shall allow for a re-run or a score equivalent to where the arrow struck the target (if this can be determined).
- 8.5.1 Target needs inspection and replacement as the centre could be heavily perforated.
- 8.5.2 Re-run can be awarded if the point of entry is debatable.
- 8.6 An arrow that strikes and remains embedded in another arrow shall score the same as the arrow it struck.
- 8.7 An arrow that penetrates the paper target face but does not penetrate the boss and is left hanging from the paper face shall be scored as though it had penetrated the boss.
- 8.8 If the shaft of an arrow touches two different scoring zones or touches the line between two scoring zones then the arrow shall be scored as the higher of the two scores.
- 8.9 If a tear in the paper face caused by the arrow touches the line (or higher scoring zone), but the shaft of the arrow does not, then the lower score is recorded. The higher score is only awarded if the arrow itself touches the line or higher zone.
- 8.10 It is recommended, but not mandatory, that if an arrow is close to or just touching a line (i.e. it is a close decision as to which zone to score it in), the target judge should obtain a second opinion before announcing the score. If it cannot be determined whether an arrow touches the line or not the higher score is given.
- 8.11 If the arrow is shot at an angle and lying flat against the target face, the score is based on where the arrow breaks the target face
- 8.12 Arrows will be removed from targets after each competitor’s run. Additional arrows will be collected at the end of each group’s run.
- 8.13 Results for individual competitors will be announced at the end of the day at the prize-giving ceremony.

9. Refusals, Falls and Safety Exclusions and Disqualifications:

- 9.1 Once a competitor has been given the signal to go (green flag), they must enter the track within 60s. Failure to do so shall count as a refusal and the competitor shall not be permitted to enter the track once the 60s have elapsed. They shall score zero for that run.
- 9.2 If a horse leaves the track other than through the approved exit then the competitor shall score zero for that run.
- 9.3 In the Polish Track, event specific rules apply.
- 9.4 If a competitor falls from their horse whilst on the track then they shall score zero for that run. If a competitor falls twice in the same event then that competitor shall be required to withdraw and shall not attempt any more runs. Any runs already completed shall count towards results and rankings. For the purpose of this rule, an “event” is a set of runs scored together, such as the Hungarian-99 event or the Korean 235 event. The competitor may compete in other events at the same competition.
- 9.5 The Head Judge may, at their discretion, rule that a competitor is not safe to continue, either through injury or through lack of competence.
- 9.6 The Head Judge may request that a competitor is examined by a medic if they have fallen. If there are concerns regarding concussion this should be mandatory.
- 9.6.1 If it is determined that the competitor must withdraw on health grounds, any runs already completed shall count towards results and rankings.
- 9.6.2 If the injury has resolved or the competitor is passed as fit to continue by the medic they may, at the discretion of the Head Judge, be permitted to attempt their remaining runs.
- 9.7 The Head Judge may, at their discretion, allow the competitor to complete any runs that they have missed for any other reason, including injury. The Head Judge shall consider

the extent to which the problem was self-inflicted, but other factors such as time and any necessary rearrangement of the track or targets may also be considered.

9.8 Common sense regarding safety must always be used.

9.9 Loss of Control: Any one of the following will be considered loss of control and will result in disqualification for that run:

9.9.1 Failure to Show Control of Horse: The horse must be brought under control before beginning the track to show that the rider has complete control. The judge will signal approval for the run only if the rider shows control of the horse. The rider must wait for the judge's approval prior to beginning the run by signalling a Green Flag.

9.9.1.1 A horse may not be led onto the track by an assistant unless the judge deems it so. It is permissible for a rider to dismount, lead his horse onto the track and remount before the start line.

9.9.1.2 A rider must be able to demonstrate that he can stop the horse on the track at any given point within 30m if requested to do so by the judge.

9.9.1.3 Controlled downward transitions are required at the end of the track (Gallop/canter/trot/walk/stop), failure to do so i.e. going from a gallop to a dead stop against the gate at the end of the track will be seen as loss of control. The barrier at the end of the track should not be used to stop the horse.

9.9.1.4 Should a horse display unsafe, uncontrolled behavior at any point during a run, the judge may issue a warning to the rider.

9.9.1.5 Should the horse continue to display unsafe behavior, the judge may instruct the rider and horse to leave the track.

9.9.1.6 The horse will then need to undergo a new "on track" assessment in order to be declared safe on track.

9.9.2 Failure to Begin: The rider must begin the run within one minute after the judge gives the ready signal.

9.9.3 Unruly Horse: The horse must not be unruly such that, in the opinion of the judge, the safety of the rider might be in jeopardy.

9.9.4 Falling off the horse while on course for that specific item

9.9.5 Beginning the run from outside the barrier line.

9.10 Disqualifications for a run:

9.10.1 Using a weapon (Bow or arrow) to encourage or strike a horse when approaching the start or during a run.

9.10.2 Competitor not riding in correct number order or without permission of the judge.

9.10.3 Leaving the demarcated track or going around or over the barrier without stopping.

10. Protests and Timing Failures

10.1 A competitor may protest if they feel that their run was unfairly affected by some outside influence. Such influence may include, but is not limited to, undue distraction by spectators, photographers or others near the track.

10.2 Any protest under rule 10.1 must be lodged as soon as practicable after the run has concluded and in any event must be lodged before the competitor's next run.

10.3 A protest under rule 10.1 may be lodged with any official, who shall communicate the protest to the Head Judge as soon as possible.

10.4 If a competitor lodges a protest in good time and as a result of lodging the protest they are late for their next run then their lateness shall not count as a refusal under rule 9.1, so the competitor shall not forfeit such a run.

- 10.5 In the event of a protest under rule 10.1, the Head Judge may, at his discretion, allow the competitor to attempt the run again. If this is allowed then the score on the rerun shall stand in place of any score achieved on the original run, even if the original run scored more highly.
- 10.6 When considering whether to allow a rerun following a protest, the Head Judge shall consider the extent to which any outside influence was foreseeable or greater than that experienced by other competitors. In particular, if the protest stems from distraction by spectators or others near the track then the Head Judge shall consider whether such distraction was no more than should have been expected, bearing in mind the event and the crowd conditions in general.
- 10.7 If a malfunction of timing equipment means that a competitor's run is not timed then the competitor shall either be entitled to repeat the run, or the time for that run may be given as the average time of their other runs. Which of these two courses of action is to be used shall be decided by the Head Judge before the competition begins and the same rule shall be applied to all competitors. If the competitor has a rerun then the score on the rerun shall stand in place of any score achieved on the original run, even if the original run scored more highly.
- 10.8 If the run is not timed because the competitor entered the track before they received the correct starting signal then the run shall not be repeated unless the competitor shows, following a protest, that they were induced to start the run through some mistake on the part of the officials (e.g. the starting judge told the competitor to go despite the official signal not having been given).

11. Appeals

- 11.1 Prior to the start of competition an Appeals committee should be selected. It should consist of 6 people: the 2 judges (Head Judge and one other), 2 people nominated by the organiser, and 2 people nominated by the competitors. All should be well versed in the rules.
- 11.2 In the event of an appeal a panel of 3 persons from the appeals committee will be convened. The requirement to use 3 people from the committee means that if any of the appeals committee has a conflict of interest (they are the subject of the appeal, or the same club or national team as the complainant) they can remove themselves from potential selection for that panel.
- 11.3 The appeals committee will deal with any queries regarding the validity of scores, or judging decisions. Including, but not limited to:
- 11.3.1 Any ruling by the Head Judge
 - 11.3.2 Any decision as to whether a competitor drew their arrows early
 - 11.3.3 Any score awarded by a target judge
 - 11.3.4 The time recorded for a run
 - e. Any other alleged infraction of the rules, save where an appeal is expressly forbidden by the rules.
- 11.4 A competitor may appeal in relation to those matters mentioned in rule 10.3 in relation to their own run or any other competitor's run.

- 11.5 Should a rider disagree with the Head Judge's decision regarding changing a lame or dangerous horse, that decision may be challenged via the appeals committee.
- 11.6 To lodge an appeal the concern should be announced immediately and then written down and given to the Head Judge.
- 11.7 Written appeals accompanied by a fee of R150.00 cash must be submitted to the appointed official within 30 minutes after completion of the protested event.
- 11.8 Approved appeals will result in a refund of the R150-00 fee. Fees from unapproved protests will be directed to the MAASA general fund. A copy of the written protest shall be forwarded to the MAASA Committee. All protests will be reviewed by this committee with the intention of eliminating ambiguities that might exist in the rule book.
- 11.9 **Under NO circumstances can a judge's ruling be overruled by show management.**

12. Equipment Failure

- 12.1 If a competitor's equipment fails then they shall be permitted to replace it. This includes, but is not limited to, the bow coming unstrung, breaking of bows, bowstrings, other archery equipment or riding tack. In such circumstances the competitor shall be permitted a reasonable time to replace the equipment. The Head Judge shall determine how long is reasonable.
- 12.2 A competitor's failure to enter the track for their run shall not count as a refusal during the time allowed by the Head Judge for the replacement of failed equipment.
- 12.3 A competitor shall not be permitted a rerun solely on the grounds that their equipment failed during a run.

13. Competitors' Meeting

- 13.1 There shall be a meeting for all competitors, ideally to be held at the start of the competition and not more than 24 hours before the competition begins. At this meeting the rules and procedures for the competition shall be explained and competitors shall have the opportunity to ask any questions they may have.
- 13.2 All competitors must attend the competitors' meeting unless excused by the Head Judge. Any competitor who, without prior permission, does not attend the meeting may, at the Head Judge's discretion, be prevented from competing in the competition.

14. Warm up runs

- 14.1 There should be provision for competitors to warm up properly, including ground shooting and horse schooling/warming up (without shooting) before each event. Separate areas should be provided for this.
- 14.2 The number of warm up runs is specified under the **Raid** and **Tower** rules.
- 14.3 For the 9 run Hungarian-99, each competitor gets 3 warm up canters on the track (without/with shooting as they wish)
- 14.4 For the 6 run **Tower**-90, each competitor gets 2 warm up canters on the track (without/with shooting as they wish)

- 14.5 **Raid** style: each competitor gets 2 warm up canter only (without/with), it is at the rider's discretion whether to shoot at **Raid** 1, 2 or 3 for their warm-up run.
- 14.6 At least one warm-up run for each discipline should be timed and the time of the run communicated to the rider.
- 14.7 If there are concerns regarding the fatigue of horses, especially in heavy going conditions, or the competition timetable, warm up runs may be decreased to a minimum of 1 canter without / with shooting, prior to starting competition runs. If any team captains have issue with the number of warm up runs offered it should be discussed between the organiser and all team captains at the earliest opportunity.
- 14.8 If a rider has changing onto a new horse (due to lameness / safety concerns with their original horse)... Prior to restarting their scoring runs they should get 1 warm up canter without and 1 run with shooting.
- 14.9 For the Polish track there should be clear information available to all competitors on:
- 14.9.1 When the track will be open for walking by competitors
- 14.9.10 When the track will be open for familiarisation rides by horses and the frequency / speed of riding that is permissible
- 14.9.11 What the warm up procedure will be on competition day ie. what will be allowed and when this is timetabled to occur

15. Procedure within the competition

- 15.1 At the start of each group competitors should be introduced to spectators if time and audio equipment allow.
- 15.2 Red and green flag system is to be used. Green flag meaning that the competitor may enter the track to start their run. Red flag meaning the track is not yet cleared or ready for the competitor to enter.
- 15.3 Entering the track without a green flag will result in disqualification of that run.
- 15.4 Results sheets must be issued to competitors before the final results of an event are announced. Competitors will have 15 minutes to appeal perceived errors and sign off their scoresheets.
- 15.5 At the end of a competition team points and placings should be provided for team captains to check before the results are formally announced by the organiser.

16. Complaint / Grievance procedure

Any complaint regarding matters other than appeals for scoring should be handed in writing along with a fee of R150 to the Head Judge for the day. The Head Judge will assess the situation and if it is a matter that requires immediate attention the Head Judge will either address the matter immediately or consult with the appeals board regarding further action. Should the complaint be found to be valid the R150 will be reimbursed. Should the complaint be found to be immaterial then the R150 will be seen as a donation to MAASA to be used in the everyday operational expenses of MAASA.

17. Disciplinary Procedure (on competition day)

The Head Judge for the day has full authority to issue warnings to riders or unruly spectators. It is within the judge's discretion to disqualify a rider either for a single run, for an event or for the entire competition day. A yellow card / red card system will be implemented in competition where a judge can issue a yellow card as warning to an unruly horse, or irresponsible or disrespectful rider. Once a yellow card has been issued should the competitor/horse be found to transgress on the same offence for a second time a red card will be issued in which case the rider/horse will be disqualified for the remainder of that event or if the judge so deems it, the entire competition for the day. Depending on the severity of the transgression the Head Judge may decide to issue a red card immediately without issuing a yellow card first. The judge's decision is final and no argument will be entered into on competition day regarding this.

18. Age Categories

- 18.1 Junior: any age up to and including a junior's matric year (0-18 years)
- 18.2 Matriculated and older. (18 -100)
- 18.3 In major championships only the junior and senior age categories will be recognised.
- 18.4 A competitor may choose to move up one age category (i.e. from junior to senior). They must advise their national governing body by email or in writing.
- 18.5 If a competitor moves up an age category they may not move back down to their original age category that year.

Disciplines/Styles Rules

19. The Raid Event (Standard Rules)

19.1 Set-up

19.1.1 The track shall be straight and 90m long (or 150m for R1-2-5) between the start and finish lines

19.1.1.1 There should be barriers on both sides of the track for its full length.

19.1.1.2 There should be adequate run-in / run-out space at either end of the track, as per Track rules 3.4.

19.1.2 The start and finish lines must be clearly marked. Where electronic timing is being used the timing gates will be located here.

19.1.3 The targets shall be set at the positions indicated in the diagrams and the specific rules for single, double and serial shot.

19.1.3.1 They shall be set back 8m from the edge of the track for a square target or 7m from the edge of the track for a round target

19.1.3.2 Targets shall be set so the centre is at 90cm \pm 10cm above the ground, or lower. Measurements are relative to ground level within the track, ie. the target height should be adjusted appropriately if the ground slopes between the track and the location of the target.

19.1.3.3 Targets shall be angled on the horizontal plane so that the target faces the position indicated on the track diagram, and inclined on the vertical plane so that the face is perpendicular to an archer mounted on an average size horse.

19.1.4 The target faces shall be either:

- a. A round target face with a diameter of 80cm, divided into 5 concentric circular zones (ie. a standard WA80(FITA80) target), set 7m from the edge of the track.
- b. An 80 x 80cm square target face, divided into 5 evenly spaced concentric zones, set 8m from the edge of the track.

19.1.4.1 The zones are concentric circles / squares with a diameter/width of 16cm, 32cm, 48cm, 64cm and 80cm.



19.2 Procedure

19.2.1 The Raid standard rules event consists of a set of 6 runs comprised of a mix of two or three of the following: single shot, double shot and serial shot. The serial shot discipline may be either a triple shot or a five shot course.

19.2.1.1 There are predetermined sets for the Raid style and the grading table details which may be used towards S or HA grades. These

- include R1-2, R1-3, R1-2-3, R2-3, R1-2-5. The single, double and serial shot disciplines may be run in any order.
- 19.2.1.2 The archer is allowed 2 test runs in canter before scored competition or grading runs, shooting is allowed on both runs. At the judge's/organisers' discretion warm up runs on the track at walk or trot, with no shooting, may be permitted prior to these.
- 19.2.2 All shots MUST be taken at canter or gallop.
- 19.2.2.1 The horse should be in canter or gallop between the start and finish line.
- 19.2.2.2 If there is a prolonged or tactical break in pace the rider will score 0 for that run; however if the rider immediately corrects a break in pace then the run will be scored as normal.
- 19.2.3 Arrows must be individually drawn from a quiver, belt or sash. (Rules on permitted quivers as per 6.5 of the MAASA rulebook). Arrows may not be carried in the boot.
- 19.2.4 Where the first target is at 30m (or more) from the start, competitors must not touch their arrows until they have passed the start line (ie. the single and double shot).
- 19.2.4.1 If the competitor touches the arrow before they have passed the start line, they shall score no points for the first arrow loosed at a target on that run. They may score with subsequent arrows loosed on subsequent targets on that run.
- 19.2.5 Where the first target is within 30m from the start, competitors may start with an arrow nocked (ie. the 90m and 150m serial shot). The remaining arrows must be in the quiver, belt or sash (as per page 13).
- 19.2.6 Arrows must be shot only between the start line and finish line.
- 19.2.7 Only one arrow may be loosed at each target.
- 19.2.7.1 A competitor whose first arrow will score zero because they touched their arrows before the start line (#19.2.4) may still only loose as many arrows as there are targets in that run. Any arrows loosed beyond the allowed number for the run shall not count.
- 19.2.7.2 If more than 1 arrows were shot at a target then the lowest scoring arrow (including arrows registering a 0 score for a miss) will be counted.
- 19.2.8 In respect of #19.2.4 & #19.2.6, the competitor shall be deemed to have crossed the start line when the rider's body crosses the line, not when the horse does so.
- 19.2.8.1 A judge shall be positioned at the start line to determine any infractions to these rules;
- 19.2.8.2 The benefit of the doubt shall be given to the competitor. If the judge is not sure then no penalty shall be imposed.
- 19.2.9 Any arrow shot in contravention of #19.2.2 (breaking pace), #19.2.4 (touching early), #19.2.6 (outside the track) will score 0 points regardless of where it hits.

19.3 Scoring

TARGET POINTS

19.3.1 All targets score as follows (inner ring outwards): 5, 4, 3, 2, 1 points.

19.3.1.1 Arrows hitting the tiger/boar (where there is one) in the centre of the square target score 5pts, ie. the same as the zone it is within.

19.3.1.2 The archer is awarded the target score of all eligible arrows shot (see #19.2.9).

TIME BONUS

19.3.2 **Novice Level:** there is no set time for the novice class, runs can be completed in any amount of time.

Student Archer Level: The time allowed for each run is 16s for a 90m track, 27s for a 150m track or 32s for a 180m track. Points shall be awarded or deducted for completing a run in less or more than this time, subject to rules 1.3.2 and 1.3.6 below. One point shall be awarded or deducted for each second, calculated to two decimal places.

Horse Archer Level: The time allowed for each run is 14 for a 90m track, 23s for a 150m track or 28s for a 180m track. Points shall be awarded or deducted for completing a run in less or more than this time, subject to rules 19.3.2.1, 19.3.3 and 19.3.4 below. One point shall be awarded or deducted for each second, calculated to two decimal places.

19.3.2.1 The track time for each run should be recorded to 2 decimal places (if using an electronic timer, or to 1 decimal place if using a stopwatch); according to Equipment rules 3.5.

19.3.3 Speed points are awarded for completing a run faster than the par time, but the gain of speed points is capped at 10m/s. There is no further gain in points for those completing the track faster than this average speed (ie. 9s for 90m or 15s for 150m for HA Level).

19.3.3.1 Speed points shall be awarded equal to 1 point per second (or part thereof) that the run is faster than the par time, up to the cap at 10m/s.

19.3.3.2 The maximum number of points that may be awarded for speed on a 90m track is 5 (for completing the run in 9s or quicker). The maximum number of points that may be awarded for speed on a 150m track is 8 (for completing the run in 15s or quicker for HA Level).

19.3.3.3 Speed points are only awarded for time if the competitor hits at least one target.

19.3.3.4 "Hits" means hits within the scoring zones of the target face. Arrows that hit the target boss but do not score points are not "hits" for the purpose of these rules.

TIME PENALTY

19.3.4 A time penalty is incurred for exceeding the par time for the track.

19.3.4.1 The time penalty incurred is equal to 1 point per second (or part thereof) that the run's time exceeds the par time

MULTI-HIT BONUS

19.3.5 Multi-hit bonuses can be awarded on the serial shot with sufficient hits ("hits" counting as per #19.3.3.4) - see #19.6.5, #19.7.6 & 19.7.7.

TOTAL SCORING

19.3.6 The target points, the time bonus/penalty and multi-hit bonus points for each run should be added together for that run's score.

19.3.6.1 If the competitor fails to score any hits on the targets (as per #3.3.4), they score 0 for that run, regardless of time taken.

19.3.6.2 The archer can never receive fewer than 0 points for a run, even if the time penalty is larger than the target points.

19.3.6.3 The scores of all runs should be added together for a total score.

19.4 Raid 1 - The single shot discipline

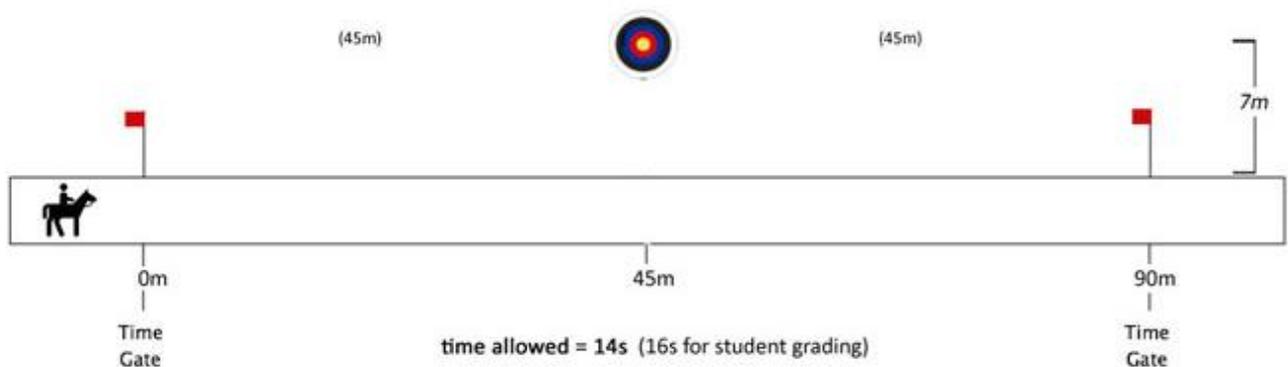
19.4.1 The course is 90m long. The target is placed halfway down the track, positioned for a sideways (perpendicular) shot from an archer who is 45m along the track.

19.4.2 The time allowed is 14s for HA and 16s for SA.

19.4.3 Riders may not touch their arrows before passing the starting gate.

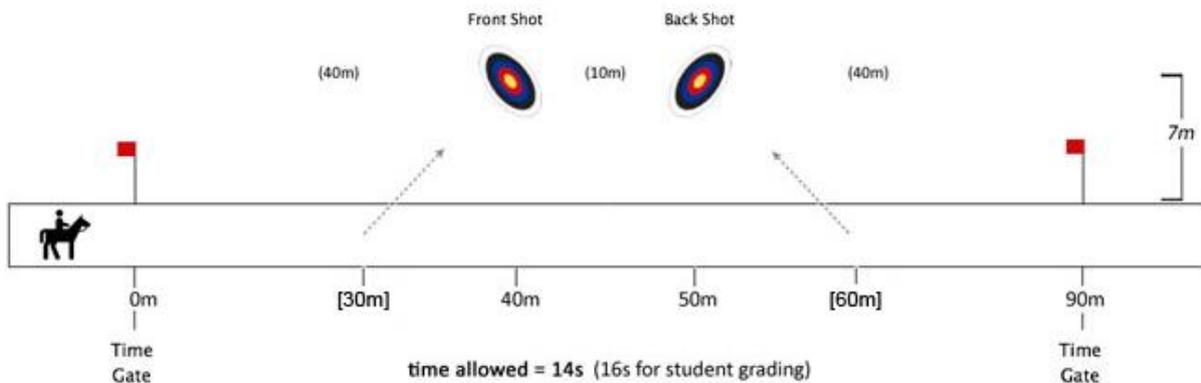
19.4.4 Should a rider touch their arrows before passing the starting gate then they will be disqualified for that run.

19.4.5 Riders may not go in nocked or hold any arrows in their hands.



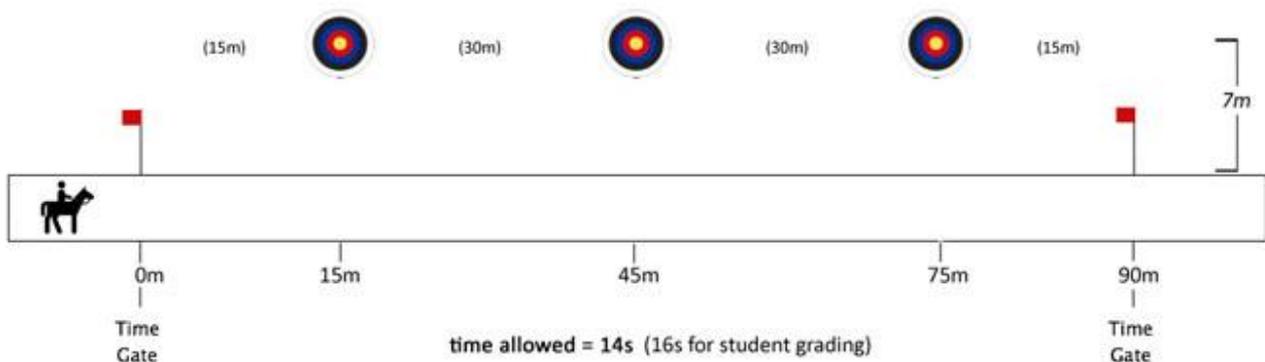
19.5 Raid 2 - The Double Shot Discipline

- 19.5.1 The course is 90m long.
- 19.5.2 The first target is positioned 40m along the track and is angled for a shot from an archer who is 30m along the track.
- 19.5.3 The second target is positioned 50m along the track and is angled for a shot from an archer who is 60m along the track.
- 19.5.4 The time allowed is 14s for HA and 16s for SA.
- 19.5.5 Riders may not touch their arrows before passing the starting gate.
- 19.5.6 Should a rider touch their arrows before passing the starting gate then they will be scored 0 for the first target.
- 19.5.7 Riders may not go in nocked or hold any arrows in their hands.



19.6 Raid 3 - The Serial Shot Discipline – Triple Shot

- 19.6.1 The course is 90m long.
- 19.6.2 Three targets are positioned for sideways shots at distances of 15m, 45m and 75m along the track (targets face perpendicular to track).
- 19.6.3 In the triple shot discipline competitors may start with an arrow nocked. The remaining arrows must be drawn from a quiver as usual.
- 19.6.4 The time allowed is 14s for HA and 16s for SA.
- 19.6.5 Three bonus points shall be awarded for any run in which the competitor hits all three targets, provided that they complete that run within the allowed time.



19.7 **Raid 5 - The Serial Shot Discipline – Five shot, 150m**

19.7.1 The course is 150m long.

19.7.2 Five targets are positioned for sideways shots at distances of 15m, 45m, 75m, 105m and 135m along the track (targets face perpendicular to track).

19.7.3 In the 150m five shot discipline competitors may start with an arrow nocked. The remaining arrows must be drawn from a quiver as usual.

19.7.4 The time allowed is 23s for HA and 27s for SA.

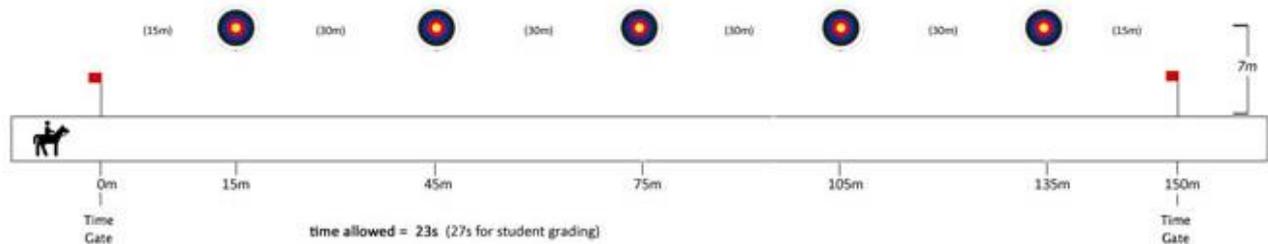
19.7.5 Speed points shall be awarded if 3 or more targets are hit

19.7.6 Three bonus points are awarded for any run in which the competitor hits three consecutive targets (i.e. first, second and third; second, third and fourth; or third, fourth and fifth targets), provided that they complete that run within the allowed time.

19.7.7 Five bonus points are awarded for any run in which the competitor hits all five targets, provided that they complete that run within the allowed time.

19.7.8 These bonuses are not cumulative; a competitor is awarded the highest applicable multi-hit bonus: EITHER 3 points for hitting 3 consecutive targets OR 5 points for hitting all 5 targets.

19.7.9 “Hits” has the same meaning as defined in rule 19.3.3.4 (i.e. hitting within the scoring zones of the target).



20. HBAE Raid tracks (Raid 2-3-3; Raid 2-3-5)

Rules #1-3 pertain to both the HBAE Raid tracks. #4 details the R2-3-5. #5 details the R2-3-3.

20.1 Set-up

20.1.1 The track shall be straight and 150m (R235) or 90m (R233) long between the start and finish lines

20.1.1.1 There should be barriers on both sides of the track for its full length.

20.1.1.2 There should be adequate run-in / run-out space at either end of the track, as per General & Competition rules #8.4 .

20.1.2 The start and finish lines must be clearly marked. Where electronic timing is being used the timing gates will be located here.

20.1.3 The targets shall be set at the positions indicated in the diagrams and the specific rules for R235 and R233

20.1.3.1 They shall be set back 8m from the edge of the track for a square target (#20.1.4a) or 7m from the edge of the track for a round target (#20.1.4b)

20.1.3.2 Targets shall be set so that the centre is at 90cm +/- 10cm above the ground. Measurements are relative to ground level within the track, ie. the target height should be adjusted appropriately if the ground slopes between the track and the location of the target.

20.1.3.3 Targets shall be angled on the horizontal plane so that the target faces the position indicated on the track diagram, and inclined on the vertical plane so that the face is perpendicular to an archer mounted on an average size horse.

20.1.4 The target faces shall be either:

a. As standard, an 80 x 80cm square target face, divided into 5 evenly spaced concentric zones, set 8m from the edge of the track.

b. Alternatively, a round target face with a diameter of 80cm, divided into 5 concentric circular zones (ie. a standard WA80(FITA80) target), set 7m from the edge of the track.

20.1.4.1 The zones are concentric circles/ squares with a diameter/width of 16cm, 32cm, 48cm, 64cm and 80cm.

20.2 Procedure

20.2.1 The IHAA Raid Style consists of 6 runs: 2 runs of double, 2 runs of angled triple and 2 runs of serial shot (standard / short-track serial shot)

20.2.1.1 The disciplines must be run in this prescribed order, i.e. double shot, angled triple then serial shot.

20.2.1.2 The archer is allowed 2 test runs in canter before a scored competition or grading, shooting is allowed on both runs. At the judge's/organisers' discretion warm up runs on the track at walk or trot, with no shooting, may be permitted prior to these.

20.2.2 All shots MUST be taken at canter or gallop.

20.2.2.1 The horse should be in canter or gallop between the start and finish line.

20.2.2.2 If there is a prolonged or tactical break in pace the rider will score 0 for that run; however if the rider immediately corrects a break in pace then the run will be scored as normal.

- 20.2.3 Arrows must be individually drawn from a quiver, belt or sash. (Rules on permitted quivers are on 13).
- 20.2.4 Where the first target is at 30m (or more) from the start, competitors must not touch their arrows until they have passed the start line.
 - 20.2.4.1 If the competitor touches the arrow before they have passed the start line, they shall score no points for the first arrow loosed at a target on that run. They may score with subsequent arrows loosed on subsequent targets on that run.
- 20.2.5 Where the first target is within 30m from the start, competitors may start with an arrow nocked. The remaining arrows must be in the quiver, belt or sash (as per #20.2.3).
- 20.2.6 Arrows must be shot only between the start line and finish line.
- 20.2.7 Only one arrow may be loosed at each target.
 - 20.2.7.1 A competitor whose first arrow will score zero because they touched their arrows before the start line (#20.2.4) may still only loose as many arrows as there are targets in that run. Any arrows loosed beyond the allowed number for the run shall not count
 - 20.2.7.2 If more than 1 arrows were shot at a target then the lowest scoring arrow (including arrows registering a 0 score for a miss) will be counted.
- 20.2.8 In respect of #20.2.4 & #20.2.6, the competitor shall be deemed to have crossed the start line when the rider's body crosses the line, not when the horse does so.
 - 20.2.8.1 A judge shall be positioned at the start line to determine any infractions to these rules;
 - 20.2.8.2 The benefit of the doubt shall be given to the competitor. If the judge is not sure then no penalty shall be imposed.
- 20.2.9 Any arrow shot in contravention of #20.2.2 (breaking pace), #20.2.4 (touching early), #20.2.6 (outside the track) will score 0 points regardless of where it hits.

20.3 Scoring

TARGET POINTS

- 20.3.1 All targets score as follows (inner ring outwards): 5, 4, 3, 2, 1 points.
 - 20.3.1.1 Arrows hitting the tiger/boar (where there is one) in the centre of the square target score 5pts, ie. the same as the zone it is within.
 - 20.3.1.2 The archer is awarded the target score of all eligible arrows shot (see #20.2.9).

TIME BONUS

- 20.3.2 A par time is set for each track length (14s on a 90m track, 18s on a 120m track and 23s on a 150m track for Horse Archers and 16s on 90m track, 21s on a 120m track and 27s on a 150m track for Student Archers.)
 - 20.3.2.1 The track time for each run should be recorded to 2 decimal places (if using an electronic timer, or to 1 decimal place if using a stopwatch).
- 20.3.3 Speed points are awarded for completing a run faster than the par time subject to hitting sufficient targets.
 - 20.3.3.1 Speed points shall be awarded equal to 1 point per second (or part thereof) that the run is faster than the par time
 - 20.3.3.2 The number of hits required to collect speed points is detailed on the specific rules for K2-3-5 and K2-3-3). If the archer does not manage the required number of hits then speed points are not awarded for that run (target points are not affected).

20.3.3.3 “Hits” means hits within the scoring zones of the target face. Arrows that hit the target boss but do not score points are not “hits” for the purpose of these rules.

TIME PENALTY

20.3.4 A time penalty is incurred for exceeding the par time for the track, regardless of the number of targets hit.

20.3.4.1 The time penalty incurred is equal to 1 point per second (or part thereof) that the run’s time exceeds the par time

MULTI-HIT BONUS

20.3.5 Multi-hit bonuses can be awarded (see the specific rules for K2-3-5 and K2-3-3) with sufficient hits (hits counting as per #20.3.3.3)

TOTAL SCORING

20.3.6 The target points, the time bonus/penalty and multi-hit bonus points for each run should be added together for that run’s score

20.3.6.1 If the competitor fails to score any hits on the targets (as per #3.3.3), they score 0 for that run, regardless of time taken.

20.3.6.2 The archer can never receive fewer than 0 points for a run, even if the time penalty is larger than the target points.

20.3.6.3 The scores of all runs should be added together for a total score.

20.4 Raid 2-3-5

20.4.1 Double Shot set up

20.4.1.1 The course shall be 90m long.

20.4.1.2 Two targets shall be positioned as follows:

1 target at 40m along the track, angled for a forwards shot by an archer who is 30m along the track.

1 target at 50m along the track, angled for a backwards shot by an archer who is 60m along the track.

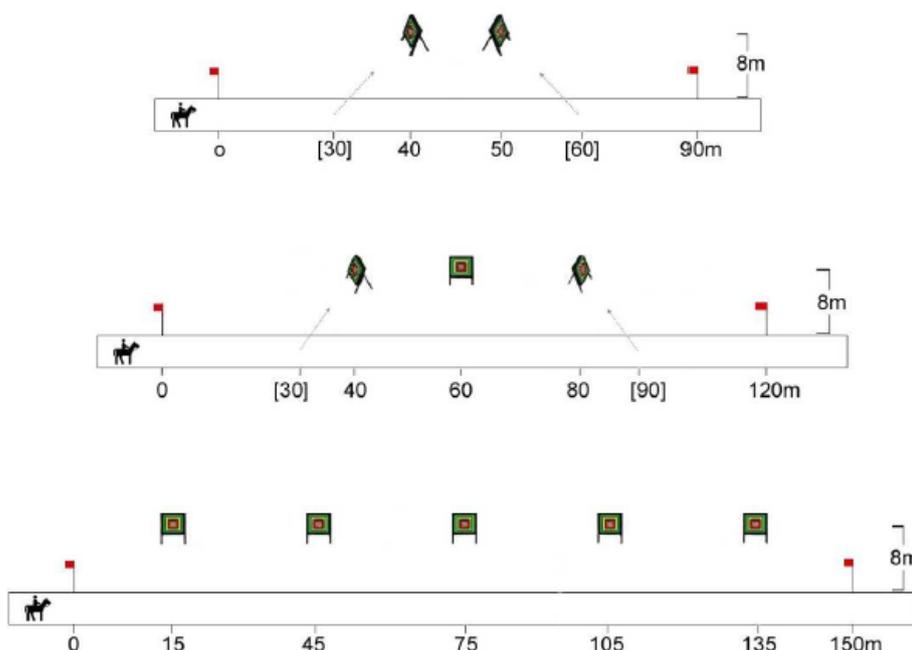


Diagram shows 80cm square targets @ 8m, alternative is 80cm round @ 7m

20.4.2 Double shot procedure

20.4.2.1 Competitors must not touch their arrows before passing through the start

20.4.2.2 The par time is 14s

20.4.3 Double shot scoring

20.4.3.1 Only 1 target hit is required to collect speed points

20.4.3.2 Multi-hit bonus: 2pts for hitting both targets

20.4.4 Angled Triple Shot set up

20.4.4.1 The course shall be 120m long.

20.4.4.2 Three targets shall be positioned as follows:

1 target at 40m along the track, angled for a forwards shot by an archer who is 30m along the track;

1 target at 60m along the track, angled for a sideways shot;

1 target at 80m along the track, angled for a backwards shot by an archer who is 90m along the track.

20.4.5 Angled Triple Shot procedure

20.4.5.1 Competitors must not touch their arrows before passing through the start

20.4.5.2 The par time is 18s

20.4.6 Angled Triple Shot scoring. In a given run:

20.4.6.1 Speed points shall be awarded if two or more targets are hit

20.4.6.2 Multi-hit bonus: 3pts for hitting all 3 targets

20.4.7 Serial Shot set up

20.4.7.1 The course shall be 150m long.

20.4.7.2 Five targets shall be positioned for sideways shots at distances of 15m, 45m, 75m, 105m and 135m along the track.

20.4.8 Serial Shot procedure

20.4.8.1 Competitors may start with an arrow nocked. The remaining arrows must be drawn from a quiver, belt or sash as usual.

20.4.8.2 The par time is 23s

20.4.9 Serial Shot scoring. In a given run:

20.4.9.1 Speed points shall be awarded if 3 or more targets are hit

20.4.9.2 Multi-hit bonus: 3pts for hitting 3 consecutive targets (eg 1st, 2nd, & 3rd; 2nd, 3rd & 4th, 3rd, 4th & 5th targets). 5pts for hitting all 5 targets

20.4.9.3 These bonuses (in #20.4.9.2) are not cumulative, a competitor is awarded the highest applicable multi-hit bonus: EITHER 3 points for hitting 3 consecutive targets OR 5 points for hitting all 5 targets.

20.5 Raid 2-3-3

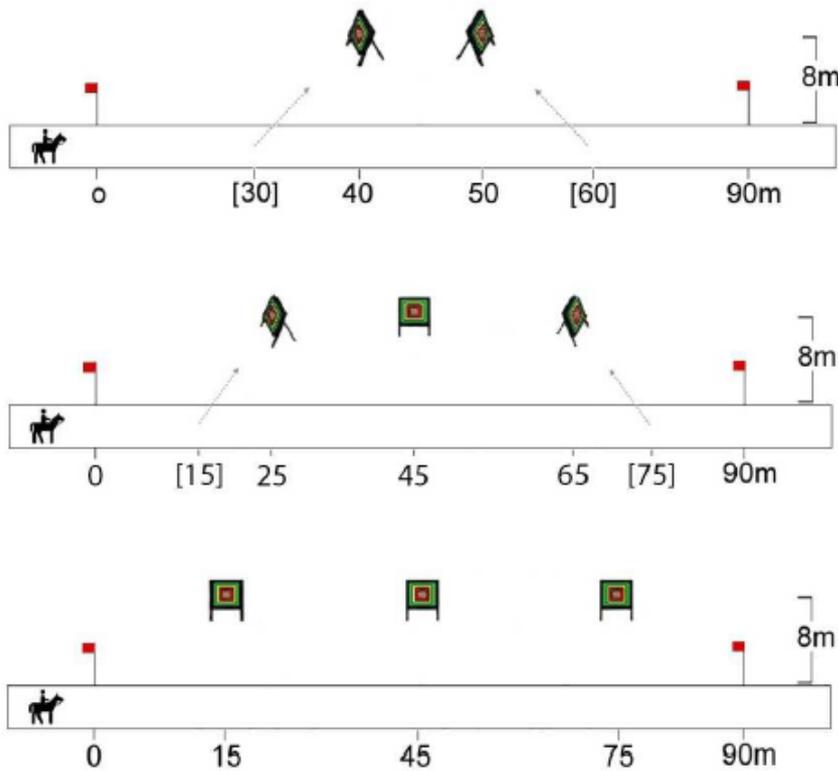
20.5.1 Double Shot set up

20.5.1.1 The course shall be 90m long.

20.5.1.2 Two targets shall be positioned as follows:

1 target at 40m along the track, angled for a forwards shot by an archer who is 30m along the track.

1 target at 50m along the track, angled for a backwards shot by an archer who is 60m along the track.



20.5.2 Double shot procedure

20.5.2.1 Competitors must not touch their arrows before passing through the start

20.5.2.2 The par time is 14s

20.5.3 Double shot scoring

20.5.3.1 Only 1 target hit is required to collect speed points

20.5.3.2 Multi-hit bonus: 2pts for hitting both targets

20.5.4 Angled Triple Shot set up

20.5.4.1 The course shall be 90m long.

20.5.4.2 Three targets shall be positioned as follows:

1 target at 25m along the track, angled for a forwards shot by an archer who is 15m along the track;

1 target at 45m along the track, angled for a sideways shot;

1 target at 65m along the track, angled for a backwards shot by an archer who is 75m along the track;

20.5.5 Angled Triple Shot procedure

20.5.5.1 Competitors may start with an arrow nocked. The remaining arrows must be drawn from a quiver, belt or sash as usual.

20.5.5.2 The par time is 14s

20.5.6 Angled Triple Shot scoring. In a given run:

20.5.6.1 Speed points shall be awarded if two or more targets are hit

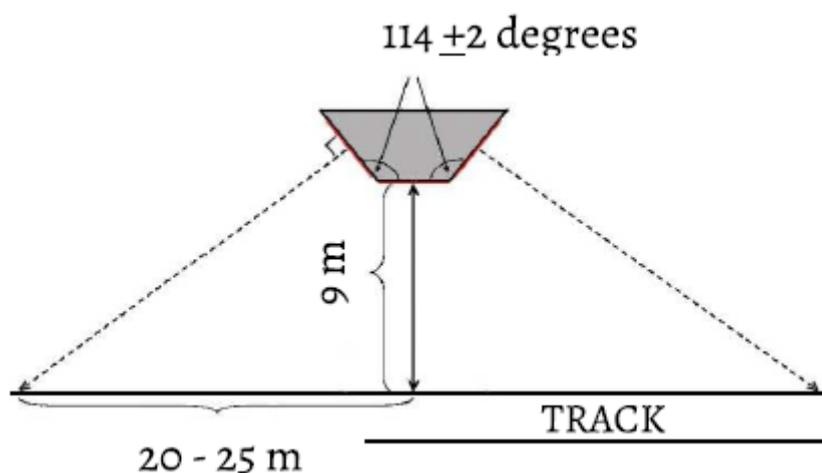
- 20.5.6.2 Multi-hit bonus: 3pts for hitting all 3 targets
- 20.5.7 Short-track Serial Shot set up
 - 20.5.7.1 The course shall be 90m long.
 - 20.5.7.2 Three targets shall be positioned for sideways shots at distances of 15m, 45m and 75m along the track.
- 20.5.8 Short-track Serial Shot procedure
 - 20.5.8.1 Competitors may start with an arrow nocked. The remaining arrows must be drawn from a quiver, belt or sash as usual.
 - 20.5.8.2 The par time is 14s
- 20.5.9 Short-track Serial Shot scoring. In a given run:
 - 20.5.9.1 Speed points shall be awarded if 3 or more targets are hit
 - 20.5.9.2 Multi-hit bonus: 3pts for hitting all 3 targets

21. The Tower Event

Rules #21.1 – 21.3 pertain to all the Tower tracks. #21.4 details T-110, #21.5 details T-90, #21.6 details T60.

21.1 Set-up

- 21.1.1 track shall be straight and 110m (T110) or 90m (T90) or 60m (T60) long between the start and finish lines.
- 21.1.2 There should be barriers on both sides of the track for its full length.
- 21.1.3 There should be adequate run-in / run-out space at either end of the track.
- 21.1.4 The start and finish lines are clearly marked. Where electronic timing is being used the timing gates will be located here
- 21.1.5 The first and last 5 m of the track, ie just within the start- and finish lines, is to be clearly demarcated so that both right & left-handers have a warning that they are approaching the finish line.
- 21.1.6 The target tower, supporting three target faces, is located halfway between the start- and finish lines and 9m from the inside edge of the track.
- 21.1.7 The centre of the target faces is at a height of 180cm \pm 20cm above the plane of the track.
- 21.1.8 The middle target faces the midpoint of the track. The side targets are fixed with an interior angle of 114 ± 2 degrees to the middle target, so that they face a point 20-25m from the midpoint of the track.
- 21.1.9 The target faces shall be round and composed of five concentric zones with diameters of 90cm, 72cm, 54cm, 36cm and 18cm.
- 21.1.10 The colours of the zones are not specified but the official IHAA Tower target is shown with (outer to inner) red, white, green, black and yellow target zones.



21.2 Procedure

- 21.2.1 The IHAA Tower Style consists of 8 runs (T110), 6 runs (T90) and 6 runs (T60).
- 21.2.2 An abridged 4 run version of the T90 and T60 is permitted for special circumstances.
- 21.2.3 The archer is allowed 2 test runs in canter before the scored competition runs, shooting is allowed on both runs. At the judge's/organisers' discretion warm up runs on the track at walk or trot, with no shooting, may be permitted prior to these.
- 21.2.4 All shots MUST be taken at canter or gallop.
- 21.2.5 The horse should be in canter or gallop between the start and finish line.
- 21.2.6 If there is a prolonged or tactical break in pace the rider will score 0 for that run; however if the rider immediately corrects a break in pace then the run will be scored as normal.
- 21.2.7 The archer may carry the arrows in either hand; or in a quiver, belt or sash.
- 21.2.8 Rules on permitted quivers are on pg13.
- 21.2.9 The archer may start the run with one arrow nocked on the string.
- 21.2.10 Arrows should be shot only between the start line and finish line, as determined by when the archer's body crosses the line.
- 21.2.11 There is no limit on how many arrows the archer may shoot and all eligible arrows hitting the targets count.
- 21.2.12 Any arrow shot outside the track (beyond the start or finish) or when the horse has broken gait (out of canter/gallop) will score 0 points regardless of where it hits. If the judge is unable to determine which of several arrows in the target is the one in question, the highest scoring arrow of those under consideration should be disallowed.

21.3 Scoring

21.3.1 TARGET POINTS

- 21.3.1.1 All targets score as follows (inner ring outwards): 5, 4, 3, 2, 1 points.
- 21.3.1.2 The archer is awarded the target score of all eligible arrows shot.

21.3.2 TIME BONUS

- 20.3.2.1 To get a time bonus the archer must have shot 3 or more arrows within the track and hit the targets with 1 arrow or more.
 - 20.3.2.1.1 It is not necessary to record the number of arrows shot, only whether there were sufficient to collect time points (ie. 3 arrows or more) or too few arrows to collect time points (1 or 2).
 - 20.3.2.1.2 An arrow is "shot" if, in the opinion of the referee, a reasonable attempt was made to hit the target.
 - 20.3.2.1.3 If a referee feels that a competitor is not making a reasonable attempt to hit the target with some of their required "3 arrows", in the first instance that competitor should be given a verbal warning and the speed points allowed for that attempt. If the referee feels that the problem continues then they may disallow the shot and the speed points may not be awarded on that attempt.
- 20.3.2.2 The raw time bonus is 1 point per second (or part thereof) for going faster than the time limit.
- 20.3.2.3 The archer's time should be noted with 2 decimals (if using an electronic timer, or to 1 decimal place if using a stopwatch).

20.3.2.4 Multiplication factors are applied to the raw time bonus depending on certain criteria (see rules #21.4.4, 21.5.4 & 21.6.4).

21.3.3 TIME PENALTY

21.3.3.1 A time penalty is incurred for those exceeding the time limit of the track (22s for T110, 18s for T90 and 12s for T60)

21.3.3.1.1 A penalty of 5 points is incurred for just exceeding the set time a little. This buffer zone is 2 seconds for T110 and T90 and 1 second for the T60.

21.3.3.1.2 If the recorded time is slower than this buffer zone the rider scores zero points (on that run only), ie all target points are lost.

21.3.4 TOTAL SCORING

21.3.4.1 The target points and the time bonus/penalty for each run should be added together for that run's score

21.3.4.1.1 If the competitor fails to score any hits on the targets, they score 0 for that run (as per 21.3.2.1), regardless of time taken.

21.3.4.1.2 The archer can never receive fewer than 0 points for a run, even if the time penalty is higher than the target points.

21.3.4.1.3 The scores of all runs should be added together for a total score.

21.4 Specific details for the T110

20.4.1 The timed track shall be 110m long. The target tower is located opposite the midway point, ie. 55m

20.4.2 There shall be 8 competition runs

20.4.2.1 The archer is allowed 2 test runs in canter before the scored competition

20.4.3 The run has a time limit of 22s

20.4.4 The raw time bonus will be modified with a multiplier based on the number of arrows hit and how fast the run was:

20.4.4.1 multiplier of 0.5 if the archer hits with 1 arrow

20.4.4.2 multiplier of 1.0 (ie no change) if the archer hits with 2 arrows

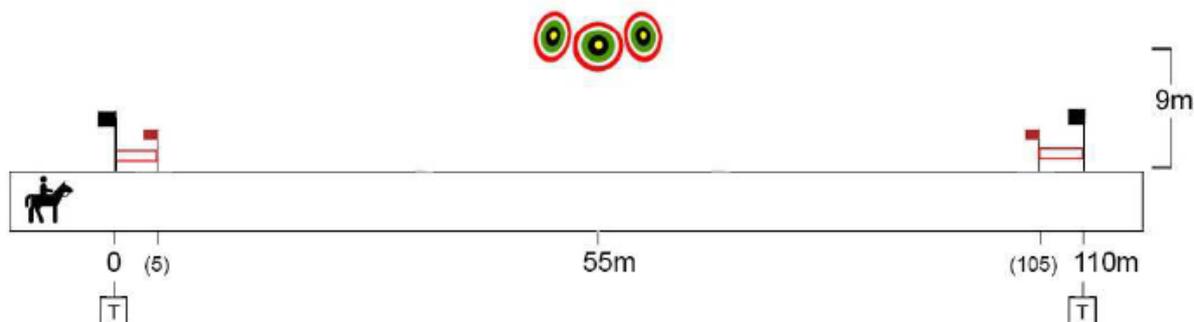
20.4.4.3 multiplier of 1.0 (ie no change) if the archer hits with 3 or more arrows with a time 14.01s or slower

20.4.4.4 multiplier of 1.5 if the archer hits with 3 or more arrows AND has a time 14.00s or faster.

20.4.5 A time penalty of 5 points is incurred for completing the track in 22.01-24s.

20.4.6 Zero points are awarded for the run if >24s; regardless of arrow points.

20.4.7



21.5 Specific details for the T90

21.5.1 The timed track shall be 90m long. The target tower is located opposite the midway point, ie. 45m

21.5.2 In a standard competition there shall be 6 runs

21.5.2.1 In special circumstances an abridged 4 run version is permitted

21.5.2.2 The archer is allowed 2 test runs in canter before the scored competition

21.5.3 The run has a time limit of 18s

21.5.4 The raw time bonus will be modified with a multiplier based on the number of arrows hit and how fast the run was:

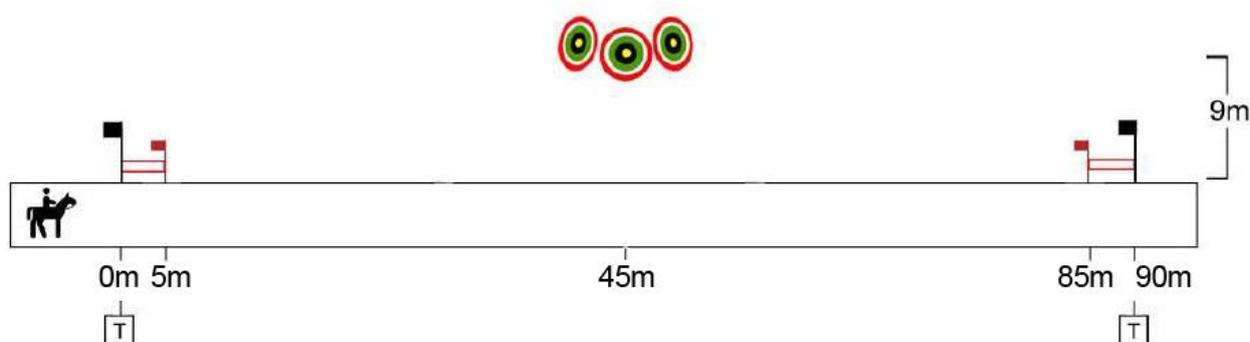
21.5.4.1 multiplier of 0.5 if the archer hits with 1 arrow

21.5.4.2 multiplier of 1.0 (ie no change) if the archer hits with 2 arrows

21.5.4.3 multiplier of 1.5 if the archer hits with 3 or more arrows

21.5.5 A time penalty of 5 points is incurred for completing the track in 18.01-20s.

21.5.6 Zero points are awarded for the run if >20s; regardless of arrow points



SUMMARY TABLE OF SCORING

	Track length	Par time (5m/s)	Speed points awarded @ 1pt/s if \leq par time Only IF <u>3 ARROWS</u> ARE SHOT With a MULTIPLIER depending on hits (& time) for 3 hits time cut off is $\sim 2/3^*$ par time	Penalty if time between par & par+10%* No score for whole run if > par+10%*
T110	110m	22s	1 hit \rightarrow speed points x0.5 2 hits \rightarrow speed points x1 3+ hits & $\geq 14.01s \rightarrow$ speed points x1 3+ hits & $\leq 14.00s \rightarrow$ speed points x1.5	If 22.01-24s = -5pts If $\geq 24.01s$ = Zero pts total for that run
	2 warm up runs 8 scored runs			
			Speed points awarded @ 1pt/s if \leq par time Only IF SUFFICIENT ARROWS ARE SHOT With a MULTIPLIER depending on hits	
T90	90m	18s	IF <u>3 ARROWS</u> ARE SHOT 1 hit \rightarrow speed points x0.5 2 hits \rightarrow speed points x1 3+ hits \rightarrow speed points x1.5	If 18.01- 20s = -5pts If $\geq 20.01s$ = Zero pts total for that run
	2 & 6 scored runs (2 & 4 scored runs)			

21.6 Specific details for the T60

21.6.1 The timed track shall be 60m long. The target tower is located opposite the midway point, ie. 30m

21.6.2 In a standard competition there shall be 6 runs

21.6.2.1 In special circumstances an abridged 4 run version is permitted

21.6.2.2 The archer is allowed 2 test runs in canter before the scored competition

21.6.3 The run has a time limit of 12s

21.6.4 The raw time bonus will be modified with a multiplier based on the number of arrows hit and how fast the run was:

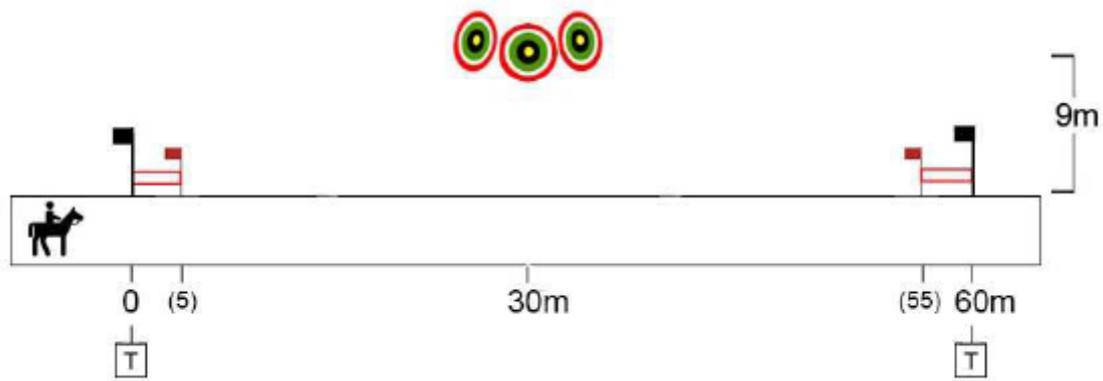
21.6.4.1 multiplier of 0.5 if the archer hits with 1 arrow

21.6.4.2 multiplier of 1.0 (ie no change) if the archer hits with 2 arrows

21.6.4.3 multiplier of 1.5 if the archer hits with 3 or more arrows

21.6.5 A time penalty of 5 points is incurred for completing the track in 12.01-13s.

21.6.6 Zero points are awarded for the run if >13s; regardless of arrow points



22. The Qabaq Event

22.1 The Course

- 22.1.1 The track is 90m long and 2-4m wide.
- 22.1.2 The qabaq target shall be set alongside the track at a distance of approximately 1m (3ft).
- 22.1.3 The pole is on the left for right handed competitors.
- 22.1.4 The pole is at least 7m high.
- 22.1.5 On top of the pole is a circular target. If the pole is 7-9m high then the target should be no bigger than 30cm (1ft) in diameter. If the pole is higher than 9m then the target should be no bigger than 50cm (20in) in diameter.

22.2 Procedure

- 22.2.1 Only blunt, flu-flu type arrows may be used to shoot at the qabaq.
- 22.2.2 Competition consists of 2 runs and one warm-up run.
- 22.2.3 The competitor rides along the track and attempts to shoot the underside of the target. For grading purposes a run is either a hit or a miss.

22.3 Hits

- 22.3.1 A hit must be on the target. Hits on the pole do not count (if the arrow hits the pole and then the target, then it is a hit).
 - 22.3.1.1 A hit is where the arrow hits the disk with a clear banging sound of the disk.
 - 22.3.1.2 Hitting the side of the disk and the arrow brushing past with no clear bang will not be considered a hit.
- 22.3.2 A hit must be on the way up. If the arrow misses the target but hits it on the way back down, then that is not a hit.
- 22.3.3 Hits only count if the rider completes the run within the allotted time.
- 22.3.4 If the feathers of the arrow (flu-flu) brush the side of the disc then that does not constitute as a hit.

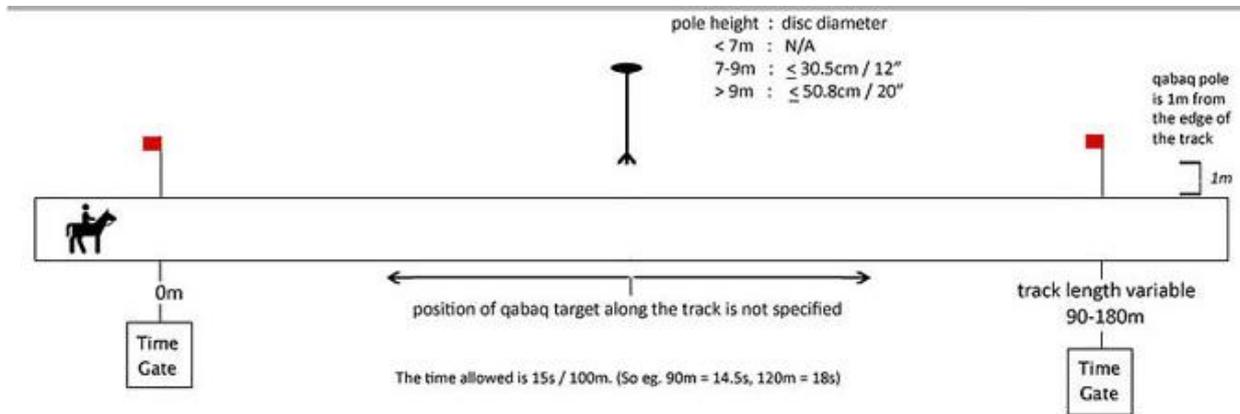
22.4 Time

- 22.4.1 The allotted time depends on the length of the track.
- 22.4.2 Allotted times for common track lengths are therefore:
 - 90m: 14s for HA and 16s for SA with bonus points awarded at 1pt per second under track time provided that the qabac is hit.
 - 120m: 18s for HA and 21s for SA with bonus points awarded at 1pt per second under track time provided that the qabac is hit.
 - 150m: 23s for HA and 27 for SA with bonus points awarded at 1pt per second under track time provided that the qabac is hit.

22.5 Other Targets

22.5.1 Other targets (other than qabaq) may be shot on the same run. No allowance is made for this. Over any length track and with any number of targets the requirement is for a hit on the qabaq target within the allotted time.

22.5.2 If the course has more than one qabaq target on it then one of them must be designated as the target for grading purposes. Hits on any other target do not count for grading purposes.



23. The Polish Event

23.1 Equipment required

- 23.1.1 Six or more targets (either targets with FITA80 faces, 2D hunter targets or 3D targets).
- 23.1.2 A stopwatch/timer.

23.2 Course set-up

- 23.2.1 The track is a several hundred metres long cross country course.
- 23.2.2 The detailed plan of the track depends on terrain conditions of the venue.
- 23.2.3 The width of the track is 3–5m and may vary depending on terrain conditions. The track doesn't have to be fenced along its full length, in places it may consist of open fields.
- 23.2.4 The track may be slightly uneven and may include small obstacles/jumps no higher than 50cm and changes in direction.
- 23.2.5 The 6 or more targets are set around the course. The height of the target above ground level and the shooting distance may vary.
- 23.2.6 At least one target is set flat on the ground, near the edge of a track (for a downward shot).
- 23.2.7 At least one target is set on the other side of the track than the rest (for a right-side shot for a right-handed archer).
- 23.2.8 It is possible to put a target over 30 m from the edge of the track (long distance shooting). The target is optional; it may consist of large one target, many targets or a flat demarcated area on the ground.
- 23.2.9 The distance between shots is a minimum of 30m. By "shot" is meant place the on the track from which the competitor sees the target perpendicularly. (Targets itself may be closer).
- 23.2.10 The first target must be 15 m or more from the starting line. The last target must be no more than 15 m before finishing line.
- 23.2.11 For left handed competitors the track should be comparable to right handed. Depending on terrain conditions, especially slope, left handed competitors can run in opposite direction (flat terrain) or in the same direction (aslope terrain). In this situation, targets must be replaced in that way, that the difficulty of shots must be the same as for right handed.

23.3 Rules

- 23.3.1 The number of shots at each target is unlimited.
- 23.3.2 Arrows may be drawn from a quiver or belt or may be held in the bow or shooting hand.
- 23.3.3 Competitors are allowed to start with an arrow nocked which may only be shot after the starting line.
- 23.3.4 When crossing the start line all arrows, other than the one which is nocked, should be in a quiver, or belt. They may be moved to the bow or shooting hand after the start line

- 23.3.5 Only those shots that are made whilst in canter or gallop count.
- 23.3.6 Each competitor has 2 or 3 competition runs on the track (depending on the length of the track).
- 23.3.7 Before the competition, the competitors will be granted the possibility of at least one test run on the track in walk, trot or gallop, although no shooting is allowed.

23.4 Scoring

- 23.4.1 The score for a run is counted as a sum of points gained on targets, time bonuses and penalties deducted.
- 23.4.2 If the number of deducted points (time penalties and missed obstacles) is greater than the number of points gained from arrow hits, the competitor scores zero points for that run. A negative score may not be collected.
- 23.4.3 If two or more competitors have the same final result after all runs, the one who has more points from arrow hits wins.

23.5 Shooting score

- 23.5.1 80 cm round traditional targets / FITA target face: 5 concentric rings counts 1 – 2 – 3 – 5 – 7 points.
- 23.5.2 Long distance shots (over 30 m): anywhere in the target = 10 points, each hit counts.
- 23.5.3 2D hunter targets: hit target but miss the animal = 2 pts, hit anywhere on animal = 3 pts, kill zone = 5 pts, inner kill zone = 7 pts.
- 23.5.4 3D: scoring depends on the type of target.
- 23.5.5 The number of shots at each of the targets is unlimited, but only the best arrow hit in each target counts (so if, for example, the competitor hits a particular target in the 3pt and 5pt rings, he receives 5 points).
- 23.5.6 For long distance shooting (over 30 m) the number of shots is unlimited, each hit counts.

23.6 Time bonus

23.6.1 The par time is calculated for the speed of 350 m/min (so 350m track will have 60s time limit, 700m track 120s etc.). The main judge can change this par time due to the terrain / ground conditions.

23.6.2 Time bonuses are gained at 0.5pt/s for every second under the par time or deducted at 0.5pt/s over this par time.

23.6.3 Time bonuses are only awarded if sufficient targets are hit:

On a course with 6-8 targets = 2 targets must be hit

On a course with 9-12 targets = 3 targets must be hit

On a course with 13 or more targets = 4 targets must be hit

23.6.4 Disqualification occurs if a run takes more than twice the par time (e.g. a competitor's time exceeds 120s on a course with a 60s par time). Zero points will be scored for that run.

23.7 Penalties

23.7.1 When obstacles/jumps are avoided 5pts are deducted.

Target examples for Hunt Track:

- 80cm diameter, 5-zone: WA/FITA80
& traditional design



- 2D animal target & 3D animal target



24. The Masahee Event

24.1 Track required:

24.1.1 90m-180m track run plus run in/out.

24.2 Equipment required

24.2.1 Blunt arrows (with regular fletchings or flufus).

24.2.2 3-5 stands (1.4metres high)

24.2.3 3-5 sets of knockdown targets (60cm, 40cm, 20cm and sometimes 10cm square)

24.2.4 Ideally arrow nets behind the target to catch arrows that miss.

24.2.5 Paired timing gates or stopwatches

24.3 General

24.3.1 Masahee is a team event, the aim of which is to hit targets with blunt arrows, knocking them off their stands.

24.3.2 Masahee is based on the Korean Event. Where any dispute arises as to the rules of Masahee, the Korean rules should be used as a guide.

24.4 Equipment

24.4.1 The standard Korean rules apply with regard to equipment, save as varied below.

24.4.2 Blunt arrows must be used.

24.4.3 Any fletchings may be used. Flufus are not required.

24.4.4 Arrows may either be placed in a quiver as per Korean rules or may be held in the bow hand or draw hand.

24.5 Track

24.5.1 The track is 90m, 150m or 180m long and 2-4m wide. The General Rules for track marking etc. applies.

24.5.2 A 90m track has 3 targets, set at 15m, 45m and 75m along the track.

24.5.3 A 150m track has 5 targets, set at 15m, 45m, 75m, 105m and 135m along the track.

24.5.4 A 180m track has 5 targets, set at 30m, 60m, 90m, 120m and 150m along the track.

24.6 Targets

24.6.1 Square targets are used. Targets of 60cm, 40cm and 20cm to a side are used. 10cm targets may also be used. The targets may have any target face or none.

24.6.2 The stands are approximately 1m in height and placed 7m from the track edge.

24.6.3 The targets are set upon stands in such a way that a firm hit from an arrow will knock the target down or break it. Where targets are designed to break, there must be enough targets available to replace them for other competitors.

24.6.4 Any reference in these Rules to knocking a target down will be interpreted as follows:

24.6.4.1 If the targets are designed to fall then any reference to knocking a target down will be interpreted to refer to any shot that causes the target to fall over, whether or not it falls off the stand to the ground.

24.6.4.2 If the arrow hits the stand and causes the target to fall then that will count as knocking the target down UNLESS it has been clearly stated in the rules of that event that arrows hitting the stand do not count, in which case there must be a judge stationed opposite each target to judge whether the arrow hit the target or the stand.

24.6.5 If the targets are designed to break rather than fall, then any reference to knocking the target down shall be interpreted to refer to breaking the target.

24.7 Procedure

- 24.7.1 Masahee is a team event. The standard team size is 3 but different competitions may use different sized teams. The size of the teams and the method of team selection shall be at the discretion of the Competition Organiser, who will notify the competitors in good time in advance of the event.
- 24.7.2 A single team run shall consist of one run for each team member.
- 24.7.3 Targets knocked down by one team member will remain down while the following team members take their runs.
- 24.7.4 The allowed time is the same as for a Korean Event on the same length track (i.e. 14s for 90m, 23s for 150m and 28s for 180). (There is no distinction between HA and SA levels for this competition).
- 24.7.5 If a competitor exceeds the allowed time then one target will be replaced for each half-second or part thereof that he exceeds the time (i.e. 1 target is replaced for 14.001-14.5s, 2 targets for 14.501-15s etc.).
This applies to match variations #1 & #2, not to #3.
- 24.7.6 Only targets knocked down by that competitor shall be replaced under Rule 13.7.5. Targets knocked down by his teammates who have already completed their runs are not replaced.
- 24.7.7 When replacing targets under Rule 13.7.5, they shall be replaced in reverse order (i.e. the last target knocked down shall be the first to be replaced and so on).
- 24.7.8 Any targets replaced under Rule 5.6 shall not count as having been knocked down. Any reference in these Rules to knocking targets down shall not include any targets replaced under 13.7.5.

24.8 Match variations #1: Round Robin Elimination

- 24.8.1 In the first round, the targets shall be 60cm squares.
- 24.8.2 In the first round each team shall have one team run (i.e. one run per team member).
- 24.8.3 In advance of the event, the Competition Organiser shall specify the required number of targets. This will usually be the same as the number of members in a team, but this need not be the case (e.g. in elite events more targets may be required or fewer in beginners' competitions).
- 24.8.4 If a team knocks down at least the required number of targets, then it progresses to the next round. If a team fails to knock down the required number of targets, then that team is eliminated and shall play no further role in the event.
- 24.8.5 Depending on the scoring system to be used (see below), further riders may or may not be permitted to ride if their team has already knocked down the required number of targets. Once a team has knocked down all the targets, any further team members shall not ride in that round.
- 24.8.6 In the second round the targets shall be 40cm squares.
- 24.8.7 In the second round any teams that progressed from the first round under Rule 6.4 shall each have one team run (i.e. one run per team member).
- 24.8.8 If a team knocks down the required number of targets in the second round, then it progresses to the third round. If a team fails to knock down the required number of targets, then that team is eliminated and shall play no further role in the event.
- 24.8.9 In the third round the targets shall be 20cm squares.

- 24.8.10 The third round may be the final round or there may be a fourth round. If there is a fourth round, then the targets used in it shall be 10cm squares. The rules for progressing from the third round to the fourth round are the same as for the previous rounds.
- 24.8.11 **Two scoring systems** are available. The Competition Organiser shall specify in advance which system is to be used:
- 24.8.12 **Total targets knocked down:** in this system the winning team is the one that knocks down the most targets throughout all the rounds. If this system is being used then team members shall be allowed to take their runs even if the required number of targets have been knocked down, so as to allow them the opportunity of knocking down all the targets (subject to the usual limit of one run per team member per round).
- 24.8.13 **Targets knocked down in the final round:** in this system the winning team is the one that knocks down the most targets in the final round, regardless of the number of targets knocked down in the previous rounds. If this system is being used, then in rounds other than the final round there is no need for team members to have their runs if their team-mates have already knocked down the required number of targets.
- 24.8.14 In the event of a tie at the end of the event, any of the tie-breakers in Rule 8 may be used (as specified in advance by the Competition Organiser).

24.9 Match variation #2: Match Play

- 24.9.1 The teams shall be arranged into a series of matches, each match consisting of 1 team versus another team. These matches are then played one after the other, in a knock-out system. Each match is won by the team that knocks down the most targets. Ties may be determined using any of the methods in Rule 8 (below). Which tie-breaker will be used must be specified before the beginning of the competition.
- 24.9.2 Unless otherwise specified in advance by the Competition Organiser, the loser of each match is eliminated, and the winner progresses to the next round.
- 24.9.3 The smallest targets shall be used in the final. The next size up shall be used in the semi-finals and so on.
- 24.9.4 The winner is the team that wins the final match (i.e. the last team left undefeated).

24.10 Tie-Breakers for Match variants 1 & 2

- 24.10.1 In the event of a draw, there are several tie-break systems available. The Competition Organiser shall specify in advance which system is to be used:
- 24.10.1.1 **Single target sudden death:** one target (usually the middle one but this is subject to the discretion of the Competition Organiser, who shall specify the target in advance) is replaced. It should be the smallest target available. One team member from each team that is tied shall have one run. If any competitor knocks the target down then any teams whose member fails to knock the target down shall be eliminated. If no competitor or more than one competitor knocks the target down then the target shall be replaced and the next member of their teams shall repeat the procedure until one team is the winner.
- 24.10.1.2 **Multiple target sudden death:** all targets are replaced. The smallest targets should be used. One team member from each team that is tied shall

have one run. The winner is the team whose member knocks down the most targets. If there is a further tie then the targets shall be replaced and the procedure repeated with the next team member from those teams that are still tied, until there is a clear winner.

24.10.2 **Number of competitors required:** the winner is the team that required the fewest runs to knock down the targets. The Competition Organiser shall specify in advance of the event whether the number of runs needed in the final round or throughout all the rounds.

24.10.3 **Time taken:** the winner is the team with the fastest average time across all its runs.

24.11 Match variation #3: Masahee points accumulator

24.11.1 The whole match consists of a predetermined number of team runs depending on the time available to run the competition. However, each team run is counted separately in terms of point earning, therefore if multiple team runs are made then their points can simply be added together.

24.11.2 The team members may ride in any order they choose. Each time a rider knocks down a target is replaced by the next size down. Rider 1 faces all 60cm targets.

24.11.3 Targets knock-downs are scored at: 60cm = 3pts, 40cm = 6pts, 20cm = 12pts, 10cm = 24pts.

24.11.4 Speed points are gained in the normal manner for each individual's run (as per IHAA Korean rules, 1pt/s up to a maximum gain at a speed of 10m/s).

24.11.5 To gain speed points at least one target must be knocked down.

24.11.6 In the event of a rider exceeding the time limit, points will be lost at the normal rate (1pt/s) but knocked down targets remain down and are NOT replaced as described above in Rule 13.7.5.

24.11.7 Points are only awarded for knocking down a target of a given size if, once all team members have been, the team have knocked down at least two targets of the next size up. For example, if a team knocks down all the 60cm targets but only one 40cm target then no points shall be scored for any 20cm or 10cm targets knocked down.

24.11.8 The winning team is the one with the highest score.



60cm×60cm

First target



40cm×40cm

Second target



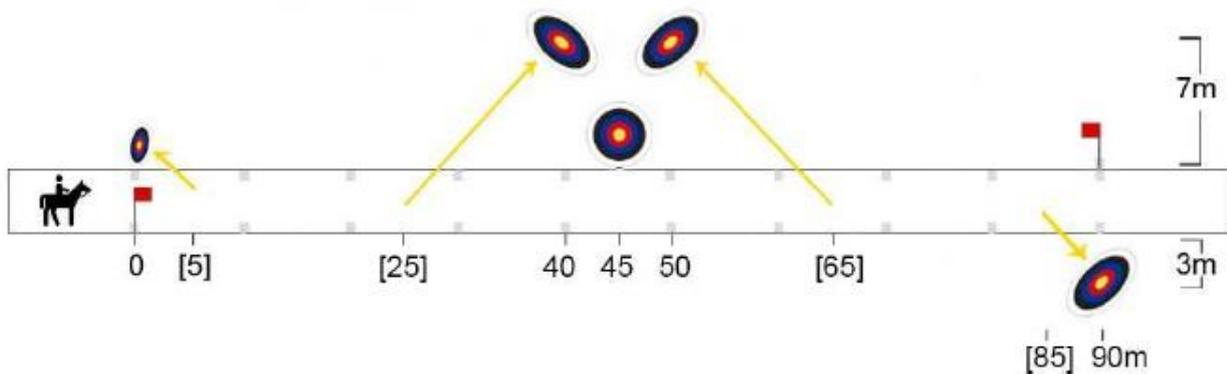
20cm×20cm

Third target

25. The Skirmish Event

25.1 Set-up

- 25.1.1 The track shall be straight and 90m long between the start and finish lines.
- 25.1.1.1 There should be barriers on both sides of the track for its full length.
 - 25.1.1.2 Care should be taken the barrier doesn't interfere with shooting the lower targets (ie. T1 & T3)
 - 25.1.1.3 There should be adequate run-in / run-out space at either end of the track, as per track rules.
- 25.1.2 The start and finish lines are clearly marked.
- 25.1.2.1 There is a strong preference for using electronic timing on this track* and the timing gates will be located here.
- 25.1.3 The target faces shall be round and divided into 5 concentric circular zones,
- 25.1.3.1 For T1: the target face is 40cm diameter, with zones of 8cm, 16cm, 24cm, 32cm and 40cm in diameter. A WA40 (FITA40) target may be used.
 - 25.1.3.2 For T2, 3, 4 & 5: the target face is 80cm diameter, with zones of 16cm, 32cm, 48cm, 64cm and 80cm in diameter. A WA80 (FITA80) target may be used.
- 25.1.4 T1 is located at 0m (T1) along the track, ie. level with the start line.
- 25.1.4.1 T1 is set adjacent to the track facing parallel to the direction of travel on horseback (ie. the target is not angled towards the track). The centre of the FITA40 target face must be 50cm from the track edge and raised 30cm above the ground. The angle of incline of the target is 45 degrees.
- 25.1.5 T2 & 4 (front and back shot targets) shall be set back 7m from the edge of the track. T2 at 40m facing to the track edge at 25m, T4 at 50m facing to 65m.
- 25.1.5.1 T2 & 4 shall be set so that their centre is 90cm +/- 10cm above the ground, or lower. Measurements are relative to ground level within the track, ie. the target height should be adjusted appropriately if the ground slopes between the track and the location of the target.
 - 25.1.5.2 Targets shall be inclined on the vertical plane so that the face is perpendicular to an archer mounted on an average size horse.
- 25.1.6 T3 (ground target) should be laid flat on the ground with the centre 1m from the track edge.
- 25.1.7 T5 (offside shot) should be set back 3m from the edge of the track, at 90m (ie level with the finish line) angled towards the track edge at 85m.
- 25.1.7.1 T5 shall be set so that target centre is 90cm +/- 10cm above the ground or lower (as #24.1.5.1) and inclined so that the face is perpendicular to a mounted archer (as #24.1.5.2).
- 25.1.8 Safety overshoot areas must be strictly observed by both people and horses; this is particularly relevant for T1 and T5 which are in non-standard locations.
- 25.1.8.1 Organisers may set up a double layer of backstop netting behind T1 & T5 if they wish, but there shall still be no persons or horses in these overshoot areas.
 - 25.1.8.2 With this target set up it is not possible for horses to wait at the start or finish line, nor for people indicating manual timing to be right next to the finish line. The chief referee shall instruct people on where they may stand, and competitors on where they must wait. *



25.2 Procedure

25.2.1 The Skirmish event shall consist of four runs.

25.2.1.1 The archer is allowed 2 test runs in canter before the scored competition runs, shooting is allowed on both runs.

25.2.1.2 At the referee's discretion warm up runs on the track at walk or trot, with no shooting, may be permitted prior to the test runs (2.1.1) to help familiarise horses with the track set up.

25.2.2 All shots MUST be taken at canter or gallop.

25.2.2.1 The horse should be in canter or gallop between the start and finish line.

25.2.2.2 If there is a prolonged or tactical break in pace the rider will score 0 for that run; however if the rider immediately corrects a break in pace then the run will be scored as normal.

25.2.3 Riders may start with one arrow nocked or held in the bow hand or string hand, all other arrows should be in quivers or a belt/sash.

25.2.3.1 Rules on permitted quivers are on 13.

25.2.3.2 2.3.2 Once through the start gate, riders may retrieve arrows from the quiver or belt; either one at a time for immediate shooting, or several at once to be held in either hand.

25.2.4 Arrows should be shot only between the start line and finish line, as determined by when the archer's body crosses the line.

25.2.4.1 Only one arrow may be loosed at each target.

25.2.4.2 There are no restrictions on, nor supplementary points awarded for, the technique used to shoot at the targets (i.e. jarmaki may be used for T1 & 3 but is not required, the offside shot may be shot with the bow in either hand as per the archer's preference)

25.2.4.3 Any arrow shot outside the track (beyond the start or finish) or when the horse has broken gait (out of canter/gallop) will score 0 points regardless of where it hits. The benefit of the doubt shall be given to the competitor. If the judge is not sure whether the competitor shot early or not then no penalty shall be imposed.

25.3 Scoring

TARGET POINTS

25.3.1 Targets score (inner ring outwards): 5, 4, 3, 2, 1 points

25.3.1.1 The archer is awarded the target score of all eligible arrows shot (see 24.2.4.3)

TIME BONUS & PENALTY

25.3.2 The par time for the track is 14s

- 25.3.2.1 Times should be noted with 2 decimals (if using an electronic timer, or to 1 decimal place if using a stopwatch)
- 25.3.3 A time bonus is awarded at 1.5 points per second (or part thereof) for going faster than the par time, as long as you hit (i.e. score on) 2 targets.
- 25.3.4 A time penalty of 1.5 point per second (or part thereof) is applied for exceeding the par time.

MULTI-HIT BONUS

- 25.3.5 Three (3) bonus points are awarded if you hit (i.e. score on) any four targets.
Four (4) bonus points are awarded if you hit (i.e. score on) all five targets.

TOTAL SCORING

- 25.3.6 The target points, time bonus/penalty and multi-hit bonus for each run should be added together for that run's score
- 25.3.6.1 If the competitor fails to score any hits on the targets, they score 0 for that run (as per 24.3.2.1), regardless of time taken.
- 25.3.6.2 The archer can never receive fewer than 0 points for a run, even if the time penalty is higher than the target points.
- 25.3.6.3 The scores of all runs should be added together for a total score.

Guidance notes:

* If manual timing is to be used then 2 posts about 1.5m tall should be placed at both the start line and the finish line, one on each side. This will allow an assistant to stand suitably far back that the chief referee is satisfied they are safe, and by lining up the posts they can confirm that they are square to the start/finish line. As long as there is a clear line of sight it is not necessary to be near the track and the assistant can drop their hand when the horse & rider pass through the finish as normal.

**A suggestion is made (see diagram below) regarding suitable safe locations for people and horses to wait but the authority rests with the chief referee and range officer at each venue.

26. Calculating Scores

26.1 Novice Archer Scoring

- 26.1.1 Novice scores are calculated differently from the Student Archer and Horseback Archer score. Novice riders are allowed to walk, trot or canter, scoring for novice archers are calculated depending on whether a rider walks, trots or canters.
- 26.1.2 Track times can be written down but aren't applicable to novice archers.
- 26.1.3 If a novice rider performs the run at a walk, then only the target points shot will count.
- 26.1.4 If a novice rider performs the run at a trot, then the target points shot PLUS the target points shot x 50% will make up the total points.
- 26.1.5 If a novice rider performs the run at a canter, then the target points shot PLUS the target points shot x 100% will make up the total points.
- 26.1.6 Novice riders are allowed to do their runs walking, trotting, cantering in any combination. In other words, they may walk one run, trot a second run, canter a third run and go back to walking again.
- 26.1.7 For the **Tower event**, the rule of a minimum of 3 arrows shot to obtain bonus points does not apply.

26.2 Student Archer Scoring

- 26.2.1 All runs must be completed in a canter.
- 26.2.2 Track time for **Raid** on a 90m track is 16 seconds with 1 point penalty/bonus for each second over or under track time.
- 26.2.3 Bonus points are capped at 5 points for **Raid** disciplines.
- 26.2.4 Track time for a 6 run **Tower** on a 90m track is 18 seconds with 1 point penalty/bonus for each second over or under track time or part thereof.
- 26.2.5 No cap on bonus points for the **Tower**.

26.3 Horse Archer Scoring

- 26.3.1 All runs must be completed in a canter.
- 26.3.2 Track time for **Raid** on a 90m track is 14 seconds with 1 point penalty/bonus for each second over or under track time.
- 26.3.3 Bonus points are capped at 5 points for **Raid** disciplines.
- 26.3.4 Track time for a 6 run **Tower** on a 90m track is 18 seconds. If the archer exceeds the track time then they will score 0 for that run, regardless of target scores attained.
- 26.3.5 No cap on bonus points for the **Tower**.

Gradings

27. MAASA grading system

27.1 The grading committee and awarding bodies

- 27.1.1 The grading system shall be administered by the Grading Committee.
- 27.1.2 The Grading Committee shall consist of one member from each Awarding Body.
- 27.1.3 Where a national governing body adopts the grading system, that body shall become the Awarding Body for that country. Where two or more bodies claim to be the national governing body, priority shall be given to any such body that is affiliated to the World Horseback Archery Federation. In this case MAASA is the Awarding body for MAASA gradings. IHAA (International Horseback Archery Alliance) is the awarding body for IHAA gradings.
- 27.1.4 Other bodies such as clubs may apply to become the Awarding Body for their country or area. The application shall be decided by the Grading Committee, who shall give preference to national governing bodies.
- 27.1.5 The Grading Committee shall be the Awarding Body where there is no national governing body where such national governing body has not adopted the grading system and, in either case, there is no other approved Awarding Body.

27.2 Novice Archer Grades

- 27.2.1 There are four Novice Archer Grades: N1, N2, N3, N4, where N4 is the highest novice grade.
- 27.2.2 Novice grades can be obtained by shooting **Raid** sets.
- 27.2.3 There is no particular speed/time requirement for the novice grades. Can be shot in a walk, trot or canter.
- 27.2.4 All other **Raid** Style rules apply in the case of student grades.
- 27.2.5 Bonus points are awarded in the usual way for hitting 3 or 5 successive targets in the serial shot discipline.
- 27.2.6 At a walk only target score applies.
- 27.2.7 At a trot, target score PLUS 50% of target score applies.
- 27.2.8 At a canter, target score PLUS 100% of target score applies.
- 27.2.9 In order to attain a MAASA grading, scores for a certain level needs to be obtained twice (does not have to be consecutively) within a 12 month period. (IHAA grading differs).
- 27.2.10 If a Novice level 4 archer shoots all runs at a canter and attain a grading of Student archer 1 twice then they will move up from novice to student grades.
- 27.2.11 **Two** warm-up runs for each discipline (e.g. **Raid** 1, 2 and 3) is allowed.
- 27.2.12 The number of sets and the actual scores required to obtain the various S grades are set out in the attached table.

MAASA Level Matrix (Novice Archer Grade)					
Discipline / Class	Runs	N1	N2	N3	N4
Raid (1-2-3) 90m	6 runs (1-1-2-2-3-3)	15	20	40	80
Raid (2-3)	6 runs (2-2-2-3-3-3)	17	23	45	90

27.3 Student Archer/Sportsman Grades

- 27.3.1 There are **six** Student Grades: S1, S2, S3, S4, **S5, S6** where **S6** is the highest student grade.
- 27.3.2 Student grades can be obtained by shooting **Raid** sets. **Tower** is not a requirement.
- 27.3.3 Track time for **Raid** on a 90m track is 16 seconds with 1 point penalty/bonus for each second over or under track time.
- 27.3.4 All other **Raid** Style rules apply in the case of student grades.
- 27.3.5 Bonus points are awarded in the usual way for hitting 3 or 5 successive targets in the serial shot discipline.
- 27.3.6 In order to attain a MAASA grading, scores for a certain level needs to be obtained twice (does not have to be consecutively) within a 12 month period. (IHAA grading differs).
- 27.3.7 **Two** warm-up run for each discipline (e.g. **Raid** 1, 2 and 3) is allowed.
- 27.3.8 The number of sets and the actual scores required to obtain the various S grades are set out in the table below.
- 27.3.9

MAASA Level Matrix (Student Archer Grade)							
Discipline / Class	Runs	SA1	SA2	SA3	SA4	SA5	SA6
Raid 1-2 (90m)	6 runs (1-1-1-2-2-2)	5	7	9	11	16	21
Raid 1-3 (90m)	6 runs (1-1-1-3-3-3)	7	11	14	17	25	31
Raid 2-3 (90m)	6 runs (2-2-2-3-3-3)	9	13	17	21	30	38
Raid 1-2-3 (90m)	6 runs (1-1-2-2-3-3)	7	10	14	17	24	30
Raid 1-2-5 (150m)	6 runs (1-1-2-2-5-5)	9	14	18	23	32	41
Raid 2-3-3 (90m)	6 runs (2-2-^3-^3-3-3)	10	15	20	24	34	44
Raid 2-3-5 (150m)	6 runs (2-2-^3-^3-5-5)	12	18	24	30	42	54

27.4 Horseback archer grades

- 27.4.1 There are **ten** horseback archer (HA) grades, HA1-**HA10**, where **HA10** is the highest HA grade.
- 27.4.2 Horse Archer grades will only be awarded on the average of two styles (**Raid** and **Tower**).
- 27.4.3 In order to attain a MAASA grading, scores for a certain level needs to be obtained on both the **Raid** and **Tower** styles (on the same day) twice (does not have to be consecutively) within a 12 month period. (IHAA grading differs).
- 27.4.4 Lowest level obtained between the two styles will be the deciding level. (i.e. if an archer shoots a HA2 level on **Raid** style but only HA1 level for **Tower** on the same day then they will be able to obtain a HA1 level grading (pending). This

level will need to be attained twice within a twelve month period) in order to secure the grading.

27.4.5 The requirements for obtaining the HA grades vary according to the grade. The specific requirements of each grade are set out in the table below.

MAASA Level Matrix (HORSE ARCHER GRADES)											
Discipline/ Class	Runs/Tests	HA1	HA2	HA3	HA4	HA5	HA6	HA7	HA8	HA9	HA10
Raid 2-3; 90m	6 runs (2-2-2-3-3-3)	34	43	52	59	67	75	83	91	97	102
Raid 1-2-3, 90m	6 runs (1-1-2-2-3-3)	28	37	44	50	57	64	70	77	82	86
Raid 1-2-5; 150m	6 runs (1-1-2-2-5-5)	38	48	57	66	75	84	92	101	107	113
Raid 2-3-3; 90m	6 runs (2-2- \wedge 3- \wedge 3-3-3)	32	43	54	65	74	83	92	101	107	113
Raid 2-3-5; 150m	6 runs (2-2- \wedge 3- \wedge 3-5-5)	41	56	71	84	97	108	120	131	139	148
Tower 90m	6 runs	34	44	54	63	74	87	103	124	148	182
Tower 110m	8 runs	50	64	78	92	107	125	148	178	220	270

Example:

If an archer scores 44 points on the Raid (1-2-3, 90m)(6 runs (1-1-2-2-3-3)) they will need to shoot 54 on the Tower 90m in order to attain a HA3 grading. If they shoot a Raid (2-3) (6 runs (2-2-2-3-3-3)) they will need to score 52 in this style as well as 54 on the Tower 90m Style in order to attain a grading of HA3.

27.5 Submitted Scores

- 27.5.1 The number of scores required for a grade varies according to the grade (see the Tables).
- 27.5.2 Scores must be submitted for complete sets, each set shot in one continuous go.
- 27.5.3 No more than one score from each style may be submitted from any given day's shooting.
- 27.5.4 All scores must be witnessed by at least two people who are members of an organisation that is an Awarding body or affiliated to an Awarding Body. This includes national governing bodies and any clubs, regions etc. that are affiliated to the governing body.
- 27.5.5 Scores must be submitted to the relevant Awarding Body. Scores are not submitted when they are attained. A person should submit an application for a grade, enclosing all of the required scores, using the forms found in the Appendices to these Rules.

- 27.5.6 If an application for a grade is properly supported by the correct scores attained in accordance with these rules then the grade shall be granted. If it is not so supported then the grade shall not be granted.
- 27.5.7 Scores may be submitted in support of an application for a grade equal to or below the level of the score (e.g. an HA3 score may be submitted in support of an application for HA3 or below).
- 27.5.8 A single score may be submitted in support of more than one application, so long as it is of the correct level (e.g. an if a person applies for HA1 and uses an HA3 score as support, then that score may later be used in support of applications at HA2 and/or HA3), subject to the time limit on submitted scores (12 months).

Example

Attila holds S3. To attain HA1 or HA2 he needs to submit 2 **Raid** and 2 **Tower** scores. One day he shoots a **Raid** set and a **Tower** set, achieving HA2 grades on both. A few weeks later he again shoots a **Raid** set and a **Tower** set on the same day. This time he only achieves HA 1 scores. Attila may apply for HA1 using the scores above, because they are all of HA1 or above. A few weeks later (but still within 12 months), Attila shoots another **Raid** set and another **Tower** set. He achieves HA2 scores in both and may now apply for HA2 using these sets and his previous HA2 scores, even though they have already been used to apply for HA1.

- 27.5.9 All scores submitted in support of an application must have been shot within 12 months of each other (i.e. the time between the first and last scores must be 12 months or less).
- 27.5.10 A person may apply to the Awarding Body for an extension of time to shoot further scores. Such an application should only be granted in exceptional circumstances such as an injury that has prevented the person from riding and/or shooting. An extension should not be granted if a person has just not been able to attain the required score despite having the opportunity to do so.

27.6 Competitions

- 27.6.1 Competitions are events at which competitors compete against each other. Although grading scores may be obtained at a competition, the primary purpose of a competition is to compete against others.
- 27.6.2 No target or scoring zone within the target is bigger than prescribed by the grading rules
- 27.6.3 Where the competition uses different rules for time bonuses/deductions, bonuses for hitting multiple targets or any other rule or rules that would result in a different score being achieved under grading rules, the competition score must be submitted with full details of the times of each run and the scores on each target.
- 27.6.4 Although Awarding Bodies are allowed to vary certain Rules, they must accept a competition score shot under the Grading Rules as published if that competition is shot outside of the Awarding body's jurisdiction (e.g. scores from an international competition may be supplied).

27.7 Non-Competition Grading

- 27.7.1 Non-competition scores are all scores other than those obtained at a competition.
- 27.7.2 Scores from non-competition sets may only be submitted if the shooting was carried out according to grading rules.
- 27.7.3 A MAASA qualified judge needs to be present to oversee non-competition gradings.
- 27.7.4 Practice is permitted before attempting the scored runs. There must be a pause of at least 30 minutes between practice and scoring runs. After this pause a person may warm themselves and their horse up but may not shoot from horseback, save as set out in the rule below.
- 27.7.5 The permitted practice is as follows:
- 27.7.6 **Raid: 2** warm-up run at each discipline (i.e. **2 warm up before Raid 1, 2,3 is shot**).
- 27.7.7 **Tower 2** warm-up runs.
- 27.7.8 This rule may be varied by Awarding Bodies, but any such variation shall not reduce the required pause below 30 minutes, nor shall it allow more practice after the pause than is set out in the rule above.
- 27.7.9 During a day of non-competition grading, a person may attempt no more than two scored sets at each style. Only one score for each style may be submitted from any given day.
- 27.7.10 This rule may be varied by Awarding Bodies, but any such variation shall not allow more than two scored sets per discipline in a day, nor shall it allow the submission of more than one score per day per discipline.
- 27.7.11 There is no limit on the frequency or number of days on which grading scores may be attempted.
- 27.7.12 The general rules for competitions shall have no applicability to non-competition grading, save insofar as they are replicated herein.

28. IHAA Grading system:

This grading system for assessing the skill level of horseback archers has been set up with the following aims:

To allow mounted archers to have a fixed standard with which they can compare their ability from season to season, individually or against friends, so that they can monitor their improvement and find encouragement to practise and improve.

To provide an achievable goal for anyone in the sport, from beginners to experts.

As more people enter the sport grading provides a structure by which people may be grouped in competitions, so that they are competing against opponents of a similar standard, and all have a chance to win against their peers.

To allow competition organisers to identify those with sufficient ability to compete at a particular event and potentially satisfy insurers of the competence of participants.

For details regarding above please refer to IHAA Grading as per <http://ihaa.info/grades.html> for Grading tables , Instructions , Scoresheets and rules .

Selection Criteria, International competitions and Postal Matches

29. Qualifying for provincials, provincial teams & colours

- 29.1 Each Province will hold NO LESS than 4 qualifying shows during the year as well as one provincial. Competition Postal Matches do not count as qualifiers.
- 29.2 In order for riders to qualify to participate in provincials they need to ride a minimum of two (2) qualifiers.
- 29.3 In order for riders to qualify for provincial colours the following criteria applies:
 - 29.3.1 A rider must have competed in a minimum of two qualifiers as well as provincials.
 - 29.3.2 Riders may participate in as many horse-rider combinations as they choose. Each will be viewed as a separate entry but on the same level where the rider is currently competing.
 - 29.3.3 Horses will only be graded as “On Track” or “Off Track”, based on the safety level and control that can be displayed when a rider is shooting bow & arrow from its back with NO reign contact.
 - 29.3.4 Riders will be graded as “On Track” or “Off Track” before they are allowed to participate in any MAASA organized event.
 - 29.3.5 Grading (Level placement) will only apply to the rider and not the horse.
 - 29.3.6 The scores from the rider’s top two qualifiers plus provincials will be used to determine the average level achieved.
 - 29.3.7 To qualify for provincial colours the average level that has to be attained across the three competitions is HA1 level.

30. Qualifying for Nationals, National Teams and National colours

- 30.1 Nationals are open to any rider regardless of whether they attended two qualifiers. However should a rider wish to be eligible to earn National colours they need to have attended a minimum of two qualifiers as well as Nationals.
- 30.2 In order for riders to qualify for selection of National Colours riders have to adhere to the following criteria and principles:
- 30.3 A rider must have competed in no less than 2 of the required qualifying competitions to be eligible for National colours.
- 30.4 The scores from the rider’s top two qualifiers plus Nationals will be used to determine the average level achieved.
- 30.5 To qualify for national colours the average level that has to be attained across the three competitions is HA3 level for seniors and HA2 level for juniors.
- 30.6 From all eligible riders that have scored HA3 level, the riders with the best overall scores will be considered for selection.
- 30.7 Official National teams will only be selected from riders that have scored HA3 average across the three competitions irrespective of what their current graded level is.
- 30.8 Riders may participate in as many horse-rider combinations as they choose. Each will be viewed as a separate entry but on the same level where the rider is currently competing.
- 30.9 Horses will only be graded as “On Track” or “Off Track”, based on the safety level and control that can be displayed when a rider is shooting bow & arrow from its back with NO reign contact.

- 30.10 Riders will be graded as “On Track” or “Off Track” before they are allowed to participate in any MAASA organized event.
- 30.11 Grading (Level placement) will only apply to the rider and not the horse.

31. Selection Criteria for Overseas Competitions as a Protea Team ‘

Selection procedures for a Protea team competing at an international competition, will be as follows:

- 31.1 Depending on the amount entries per country that is specified, the top achieving Seniors and Juniors from the Protea team will be selected.
- 31.2 Total scores from each rider’s top two qualifiers plus nationals (for the year in which they qualified for national colours) will be used to determine achievement.

32. Selection Criteria for Overseas Competitions as a MAASA (Non Protea) Team

Selection procedures for a team from South Africa (not an official SA Protea team) competing at an international competition where a set number of invitations have been extended to MAASA:

- 32.1 The invitations will first be extended to the existing Protea Team.
- 32.2 Depending on the number of invitations extended per country, top achieving Seniors and Juniors from the Protea team will be given the opportunity to attend the competition.
- 32.3 Total scores from each rider’s top two qualifiers plus nationals (for the year in which they qualified for national colours) will be used to determine achievement.
- 32.4 Should some or none of the above mentioned Protea riders be able to attend the competition the remaining amount of invitations will be extended to the rest of the Protea Team.
- 32.5 Should some or none of the current existing Protea Team be able to attend the competition then the remaining invitations will be extended to all MAASA riders.
- 32.6 In order to be able to qualify for this competition MAASA riders need to be fully paid up and active MAASA riders.
- 32.7 Should there be more MAASA riders willing and able to attend the competition than there are invitations then MAASA will determine eligibility by using the total scores from each rider’s top two qualifiers plus nationals (for the previous season) .
- 32.8 MAASA’s selection decision is final.

33. Rules regarding Open International Competitions: ‘

- 33.1 Any rider is allowed to enter as an individual in open international competitions.
- 33.2 MAASA must be notified of these competitions a month in advance and notification must include the invitation, venue and competitions details.
- 33.3 MAASA will notify SAEF which will notify SASCOC and the relevant embassy of the competition.
- 33.4 Adequate feedback regarding the competition, horses and scores need to be presented to MAASA upon the return from the competition.
- 33.5 MAASA will file a written report with SAEF within 30 days of the completion of the competition.
- 33.6 Riders entering as individuals are not allowed to officially represent South Africa even though they are from South Africa. Riders are not allowed to wear their Protea clothing and or green and gold at these events.

34. IHAA Postal Matches:

Maasa comply to IHAA system of Postal Matches .

For Guidelines and Instructions please refer to <https://www.horsebackarchery.info>