

# Kings of Archery Rulebook

Version: 1.0

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# EQUIPMENT, CLASSES, SCHEDULE AND TARGET ASSIGNMENT

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## EQUIPMENT

At the Kings of Archery Series there are two type of bow categories defined:

- Recurve Bow\*
- Compound Bow\*

*\*If you choose to shoot a recurve or compound bow without accessories like a sight or stabilizers you are still eligible to shoot in the recurve or compound class.*

## Arrows

The maximum arrow diameter allowed is 27/64" or 10,7mm. (eq. Easton X27, Goldtip XXX or Carbon Express Tank 27)

## CLASSES

2 classes are defined in which all age categories can compete:

- Woman's class;
- Men's class.

## SCHEDULE

Saturday: 60 arrows qualification

Sunday: 30 arrows qualification

Sunday: Shoot offs

## TARGET ASSIGNMENT

Target assignment for the first day of qualification will be made randomly in the session you signed up for at registration. Target assignment for Sunday will be based on the ranking after the first 60 arrows.

Session	CM	CW	RM	RW
1	#151 - 300	#51 - 100	#51 - 100	#51 - 100
2	#1 - 150	#1 - 50	#1 - 50	#1 - 50
3	>#301	>101	>101	>101

# ORDER OF SHOOTING, TIMING AND TARGET FACES

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## SHOOTING ORDER

There is a maximum of 4 archers per target, 2 archers will shoot side-by-side per target.

Archer A and archer C will shoot on the left side where archer B and archer D will shoot on the right side. The first half of the qualification AB will shoot first on the bottom targets. CD will shoot the first half as second and will shoot the top targets. At the halfway mark the shooting order will change as well as the target position. CD will start the second half and will shoot at the bottom targets, AB will shoot second and will shoot the top targets. The shooting order will also be announced and displayed on the timing system.

## TIMING

During qualification you have 120 seconds (90 seconds green, 30 seconds orange) to shoot 3 arrows. In case of a shoot-off you have 40 seconds for 1 arrow. Time and signals will be displayed on the timing system.

## TARGET FACES

You are responsible to hang, change and remove your own target faces. Fresh target faces will available at the center of the shooting range.

# SCORING

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## QUALIFICATION

- Compound: (Yellow)X10-10-9, (Red) 8-7,(Blue) 6
- Recurve: (Yellow)X10-X10-10, (Red) 8-7, (Blue) 6

## FINALS

Compound:

- End 1&2: (Yellow)X10-10-9, (Red) 8-7,(Blue) 6
- All other ends: (Yellow)10-9-9, (Red) 8-7,(Blue) 6

Recurve:

- End 1&2: (Yellow)X10-X10-10, (Red) 8-7, (Blue) 6
- All other ends (Yellow)X10-10-9, (Red) 8-7, (Blue) 6

## SCORING DEVICES AND PAPER

Scores will be marked on paper and via electronic devices, in case of a mismatch between the device and the paper score, the paper score counts. X's will be scored to determine the prize for most accurate shooter of the weekend.

## TIES AND SHOOT-OFFS

- In case of a tie for first place a 3 arrow shoot-off will take place as mentioned in article 3.2.1.
- In case of a tie for a place in the final or podium a one arrow closest to the center will be decisive. Any spot of the target face can be shot. A judge or tournament official will make the call.
- The final shoot-off will take place when all qualifications have been shot. In all categories the top 8 archers or all archers with a 900 score will advance to the final shoot-off.

## JOKERROUND

In this shoot-off you can earn a spot in the final shoot-off by shooting-off against all other archers in your category that have not qualified for the final shoot-off.

The shoot-off will be shot as followed:

- There is no practice end;
- First arrow will be shot on a spot of choice scoring regular scoring mode;
- All archers tied for maximum score will shoot again scoring (CP X-9-9-8-7-6 & RC X-10-9-8-7-6);
- All archers tied for maximum score will shoot again scoring closest to center;
- The archer with the closest to center will advance to the final shoot-off.

## Consequences of Breaking the rules

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### SHOOTING THE WRONG TARGET

The arrow will be marked as a miss. It is not allowed to shoot more than 3 arrows per end.

### SHOOTING OUT OF TIME

The highest score on the target will be marked as a miss.

### DISQUALIFICATION

If for any reason a dispute occurs or when safety is at risk, the LOC is allowed to disqualify a participant or coach.

## JUDGES

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Judges are present to guide the tournament and to make sure rules are not broken.

If there are any problems during the event, visit a judge to ask for his guidance. If for any reason there is a doubt about the decision of the judge an appeal can be filed with the jury of appeal. The decision of the jury is final and cannot be appealed.

Members of the Jury of Appeal

- Tournament director: Sander Dolderman
- Head of Judges
- Archer of opposite sex and equipment class (will be announced before the tournament starts)

## CANCEL YOUR REGISTRATION

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If you are not able to join the action you can cancel your registration by sending an email to [info@kingsofarchery.com](mailto:info@kingsofarchery.com). A refund will be given up until 2 weeks prior to the tournament. A 15% fee will be deducted from the refund to cover the administrative costs. The refund will be payed back to you before the 5th of November 2018 by bank transfer. We have to make costs and efforts to refund and find a new archers to replace you. If you cancel within 2 weeks prior to the tournament we will not refund your entry fee.