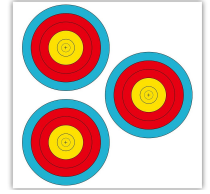


The Norfolk

Shoot Rules and Regulations



The shoot will follow Archery GB Rules of Shooting except where elaborated below. All entrants must be part of Archery GB.

Anything not covered by these rules or Archery GB rules will be at the discretion of the referees, so whatever Deb says goes!

Qualification Round:

All shooting will be at **18m**.

Both days will use a version of a Vegas face for the qualifying round, but with two differences: There will be **no 9's**, all the gold is a 10, and they'll also be rotated 90°

Those entering Barebow/Longbow, or Juniors Under 18 years of age may shoot on a full 40cm face by request. Teams must all use the same face type.

The qualification round will be **30 arrows** with **one timed** end of sighters.

X's will be scored and used to determine ties for rankings. Should there still be a tie, a coin toss on lanseo will be used to determine the ranking.

Head to Heads:

All Head to Heads will be on Hit Miss faces.

Each archer has **3 arrows**. They can shoot either the **60mm** or the **40mm** spot with each arrow. The 60mm spot scores **1 point**, the 40mm spot scores **2 points**. Miss scores 0.

Should more than one arrow hit the same spot, score -1 or -2 hit(s) for each extra arrow in that circle, based on if it is a 60mm or 40mm spot.

If more than 3 arrows are shot by an archer in any end then -1 hit(s) shall be scored for each extra arrow shot.

Line calls will be made on the basis that the yellow circle has been cut. The referee's decision is final.

You will get a warm up before the start of Head to Heads.

There shall be **3 ends** per match. Highest score wins.

In the event of a tie it will be a sudden death **1 arrow shoot off**.

If both arrows miss, this shall be repeated. If both arrows score the same, this shall be repeated.

If 3 rounds of sudden death don't determine a winner, there will be a coin toss, the higher ranked archer will call the toss.

Team Head to Heads will follow the usual format: 1 on the line shooting, 2 behind the team line.

Disabled archers equipment may stay on the line but the archer must move away from the line (this may be left, right (if at either end of the shooting line) or slightly back or if unable to move must turn away from the targets. They do not have to move behind the team line.)

Each archer has **2 arrows**. They can shoot either the **60mm** or the **40mm** with each arrow.

Each match will have **3 ends**. Highest score wins. In the event of a tie each archer in the team shoots **1 arrow**, the highest team score wins. If that is a tie, there is a **1 arrow shoot off**, where 1 archer is selected and shoots 1 arrow. If that is a tie, a different archer is selected and the same process occurs. After 3 ends, if there is no winner, there shall be a coin toss, the higher ranked team will call the toss.

Timing:

The shoot will run on timing, double alternating detail, **2mins** per end for qualifying, **90 seconds for 3 arrows** for individual head to heads or **2 minutes for 6 arrows** for team head to heads, and will be controlled by the referee team. The first archers to shoot in any end will have a 10 second lead in.

In sudden death situations, archers will have **30 seconds per arrow** (individual) or **20 seconds per arrow** (team).

Any arrow shot outside of the timing will lead to the forfeit of your highest scoring arrow on that end, or the subsequent scoring end if this occurs in sighters or warm up.

Referees will award **Yellow Cards** for foot faults or timing faults. Repeated infractions will result in a **Red Card**.

If a team infringes these rules the official controlling the match will hold up a yellow card. This indicates that the current archer on the line must cross behind the team line before returning back to the shooting line, remembering that any arrow must be replaced into the quiver before doing so.

Competition:

On **day 1** you will compete within your bowstyle, there will be senior and junior (U18) categories but no gender distinction.

Day 2 teams are based on bowstyle with no separation based on age or gender, **anyone** can make up a team. Competition will be vs teams of the same bowstyle.

A qualification round will be shot, and after this all archers / teams will be ranked based on score.

In the event there are insufficient archers / teams for a pass, some archers / teams may get a bye. This may be shot but will not be scored.

In the event there are insufficient archers / teams in a category for a Head to Head, there will be no match.

Where possible, archers / teams who lose their first head to head will be placed into a second flight, where they will continue to compete for 5th place. In some scenarios this may not be possible based on space, timing, or number of entries.

Event specific rules:

Jeans are allowed; **27s** are allowed; maximum of 6 archers per boss; lower minimum spacing of 1.9m centre to centre, or just over 60cm per archer.

There will be no bouncers, equipment failures or hangers/pass throughs.

Arrows falling to the floor in front of the shooting line (not shot) and landing within the archers reach from their standard shooting position (with or without the assistance of a bow) will be deemed not to have been shot.

There will be no kit inspections, though compounds will be weighed, and standard bow rules apply so the Referee's can make random spot checks and are empowered to take any actions as may be required.

