



International  
Archery  
Association

## Rules of HDH-IAA Historical Archery

### INTERNATIONAL ARCHERY ASSOCIATION (IAA)

#### TOURNAMENT RULES

In effect from: 01.01.2022

#### 1. GENERAL

##### 1.1. INTRODUCTION

- 1.1.1. The Board of Directors of IAA has prepared and approved following tournament rules.
- 1.1.2. Members (competitors and organizers) of IAA must act according to following rules, when organizing/participating (in) national/international tournaments.

#### 2. TOURNAMENTS

##### 2.1. EVENTS

2.1.1. IAA classifies following events:

- World and Continental Championships
- GP
- Historical Archery Festival

World and Continental Championships are organized every second year.  
World and Continental Championships are to be organized separate years.  
GP organized maximum 3 every year.

### **3. ORGANIZATION OF WORLD CHAMPIONSHIPS, CONTINENTAL CHAMPIONSHIPS, INTERNATIONAL COMPETITIONS, NATIONAL COMPETITIONS, OTHER COMPETITION SERIES**

#### **3.1. ORGANIZATION OF TOURNAMENTS**

3.1.1. The goal of IAA is to reach a standardized organization level in the different member countries. For this reason, targets approved by BOD should be used at the following events:

- World Championships
- Continental Championships
- GP-s
- Archery Festival

3.1.2. The World Championships will be held every second (even) year.

Continental Championship will be held every 2nd (odd) year by a member country of IAA. Competitions are 4-5 day-tournaments, including ranking, semifinal and final rounds. On the first days 18 target-qualification rounds are shot on 18 technical -18 3D hunter-and 18 classic target faces. Only those who reach the set level in each round are qualified to the semi-finals. 18 targets are used in the semi-final (6-6-6 targets chosen from each three qualification rounds). The 6 best competitors from each semifinal category can enter the finals.

The decision on hosting these events (3.1.1), will be taken by the Board of Directors.-

3.1.3. A maximum of 3 GP competitions can be held every year. GP competitions are two day-tournaments, on the first day competitors shoot in qualification rounds of 7-7-7 targets and on the second day those competitors shoot who reached the semi-finals. The semi-final has 12 targets (4-4-4 targets chosen from the qualification round), competitors may reach the semi-final who successfully reach every specific level in each qualification round. The 6 best competitors may reach the finals from every semi-final category.

3.1.4. Finals

The 6 best competitors from each category shoot in the final round. In case the number of competitors is less than 6, there is no need for shooting finals, the scores obtained in the semi-finals define the ranking. Final's set up contains 6 targets, (3 target categories): 2 target (classic) faces, 2 hunter (3D) targets, 2 technical targets. It is not allowed to have the same target twice within one target category. For each target category there shall be one, totally 3 extra targets on double distance, where the points are also counted double. The choice which targets to shoot, normal or double distance to is up to the archer, but all three shots must be shot at either the normal or double distanced target. There are 3 shots allowed on each target. Rules for distances and target sizes proportions are valid also for the finals.

The points shot in the finals are added to the already achieved results in semifinals, which determines the final ranking.

In the event of a tie the archers concerned will break the tie by a shoot-off on a regular-distance target face.

#### 3.1.5. National Team Competition:

- Each country may delegate 1 Team to the National Team Competition
- The National Team consists of 4 archers of mixed genders. At least 1 member shall be female but there is no limitation to the maximum number of female members.

- Just those age groups shooting from the "Blue shooting marker" may participate.

- Selection:

As the main rule the National Team shall consist of the 4 archers with the highest combined score in the 3 qualification rounds - with the following rules to be taken into consideration:

a/ Only 1 archer in each National Team may use Hunting Recurve bow. In case several hunting recurve bow archers have the 4 highest scores, the highest scorer joins the team, the other(s) will be replaced by the highest scoring non-hunting recurve archer.

b/ Female archer shooting with hunting recurve excludes other hunting recurve archer

c/ If a selected archer steps back from participation (injury, or other reason) than the next highest scoring archer shall take his/her place.

Resigning male archer can be replaced by female and reversed - with the minimum female participation rule being considered.

#### Rules of Play

The Rules of play of the finals of individual competition apply to the National Team competition with the following exceptions:

- Members of each National Team shoot together at the same target - than rotate
- Each archer shoots 1 arrow on each target.

3.1.6. Member organisations which try hard to maintain high level in organizing national / international events, according to the stated rules of IAA should have the privilege to organize international tournaments. IAA member-organisations are allowed and encouraged to organize their own national tournament.

3.1.7. A request to organize any international tournament for the upcoming year has to be submitted to the General Secretary of IAA no later than 1 year before the event. The choice will be made by the Board of Directors and listed in the tournament schedule of IAA.

3.1.8. After getting the permission from IAA to organize an international tournament, as latest 12 months prior to the event, organizer has to sign contract and pay the specific deposit to the bank account of the IAA

according to the document „Organizing International Competitions” published on website. The deposit is refunded after successful event. In case of cancelled event deposit is given to new organizer.

- 3.1.9. IAA member organisations may organize an unlimited number of national tournaments. Member organisations may transfer the rights to organize these tournaments to their own members. These national tournaments have to be organized according to the stated and accepted rules to maintain the unique tournament standard of IAA.

## **4. RULING AND SUPERVISION**

### **4.1. JUDGES, DELEGATES**

- 4.1.1. The presence of judges and delegates at tournaments is mandatory. They are to monitor the observance of the stated rules.
- 4.1.2. The IAA Committee of Judges assigns judges for World, Continental, GP-s and international tournaments. There must be at least one international judge at each of the tournaments above.
- 4.1.3. The IAA BOD assigns the technical directors (TD) for international tournaments. They are responsible for all questions regarding organization and supervision.
- 4.1.4. Judges and delegates are authorized to intervene and correct procedures of a tournament according to the stated rules of the IAA.
- 4.1.5 There is a possibility to protest against the decision of the judge. The protest committee has minimum 3 members, if possible, people that know the rules possibly from different countries named before the start of the competition. One of the members is the TD, who's voice is deciding in case of equal votes. The committee's task is to decide whether the judge's decision was according to the rules or not. If yes, the protest is objected. If not, the judge's decision will be corrected.  
Deadline for submitting protests: no later than 30 minutes after all score sheets have been received by the office. It is mandatory to submit the protest in a formal form.  
Protest fee is set to 50 Euro. In case of rightful protest, the money is given back to the protester, if rejected the money is transferred to a foundation.

## **5. AWARDS**

### **5.1. TROPHIES AND MEDALS AT INTERNATIONAL EVENTS**

5.1.1. Organizers of World and Continental Championships have to do an award ceremony for the top 6 archers in each category. For archers coming first place medals, trophies and certificates are awarded, for the second and third places medals, and for 4-6th places certificates will be given.

### **5.2. TROPHIES, MEDALS AND RECOGNITION AT INTERNATIONAL AND NATIONAL TOURNAMENTS**

5.2.1. Organizer of any tournament decides about the entry fee for the competitors and the type of award for the winners of the different classes. Invitations must contain information about entry fee and awards.

### **5.3. AWARDS GIVEN BY THE IAA**

5.3.1. Special awards may be given to competitors by IAA for certain scores, reached during International Competitions.

## **6. PARTICIPATION IN CHAMPIONSHIP AND TOURNAMENT**

### **6.1. PARTICIPATION**

6.1.1. International IAA tournaments are open events. Organizers may limit the number of participants. Competitors from member states are preferred.

### **6.2. GENERAL COMPETITION RULES**

6.2.1. All competitors must register for an international tournament at least 14 days prior to the date of competition (30 days before Championships) on the registration part of IAA webpage. The organizer is not obliged to accept any applications after the deadline. The entry fee for applications made after the deadline will be increased by 50%.

6.2.2. Competitors have to be at the marked baiting area at least 30 minutes prior to the beginning of the tournament. Registered competitors being late may join the next group at target #1, if there are less than seven people in this group. In case of "flying start" competitors must be on start position at least 10 minutes prior their starting time.

6.2.3. In cases where registrations exceed the maximum 7 shooters/group there is a possibility for a rest day or a doubling of targets or number of courses. The shooters in groups should be evenly distributed.



6.2.4 As a courtesy to fellow competitors, there will be no talking to spectators, other groups or archers in the group while the group is shooting. Making any kind of disturbing noises are not allowed, except for finals.

6.2.5. The use of electrical devices on the competition field is prohibited for both competitors and spectators (including headphones, radio telephones, and cameras etc).

Competitors can take their mobile phone to the field only if the device is muted or switched off. Use of mobile phones is only permitted in justified cases.

An exception to the above restriction:

- use of cameras by press on duty wearing official press badges
- The use of a camera / camcorder is also allowed for competitors on

the race track, but:

- It can be used for shooting positions and targets if all members of their own team have shot the target,
- Forbidden to use it to disturb the fellow competitors / teammates and keep up the course of the competition.
- It is forbidden to hand the recordings over to another team or competitors during the competition.

The judges have the right to check the equipment and its accessories before the competition. Judges may instruct competitors to modify or replace equipment and accessories if they do not comply with the rules. Judges may re-inspect the equipment or its accessories at any time during the competition to determine whether it's equipped and in a suitable condition for participation in the competition.

Any violation of the IAA rules will result in a sanction.

6.2.6. A shooter will receive a warning by judges in case of any rule violation.

Warnings have to be recorded on the individual scorecards. Three warnings will result immediate disqualification. A report on disqualifications will be filed by the Competition Committee till of end of competition day.

6.2.7. Scorecards must have room for the recording of warnings.

6.2.8. Littering the ground will not be tolerated. Anyone being seen littering will be immediately disqualified from the tournament.

6.2.9. Alcohol is strictly forbidden for all archers before and during the competition. Smoking including e-cigarette is forbidden except if the organizer prepares special smoking areas. Smoking in an unassigned place will result in immediate disqualification

## 7. SHOOTING FIELD – RANGE

- 7.1. The competition is set in one round, with 18-21 targets. Targets can be set in an order upon discretion, but organizers should aim at placing them in a varied way.
- 7.2. Targets may be placed at an angle, no greater to promote damage to the target, or create glance-offs.
- 7.3. Each marker and its corresponding target must bear the same number. A stop position (waiting place for oncoming group) must be marked at all international events. Waiting groups must wait at marked place till previous group has finished and left the target.
- 7.4. All targets must be numbered in consequent order. The number plates measure at least 20×20 cm. The plates by the targets must be clearly visible from the marker.
- 7.5. Trails between targets must ensure safe walking for all competitors on the shooting ranges. Clear direction signs are to be arranged along the competition trails.
- 7.6. Suitable barriers shall be placed around the course, wherever necessary, to keep spectators at a safe distance while still giving them the best possible view of the competition. Only those persons having the proper accreditation shall be allowed on the course inside of the barriers.
- 7.7. Shooting ranges for international events must be ready at least the day before the tournament, so that judges and delegates of IAA can inspect, and organizers still have time for potential corrections.
- 7.8. Practicing field with known distances has to be provided for the competitors the day before the tournament and during the tournament.
- 7.9. Medical service must be provided at the shooting field during the whole duration of the competition.
- 7.10. On international events Organizers of a tournament should provide at least two rest areas (food/water) and rest room facilities (e.g., portable toilet) on each course.
- 7.11. Targets fall into three categories:
  - Classic faces
  - 3D animal targets(hunter)
  - Tactical targets
  - 3-3-3, total 9 targets are compulsory. The remaining targets will be freely defined by the organizing group based on the target categories, taking the target recommendations into account.
- 7.12. When setting targets, organizer shall consider the difficulty level and shooting distance rate.
- 7.13. Targets can have three score areas, scoring 10-8-5 points.

## 8. STYLES AND CLASS DEFINITIONS AND RULES

### 8.1. Technical control

All bows and equipment shall be controlled and marked by stickers by the judges before start of competition. Stickers must be placed and kept on the bow(s) during the competition making controlling of the sticker possible during the entire competition. Lack of sticker can result in disqualification. In case of loss of sticker, a new technical control shall be made on request of the shooter.

### 8.2 Equipment

8.2.1. No signs/marks on the inner side of the upper limb are allowed to use as an aiming reference.

8.2.2. When a bow is strung the bowstring has to run along the middle line of the limb. Only standard or other modern materials must be used as a string. Historical materials (such as flex and tendon) cannot be used. 1 or 2 nocking points are permitted on the string.

8.2.3. No accessories for the purpose of stabilization, levelling, aiming, draw-weight reduction or draw checking are permitted. Thumb ring is permitted. The drawing finger must touch the nock.

8.2.4. Arrows shall be made of wood or bamboo, fletching only made from natural materials. Plastic nocks may be used. Nock cut (hollowed) in the end of the shaft is only allowed if ensured with appropriate materials. No marks are permitted on the arrow that may help in draw checking. Target point shall be used, causing no damage to the targets. The owner's name must be indicated on the arrow with latin letters.

8.2.5. Binoculars and/or rangefinders are not allowed.

8.2.6. Middle-Age or earlier, national-folk historical clothing should be worn represented so middle age or earlier feeling is reflected (peasant, noble, aristocrats similar). No clothes or accessories can be worn that are undoubtedly modern (e.g., sunglasses, jeans, trainers, boots, printed T and Sweat-shirts, mobile phones, electronical devices, watches, bags, chares etc.). Organizers are obliged to wear historical clothes. Technical crew can have clothes free of choice but must have identical T-shirts that indicates they belong to the organizing staff.

### 8.3. Bow styles defined

General definition: (3.1.1,;3.1.2.)

*The shape and form of the bows shall align to historical bow types (e.g., egyptian, greek, hungarian, turkish, tatar, mongolian, english, yumi etc) In case of disputation proving that the bow is historically correct is the task of the archer.*



*The bow can be symmetric or asymmetric composite bow constructed from a single piece or a maximum of two parts at the grip.*

*The bow cannot have a window and the arrow has to run out on the holding hand. Maximum one layer of textile or leather is allowed between the grip and the holding hand. No aid at all is allowed on the grip to hold or support the arrow. The grip must be symmetrical sideways and is at least 15mm thick.*

*There are no distinctions concerning the length of the rigid tip.*

#### **8.3.1. Historical bow made of modern materials**

The bow can be made of only one material or mixed materials that contain modern material (for example; adhesive, fiberglass).

#### **8.3.2. Historical bow made of natural materials**

The bow can be made of only one material or mixed materials that contain only natural materials (e.g., wood, horn, bone, tendon, jelly, natural polish, bamboo). Plastic nocks are not allowed! Only carved or hollowed nocks or nocks made from natural materials (e.g., horn, bone etc....) The authenticity of the bow must be certified by a manufacturer or maker (the bow can be self-made)!

#### **8.3.3 Historical longbows and other stick bows:**

The bow can be made of only one material or mixed materials that contain modern material (for example; adhesive, fiberglass).

A bow of any material, which can be either a one-piece bow or a bow that can be taken down in two parts and put together again as a one piece bow within the handle (only shared once in the handle), which when strung displays one continued unidirectional curve, which is measured as follows: when the strung bow is placed with the bowstring in a vertical position,

the angle as measured between the tangent of any point on the limb and an imaginary horizontal line must always decrease as this point is moved further away from the bow grip (continually decreasing limb-string distance from the grip) In case of any doubt as to the continuing curve of the limb then a string-line laid from the end of the riser (or the grip) fade out to the commencement of the tip overlays (or if there are no overlays then the point at which the bow string is held in the nock groove) on the back of the strung bow shall show no gaps between the string line and the bow limb. The tip reinforcing may not exceed 20mm in height, measured from the surface of the back of the bow limb and may not exceed 50mm in length, measured from the end of the tip.

The bow cannot have a pistol grip, an arrow shelf or a window- The arrow has to run out on the holding hand. No aid at all is allowed on the grip to hold or support the arrow.

#### **8.3.4. Hunting Bows**

Any kind of recurve bow or longbow, self-bow can be used that has a wooden handle. The bow may contain any kind of (originally) built-in joints and laminating. The bow can be one-piece or (standard) takedown style. ILF (International Limb Fit) type fixed bows are not permitted.

Use of archery gloves, tabs and free-hand release aids are permitted. Any kind of recurve bow, longbow or self bow can be used that has a wooden handle. The bow may contain any kind of (originally) built-in joints and laminating. The bow can be one-piece or takedown style. Use of archery gloves, tabs and free-hand release aids are permitted. Use of damper is permitted on the limbs or on the string. The bow may contain a window and an arrow shelf. Different kind of aids are allowed on the window which are capable of supporting the arrow (e.g., fur or leather support etc...). Arrow rest like T300, NEET, Hoyt Hunter, Bear, etc. are not allowed

### 8.3.5 Historical crossbows

General definition

The shape and form of the crossbows shall align to historical x-bow types in case of disputation proving that the bow is historically correct is the task of the archer!

Only bows under draw weight of 110 pounds are allowed and one man should be able to use it and keep the rules for safe usage.

The x-bow must meet the requirements for safe usage!

The stock must be made of wood with screws, inserts strengthening of any kind of material. The limbs are of one or several pieces whip back ore recurve type or a combination of twisted rope and spring with snap lock.

The libs material can be of wood, metal or the combination of the two materials.

Modern trigger mechanism or aiming device is not allowed.

The arrow must be longer than the arrow rest. The shaft lengths must reach the front of limbs by loaded crossbow

The x-bow must be hold by free hand, no holding or fixation aim is allowed.

Loading of the x-bow(cocking) can be executed by hand or different helping devices. (eg: Stirrup and hands, Belt and hook, Rope and lifting screw..etc)

### 8.4. IAA CLASSES DEFINED

8.4.1 Class is age group combined with gender.

8.4.1. The filled age on the day of first qualification day decides the age.Cadets and juniors can shoot in older class, veterans can choose to shoot as adults.

8.4.2. veteran:	55 years of age or older / men – women
adult:	21-54 years / men – women
young adult:	18-20 years / men – women
<u>juniur:</u>	<u>15-17 years / men – women</u>

optional classes

cadet:	13-14 years / men – women
mini:	10-12 years / men – women

- 8.4.3. In case the registered number of shooters is less than five in any category TD, Judges together with the organizer Committee can gather two similar classes/categories in one.
- 8.4.4. Competing on international IAA Tournament a minimum age of 15 years is set. It is up to organizer to allow optional classes with younger shooters at international tournaments. If classes under 15 years are allowed organizer needs to assure that supervision for the children is provided during competition. Supervisor to minors cannot be a relative to any of the athletes in the group.

## **9. SHOOTING RULES**

- 9.1. Given number of arrows per shooter per target will be shot from a stake. Any arrow, which is dropped and can be recovered while touching the stake may be re-shot. The shooter is responsible for maintaining control of the arrow. Any arrow released accidentally or deliberately and not found in the scoring area of the target, is scored as a zero ("0")
- 9.2. There is only one stake per target for one category (blue and white correspondingly). Only one archer can shoot from the stake at one time. A shooter must touch the stake with some part of his/her body while shooting.
- 9.3. Groups must have at least three shooters and no more than seven shooters. Each group will assign two scorekeepers not belonging to the same club or nation. The first listed archer of each group is the leader of the group.
- 9.4. A group is not allowed to pass other groups except by an order from a judge. In this case, the passing group has to shoot, score and pull the arrows, while the other group is waiting.
- 9.5. As a courtesy to fellow competitors, archers have to wait for their turn in a certain distance (3m) from the shooter at the stake.
- 9.6. The shooters of each group will alternate being the first shooter at each subsequent stake, with their shooting order maintained throughout the round. Minis shoot last.
- 9.7. The first shooter will be allowed 90 seconds to shoot his/her arrow/s. (except for speed shooting 20 sec.) The leader of the group decides when the first archer goes to the stake. Each remaining member of the group will be allocated 90 seconds to shoot. The first shooter will be allowed 90 seconds to shoot his/her arrow. The leader of the group decides when the first archer goes to the stake. Each remaining member of the group will be allocated 90 seconds to shoot. In consideration of time the shooter has to leave the shooting position immediately after completed shooting.

- 9.8. Archers have to remain behind the stake until the whole group finished the shooting.
- 9.9. All arrows must remain in the target until all arrows are scored. The status of any doubtful arrow must be determined before drawing any arrow from the target and neither arrows nor the target may be touched until a judgment has been made.
- 9.10. For safety considerations and to ensure a timely competition, no archer will go behind a target to look for a lost arrow or for any other reason except to retrieve an arrow, which is visible to the group.
- 9.11. If the equipment failure occurs during the act of shooting, the arrow will be scored as a shot. The shooter will have up to 5 minutes for repair. The group has to leave the stake and wait.  
If the repair can't be done at the range the shooter will have up to 25 minutes for repair. The shooter has to contact a judge. Time will start at the moment the judge takes over the score cards. The group must wait. A shooter may change his/her bow to an inspected reserve bow one time in a tournament. Only one bow per shooter may be brought to the range. After the repair is done, the shooter will have two arrows for practicing on the target, which is already shot.
- 9.1.2. In the final rounds, no extra time shall be allowed for equipment failure, but the competitor with equipment failure may leave the shooting place to repair or replace the same and return to shoot any remaining arrow(s) if the time limit permits.
- 9.1.3 Shooting markers in classes:  
Cadet, junior, young adult, adult, veteran: blue marker  
Mini: white marker

## 10. SCORING RULES

***For all sanctioned IAA Shooting events, the scoring must be as follows***

- 10.1. Scores: 10 – 8 – 5 – 0
- 10.2. In the event of a tie the archers should hold a shoot-off for the first 3 places. Sequence will be decided by a draw made by the judges. One shooting for one target should be made, the archer who scores nearest to the middle point of highest score zone wins the shoot-off.
- 10.3. The arrow shaft must touch any portion of the line to be scored for the higher value. An arrow that is embedded into the nock end of an arrow that is embedded in the target will be scored the same as the embedded arrow. All arrows must remain in the target until all arrows are scored. Time for scoring is 150 seconds.
- 10.4 Shooters will get the official scorecards (2) for that day at the meeting before the beginning of each round. Double scoring is required.



- 10.5. At each target scoring will be done after the group finished the shooting. Each scorekeeper will maintain 1 card for each shooter and be responsible for recording each arrow.  
In case of high risk of arrow damage on some specific targets arrows can be drawn before the whole group has shot all arrows. The judge will set the sequence of recording and rowing of arrows. All scores must be in written form before removing arrows in any sequence.
- 10.6. Archers must say their score aloud in a clearly understandable way
- 10.7. Both score keepers must compare their recorded scores before the arrows are pulled. In case of mistakes, corrections have to be made immediately. The leader of the group has to sign the corrections.
- 10.8. In case there are disagreements about the score on both scorecards of a shooter at the end of the round; the lowest score will be valid.
- 10.9. To score, arrows must be stuck in the target, or witnessed pass troughs and BOUNCE OUTS are to be scored as agreed on by the majority of the group, or re-shot before shooters advance to the target.
- 10.10. The status of any doubtful arrow must be determined by the majority of votes of the group. Should the group be unable to reach an agreement (tie), a judge must be called.
- 10.11. At the completion of each course all scorecards must be legible, completed and signed. No changes may be made to a scorecard after the scorekeeper and shooter have signed the scorecard. The scorecards have to be turned in by the leader of the group immediately (within 15 minutes) after the completion of the course.

Any person in violation of the above said rules can be disqualified from that event and may be suspended from membership.

Any person suspended from membership will not be allowed to shoot any sanctioned IAA event that shooting year or as directed by the IAA board of directors.

Anyone that is suspended from membership, and violates this rule, could be permanently suspended from IAA membership and all of its sanctioned events. Any shooter who disobeys shoot officials' orders, will be disqualified from that event and may be suspended from membership.



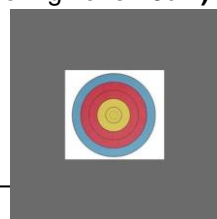
## 11. Target's guide

Target faces (Classic faces)		
Targets:		Shooting distances:
<b>Scoring on obligatory targets</b>	According to colors: <ul style="list-style-type: none"> <li>- Inner circle 10 points</li> <li>- Middle circle 8 points</li> <li>- Outer circle 5 points</li> </ul>	
FITA Semaphore <b>Obligatory target!</b>		8m-16m
FITA 80 cm 6-ring center <b>Obligatory target!</b>		16m-36m
IFAA 55to65 yard face (Ø65cm) <b>Obligatory target!</b>		13m-26m
- Remaining targets are freely determined by the organizing team		Highest score value target zone shall be set up at a distance minimum as many meters as many centimeters long its diameter is, with a maximum distance double of this length.

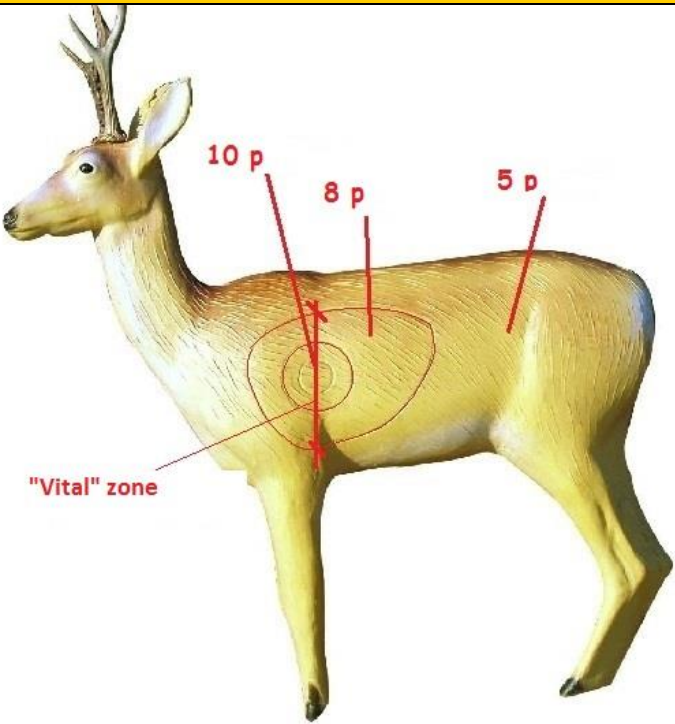
**Example:**

(Target: 80-cm 6 ring center FITA  
highest scoring zone 16cm)

(Minimum distance 16 meter – maximum 32 meters)



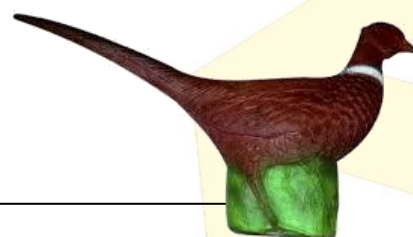
(Distance for u.14 of age decided by organizer)

Targets: 3 out of 4 categories must be chosen!			Shooting distances:
1. Big games	Score area: above 250mm	 <p>1. ábra</p>	25m-35m
2. Medium games	Score area: 201-250mm		20m-30m
3. Small games	Score area: 151-200mm		15m-25m
4. Tiny games	Score area: 0-150mm		5m-15m
More hunting targets can be chosen but the 3 prescribed categories shall be included.			
The listed categories and corresponding distances are compulsory.			

**Example:**

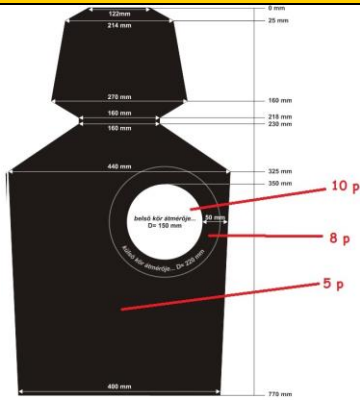
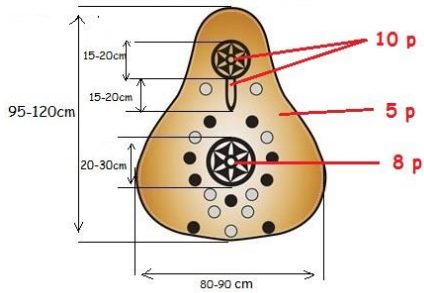
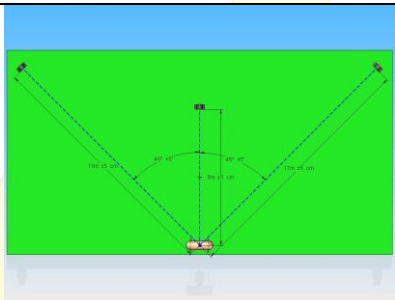
(Target: Tiny games)

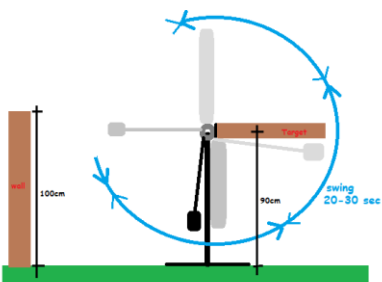
(Minimum distance 5 meter – maximum 15meters)



(Distance for u.14 of age decided by organizer)

## Skilled, technical targets

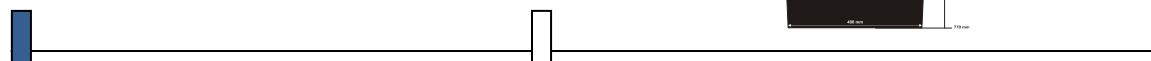
Targets:	Figures:
<p>Warrior figure or Turkish puta (face or whole 3D figure) size</p>	 <p>The diagram shows a black silhouette of a warrior figure. Dimensions include: head width 120 mm, head height 214 mm, neck width 275 mm, neck height 160 mm, torso width 160 mm, torso height 218 mm, torso width 160 mm, torso height 230 mm, torso width 440 mm, torso height 325 mm, torso width 350 mm, torso height 350 mm, torso width 440 mm, torso height 775 mm. Scoring zones are indicated: 10 p (outermost), 8 p (middle), and 5 p (innermost).</p>
<p><b>Speed shooting (obligatory target):</b></p> <p>Number of shoots: based on the speed of the archer            Target face: warrior figure            Distance: blue marker – 16 m.                          white marker – 13 m.            Target: warrior figure or puta            Time used for shooting: 20 seconds, max. 6 arrows            Scoring:            - 5 points are the whole surface of the figure            - 30 points is the max. scoring            Description:            - At this target a timekeeper (a person hired by the organizing committee) shall be applied. This person announces the start ('shoot' command) and the end ('finish' command) of the shooting. Drawing the bow is only permitted after the 'shoot' command. If an arrow is shot after the expiration of the 'finish' command (20 seconds) the last score shall be withdrawn.</p>	 <p>The diagram shows a brown, pear-shaped target. Dimensions include: top width 15-20 cm, middle width 15-20 cm, bottom width 20-30 cm, total height 95-120 cm, total width 80-90 cm. Scoring zones are indicated: 10 p (outermost), 5 p (middle), and 8 p (innermost).</p> <p>Figures can be enlarged!</p>
<p><b>Horseback battle (obligatory target!):</b></p> <p>Description: distance: 13m-8m-13m            Target: warrior figure or puta            - Stand shown in the picture is a possible solution only not mandatory.            Measures shown in the 1st picture are mandatory. (Picture enlargable).            - Archer shall shoot sitting on the back of the horse while not touching the ground with a leg.            - Archer shall shoot at the target his facing first, middle target shall be shot after and the third shot shall be taken at the target in the back.            - Determination of the 'Horse':            o A stable object having a shape similar to a horse. It shall enable archers to shoot from horseback position.            o Withers's height: 80-100 cm            o A tool e.g., a stirrup shall be provided in order to facilitate getting on the horse.</p>	 <p>The diagram shows an archer on a horse shooting at a target. The target is a warrior figure. The archer is positioned at a distance of 13m-8m-13m from the target. The target is a warrior figure. The archer is shooting at the target. The target is a warrior figure.</p> <p>Figure can be enlarged!</p>

<p>Scoring:</p> <ul style="list-style-type: none"> <li>- 10 points: inner scoring zone.</li> <li>- 8 points: outer scoring zone signed by a circle.</li> <li>- 5 points: whole remaining surface of the warrior figure</li> </ul>	
<p>Moving Target (obligatory Target) Falling warrior</p> <p>Scoring:</p> <ul style="list-style-type: none"> <li>- 10 points: internal hit zone.</li> <li>- 8 points: hit zone marked with an outer circle.</li> <li>- 5 points: the full shape of the warrior silhouette</li> <li>- Maximum available score. 30p</li> </ul> <p>Goal setting: the target shape should move (swing) for 20-30 seconds. The pivot point of the structure must be 90 cm from the ground. A 100x100cm cover must be placed in front of the moving structure, which does not damage the arrows. When standing, the target shape should be behind the cover and then only be able to show up while moving.</p>	 <p>Figure can be enlarged!</p>
<p><b>The golden shoot (optional target technical or target face target)</b></p> <p>Number of shoots: Only one shot</p> <p>Points:</p> <p>Regular distance- regular points (10p – 8p – 5p) Double distance- triple points (30p – 24p – 15p)</p> <p>Distances: optional target category. The double distance cannot exceed the maximum distance of the target.</p> <p>Description: The competitor can choose whether he/she wants to shoot at the target on the regular distance for regular points or choose the target on double distance for triple points. Only one shot is allowed to the chosen target.</p> <p>Remaining targets are freely defined by the organizing team, keeping the recommendations written above. For example, national targets like the Mongolian madam, the Tibetan triangle, the Korean target etc.</p> <p>--Target shall move on the same fixed lane; its setup shall not be affected by the wind or other weather conditions.</p> <p>-Target surfaces shall match the difficulty level of the target and the shooting distance. Targets can be set up at a minimum distance that is half as large as the highest scoring target zone diameter, the maximum is one and a half time as large.</p>	

## Example:

(Target: Bickering silhouette, highest scoring zone 15cm)

(Minimum distance 7,5 meter – maximum 22,5meters)



((distance for u.14 of age decided by organizer)