

Book 4

Field & 3D Archery Rules

Chapter 22

Athletes Equipment

This article lays down the type of equipment athletes are permitted to use when shooting in World Archery competitions. It is the athlete's responsibility to use equipment which complies with the rules.

Any athlete found to be using equipment contravening World Archery Rules may have his scores disqualified.

Described below are the specific regulations that apply to each division followed by the regulations that apply to all divisions.

The dress regulations found in Book 3, Article 20.1 shall apply.

22.2.

For the Compound Division, the following equipment is permitted. All types of additional devices are permitted unless they are electric, electronic, compromise safety or create an unfair disturbance to other athletes.

22.2.3. A bow sight attached to the bow.

Version of 2013-07-01

22.2.3.3. *Multiple sight pins are allowed on marked courses only.*

Version of 2014-04-01

22.2.3.3. *Multiple sight pins and peep eliminator devices are allowed on marked courses only.*

Version of 2013-07-01

22.2.5. *Those devices listed in the following articles may be used:*

- ***The correct reference will be inserted as soon as possible.*** (last two bullet points);
- [Article 22.1.7.](#);
- [Article 22.1.8.1.](#);
- [Article 22.1.9.](#) as limited by ***The correct reference will be inserted as soon as possible.***, [Article 22.1.9.2.](#) and ***The correct reference will be inserted as soon as possible.***;
- [Article 22.1.10.1.](#)

Version of 2014-04-01

22.2.5. *The following restrictions shall apply:*

- [Article 22.1.7.](#) and [Article 22.1.7.1.](#);
- [Article 22.1.8.1.](#);
- [Article 22.1.9.](#) as limited by [Article 22.1.9.2.](#);
- [Article 22.1.10.1.](#);
- *"Peep Elimination" sights can be used in Compound Divisions except for courses where unmarked distances are shot, and assuming such a sight does not incorporate any electric or electronic device.*

22.4. For the Instinctive Bow Division the following items are permitted:

Version of 2013-07-01

22.4.1. A bow of any type, which complies with the common meaning of the word bow as used in target archery, consisting of a handle (grip), riser (no shoot-through type) and two flexible limbs each ending in a tip with a string nock. The riser is produced of a natural or resin based material (e.g. wood, bamboo, horn, cloth, fibreglass, and a portion of the riser may include carbon/graphite or metal). The riser must be of laminated construction or one piece of wood. The bow may be of a take-down type and may incorporate factory installed metal fittings in the riser for limb attachment, sight mount inserts, cushion plunger insert and stabilizer bushings only. The bow may include a single adjustable limb for tiller adjustment only, but may not have adjustable limb pockets for bow weight adjustment. The riser may include multiple natural or synthetic laminates for use in limb/ pocket protection or for structural use within the riser. The riser must contain some wood or bamboo. For non-takedown bows, limb

laminates of any material that fade into the riser section are permitted. The bow is braced for use by a single string attached directly between the two stringnocks, and in operation is held in one hand by its handle (grip) while the fingers of the other hand draw and release the string.

The bow as described above shall be bare, except for a simple plastic industry standard glued arrow rest (see [Article 22.4.3.](#)) and free from protrusions, sights or sight marks, marks or blemishes or laminated pieces (within the bow window area) which could be of use in aiming.

Version of 2014-04-01

22.4.1. A bow of any type, which complies with the common meaning of the word bow as used in target archery, consisting of a handle (grip), riser (no shoot-through type) and two flexible limbs each ending in a tip with a string nock. The riser is produced of a natural or resin based material (e.g. wood, bamboo, horn, cloth, fibreglass, and a portion of the riser may include carbon/graphite or metal). The riser must be of laminated construction or one piece of wood. The bow may be of a take-down type and may incorporate factory installed metal fittings in the riser for limb attachment, sight mount inserts, cushion plunger insert and stabilizer bushings only. The bow may include a single adjustable limb for tiller adjustment only, but may not have adjustable limb pockets for bow weight adjustment. The riser may include thin synthetic laminates up to 6 mm in width to use for limb/pocket protection for structural use within the riser, but no more than one quarter of the riser's construction may be produced of metal or synthetic material. The riser must contain some wood or bamboo. For non-takedown bows, limb laminates of any material that fade into the riser section are permitted. The bow is braced for use by a single string attached directly between the two stringnocks, and in operation is held in one hand by its handle (grip) while the fingers of the other hand draw and release the string.

The bow as described above shall be bare, except for a simple plastic industry standard glued arrow rest (see [Article 22.4.3.](#)) and free from protrusions, sights or sight marks, marks or blemishes or laminated pieces (within the bow window area) which could be of use in aiming.

22.4.6. Arrows of any type may be used provided they comply with the common meaning of the word "arrow" as used in target archery, and do not cause undue damage to target faces or butts.

Version of 2013-07-01

22.4.6.1. *An arrow consists of a shaft with a tip (point), nock, fletching and, if desired, cresting. The maximum diameter of arrow shafts shall not exceed 9.3mm, the tips (points) for these arrows may have a maximum diameter of 9.4mm. All arrows of every athlete shall be marked with the athlete's name or initials on the shaft. All arrows used shall be identical and shall carry the same pattern and colour(s) of fletching, nocks and cresting, if any.*

Version of 2014-04-01

22.4.6.1. *An arrow consists of a shaft with a tip (point), nock, fletching and, if desired, cresting. The maximum diameter of arrow shafts shall not exceed 9.3mm (arrow wraps shall not be considered as part of this limitation as long they do not extend further than 22cm toward the point of the arrow when measured from the throat - nock hole where the string sits - of the nock to the end of the wrap), the tips (points) for these arrows may have a maximum diameter of 9.4mm. All arrows of every athlete shall be marked with the athlete's name or initials on the shaft. All arrows used shall be identical and shall carry the same pattern and colour(s) of fletching, nocks and cresting, if any.*

22.4.7. Finger protection in the form of finger stalls or tips, gloves, or shooting tab or tape, to draw and release the string is permitted, provided they do not incorporate any device that shall assist the athlete to draw and release the string.

Version of 2013-07-01

22.4.7.1. *An anchor plate or similar device attached to the finger protection (tab) for the purpose of anchoring is not permitted. The bow must be shot using the "Mediterranean" loose (three finger loose, with one finger above and two fingers below the arrow) or three fingers directly below the arrow nock (index finger no more than 2 mm below nock), with one fixed anchor point. Archer must choose either Mediterranean or three fingers under nock, but may not use both. Finger protection when shooting with three fingers under the nock must have a continuous surface or connected finger stalls, with no ability to shoot split finger. When using the Mediterranean loose a separator between the fingers to prevent pinching the arrow may be used.*

Version of 2014-04-01

22.4.7.1. *An anchor plate or similar device attached to the finger protection (tab) for the purpose of anchoring is not permitted. The bow must be shot using the "Mediterranean" loose (one finger above the arrow nock) or fingers directly below the arrow nock (index finger no more than 2 mm below nock), with one fixed anchor point. The athlete must choose either Mediterranean or fingers under nock, but may not use both. Finger protection when shooting with fingers under the nock must have a continuous surface or connected finger stalls, with no ability to shoot split finger. When using the Mediterranean loose a separator between the fingers to prevent pinching the arrow may be used.*

22.5. For the Longbow Division the following items are permitted:

Version of 2013-07-01

- 22.5.3. Arrow rest. If the bow has an arrow shelf, that shelf may be used as an arrow rest and it may be covered with any type of soft material, in the horizontal plane only. The vertical part of the shelf may be protected by a hard material.

Version of 2014-04-01

- 22.5.3. Arrow rest. If the bow has an arrow shelf, that shelf may be used as an arrow rest and it may be covered with any type of soft material, in the horizontal plane only. The vertical part of the shelf may be protected by a hard material, which will not deform or compress under the light pressure exerted from the edge of a coin.

- 22.5.7. Finger protection in the form of finger stalls or tips, gloves, or shooting tab or tape, to draw and release the string is permitted, provided they do not incorporate any device that shall assist the athlete to hold, draw and release the string.

Version of 2013-07-01

22.5.7.1.

An anchor plate or similar device attached to the finger protection (tab) for the purpose of anchoring is not permitted. The bow must be shot using the "Mediterranean" loose (three finger loose, with one finger above and two fingers below the arrow) or three fingers directly below the arrow nock (index finger no more than 2 mm below nock), with one fixed anchor point. Archer must choose either Mediterranean or three fingers under nock, but may not use both. Finger protection when shooting with three fingers under the nock must have a continuous surface or connected finger stalls, with no ability to shoot split finger. When using the Mediterranean loose a separator between the fingers to prevent pinching the arrow may be used.

Version of 2014-04-01

22.5.7.1.

An anchor plate or similar device attached to the finger protection (tab) for the purpose of anchoring is not permitted. The bow must be shot using the "Mediterranean" loose (one finger above the arrow nock) or fingers directly below the arrow nock (index finger no more than 2 mm below nock), with one fixed anchor point. The athlete must choose either Mediterranean or fingers under nock, but may not use both. Finger protection when shooting with fingers under the nock must have a continuous surface or connected finger stalls, with no ability to shoot split finger. When using the Mediterranean loose a separator between the fingers to prevent pinching the arrow may be used.

Chapter 23

Shooting

23.1. Each athlete shall shoot and stand or kneel at the shooting peg without compromising safety.

Version of 2013-07-01

23.1.2. *In Field and 3D Rounds the athlete can stand or kneel up to approximately 1m in any direction beside or behind the shooting peg, taking into consideration the condition of the terrain. In exceptional circumstances a Judge may give permission to shoot from outside the defined area.*

Version of 2014-04-01

23.1.2. *In Field and 3D Rounds the athlete can stand or kneel up to approximately 1m in any direction beside or when the athlete is shooting alone at a peg and no safety concern is caused, behind the shooting peg, taking into consideration the condition of the terrain. In exceptional circumstances a Judge may give permission to shoot from outside the defined area.*

Version of 2013-07-01

23.1.3. *In Field every shooting position shall have a shooting peg or mark to accommodate at least two athletes. In 3D rounds every shooting position shall have two shooting pegs or mark to accommodate archers, unless conditions allow only one. The distance between the two pegs must be 1 meter.*

Version of 2014-04-01

23.1.3. *In Field every shooting position shall have a shooting peg or mark to accommodate at least two athletes. In 3D rounds every shooting position shall have two shooting pegs or mark to accommodate athletes, unless conditions allow only one. The distance between the two pegs must be 1 meter. If two athletes are shooting simultaneously, the athlete with the lowest competitor number shall shoot from the left peg (or left side of the peg if only one), the athlete with the higher number shall shoot from the right peg.*

Version of 2013-07-01

23.2.1. *Athletes shall wait well behind the athletes in the shooting position unless they are assisting the athletes at the shooting peg with shading. Shading is not allowed, however, in the finals unless determined necessary by the judge.*

Version of 2014-04-01

23.2.1. *Athletes shall wait well behind the athletes in the shooting position unless they are assisting the athletes at the shooting peg with shading. Shading is not allowed, however, in the finals unless determined necessary by the judge.*

23.3. Number of arrows to shoot in 3D rounds

Version of 2013-07-01

- 23.3.1. *Individual competition:*
- *two arrows per animal-targets are allowed in the qualification rounds*
 - *one arrow per animal-targets is allowed in elimination and final rounds*

Version of 2014-04-01

- 23.3.1. *Individual competition:*
- *two arrows per animal-targets are allowed in the qualification rounds, both scoring full value*
 - *one arrow per animal-targets is allowed in elimination and final rounds*

Version of 2013-07-01

23.7. No athlete, coach, team official, may disclose the target distances to anybody on unmarked courses during the tournament to gain an advantage.

Version of 2014-04-01

23.7. No athlete, coach, team official, may disclose the target distances to anybody on unmarked courses during the tournament to

gain an advantage.

Chapter 24

General Order of Shooting and Timing Control in Field and 3D Rounds

Version of 2013-07-01

24.6. Athletes in a group may allow other groups to move ahead of another group during the qualification and elimination rounds but not the semi-finals and finals, provided the organisers or the Judges are notified about the change.

Version of 2014-04-01

24.6. Athletes in a group may allow other groups to move ahead of another group during the qualification and elimination rounds but not the semi-finals and finals, provided the organisers or the Judges are notified about the change.

Version of 2013-07-01

24.7. When an athlete, or a group of athletes, is causing undue delay for that group or for other groups during the Qualification and Elimination Rounds, the Judge observing this shall warn the athlete or group with a first written warning on the scorecard.

- A time limit per target of three minutes for Field rounds and one and a half-minute (for Qualifications Rounds) and one minute (for Elimination Rounds and Finals) for 3D rounds shall be allowed from the time the athlete takes his position at the shooting peg, which the athlete shall do as soon as possible after the shooting position becomes available;
- A Judge, having observed an athlete exceed the time limit, or cause undue delay despite the above procedure, shall caution the athlete and give a second written warning indicating the time and date of the warning;
- At the third and all subsequent warnings during that stage of the competition, the athlete shall lose the highest scoring arrow at the target;
- The time limit may be extended in exceptional circumstances.

Version of 2014-04-01

24.7. When an athlete, or a group of athletes, is causing undue delay for that group or for other groups during the Qualification and Elimination Rounds, the Judge observing this shall warn the athlete or group with a first written warning on the scorecard.

- A time limit per target of three minutes for Field rounds and one and a half-minute (for Qualifications Rounds) and one minute (for Elimination Rounds and Finals) for 3D rounds shall be allowed from the time the athlete takes his position at the shooting peg, which the athlete shall do as soon as possible after the shooting position becomes available;
- A Judge, having observed an athlete exceed the time limit, or cause undue delay despite the above procedure, shall caution the athlete and give a second written warning indicating the time and date of the warning;
- At the third and all subsequent warnings during that stage of the competition, the athlete shall lose the highest scoring arrow at the target;
- The time limit may be extended in exceptional circumstances.

Version of 2013-07-01

24.9. In the Semi-Finals Round, whenever a Judge accompanies a group he shall start and stop the shooting verbally ("go" for the start and "stop" when the time has passed).

- In Field rounds, the Judge shall show a yellow card as a warning when 30 seconds of the two minutes remain;
- No shooting shall be allowed after the time limit has expired;
- If an athlete shoots an arrow after the Judge has stopped the shooting, the athlete or team shall lose the highest scoring arrow at the target.
- In the Individual matches the two athletes will shoot simultaneously
- In the Team rounds the teams will shoot one at a time with the highest ranked team choosing who shoots first, at the next and subsequent targets the team with the lowest score will shoot first and when there is a tie in score the team who shot first at target 1 will shoot first.

Version of 2014-04-01

24.9. In the Semi-Finals Round, whenever a Judge accompanies a group he shall start and stop the shooting verbally ("go" for the start and "stop" when the time has passed).

- In Field rounds, the Judge shall show a yellow card as an indication when 30 seconds of the two minutes remain;
- No shooting shall be allowed after the time limit has expired;

- If an athlete shoots an arrow after the Judge has stopped the shooting, the athlete or team shall lose the highest scoring arrow at the target;
- In the Individual matches the two athletes will shoot simultaneously;
- In the Team rounds the teams will shoot one at a time with the highest ranked team choosing who shoots first, at the next and subsequent targets the team with the lowest score will shoot first and when there is a tie in score the team who shot first at target 1 will shoot first.

Version of 2013-07-01

24.10. The Medal Matches

Version of 2014-04-01

24.10. The Medal Matches

Version of 2013-07-01

25.1.1. Each group shall shoot in pairs, rotating as follows:

- The Organising Committee shall assign shooting positions;
- The first pair (with lowest athlete number(s)) shall start the shooting on the first target assigned to the group;
- The other pair shall start shooting at the next target. The pairs shall rotate shooting at all subsequent targets throughout the competition;
- If there are three athletes in a group the first two athletes on the start list (lowest athlete numbers) shall form the first pair, the third athlete shall be considered to be the second pair concerning rotation. This athlete shall always shoot from the left side of the shooting peg;
- If all athletes of the group agree they may change the above arrangement, pairing or shooting position;
- Should there be sufficient room at a shooting peg, all athletes in the group may shoot at the same time.

Version of 2014-04-01

25.1.1. Each group shall shoot in pairs, rotating as follows:

- The Organising Committee shall assign shooting positions;
- The first pair (with lowest athlete number(s)) shall start the shooting on the first target assigned to the group;
- The other pair shall start shooting at the next target. The pairs shall rotate shooting at all subsequent targets throughout the competition;
- If there are three athletes in a group the first two athletes on the start list (lowest athlete numbers) shall form the first pair, the third athlete shall be considered to be the second pair concerning rotation. This athlete shall always shoot from the left side of the shooting peg;
- If all athletes of the group agree they may change the above arrangement, pairing or shooting position;
- Should there be sufficient room at a shooting peg, all athletes in the group may shoot at the same time.

Version of 2013-07-01

26.1. From the entries for each division, the athlete numbers, and allocation to groups and to targets shall be decided by draw for women and men separately.

Each group is composed of between three and six athletes (groups should be of even numbers as much as possible) with not more than two athletes from the same Member Association in the Qualification and Elimination rounds.

The Tournament Judge Commission and the Technical Delegate shall decide on special cases.

See also [3.15. Draw for Shooting Positions in Book 2](#) and [3.16. Repositioning on Targets in Book 2](#)

Version of 2014-04-01

26.1. From the entries for each division, the athlete numbers, and allocation to groups and to targets shall be decided by draw for women and men separately.

Each group is composed of between three and six athletes (groups should be of even numbers as much as possible) with not more than two athletes from the same Member Association in the Qualification and Elimination rounds.

The Tournament Judge Commission and the Technical Delegate shall decide on special cases.

See also [3.15. Draw for Shooting Positions in Book 2](#) and [3.16. Repositioning on Targets in Book 2](#)

Version of 2013-07-01

26.3.1. When the target is free the first athlete (or the first two athletes) of the group at the post with the animal picture shall go to the shooting peg as soon as possible. The other members of the group stay behind at an appropriate distance.

Version of 2014-04-01

26.3.1. When the target is free the first athlete (or the first two athletes) of the group at the post with the animal picture shall go to the

shooting peg as soon as possible. The other members of the group stay behind at an appropriate distance.

Version of 2013-07-01

26.3.3. Each athlete or pair of athletes in the group shall shoot (together for the pair) rotating as follows:

- In the shooting group, the athletes with the lowest athlete numbers shall start shooting at the first target, followed by the next higher athlete numbers etc;
- The last one or two athletes of one target shall start shooting first on the next target assigned to the group; followed by the athletes who started the shooting before.
- The athletes shall rotate shooting at all subsequent targets throughout the competition.

Version of 2014-04-01

26.3.3. Each athlete or pair of athletes in the group shall shoot (together for the pair) rotating as follows:

- In the shooting group, the athletes with the lowest athlete numbers shall start shooting at the first target, followed by the next higher athlete numbers etc;
- The last one or two athletes of one target shall start shooting first on the next target assigned to the group; followed by the athletes who started the shooting before.
- The athletes shall rotate shooting at all subsequent targets throughout the competition.

Version of 2013-07-01

26.4.1.1. *Time limit Qualification rounds* : one and a half minute is the time limit for athletes in all divisions to shoot two arrows. As soon as the group in front has cleared the shooting peg the next group moves from the waiting area to the area with the picture of the animal target to be shot. When the group in front has cleared the target and is assumed to be at safe distance, the group may go forward from the picture-area to the shooting peg (see [Article 23.2.](#)) and the first athlete in the group starts shooting. Due to safety reasons and the time-limit, the arrow can only be nocked at the shooting peg.

Time limit Elimination and Final Rounds : One minute is the time limit for athletes in all divisions to shoot one arrow.

Version of 2014-04-01

26.4.1.1. *Time limit Qualification rounds* : one and a half minute is the time limit for athletes in all divisions to shoot two arrows. As soon as the group in front has cleared the shooting peg the next group moves from the waiting area to the area with the picture of the animal target to be shot. When the group in front has cleared the target and is assumed to be at safe distance, the group may go forward from the picture-area to the shooting peg (see [Article 23.2.](#)) and the first athlete in the group starts shooting. Due to safety reasons and the time-limit, the arrow can only be nocked at the shooting peg.

Time limit Elimination and Final Rounds : One minute is the time limit for athletes in all divisions to shoot one arrow.

Version of 2013-07-01

26.4.1.2. The appropriate time limit as stated in [Article 26.4.1.1.](#) of one and a half minute for each athlete in the group begins when he arrives at the peg.

Version of 2014-04-01

26.4.1.2. The appropriate time limit as stated in [Article 26.4.1.1.](#) of one and a half minute for each athlete in the group begins when he arrives at the peg.

Chapter 27

Scoring

Version of 2013-07-01

27.2.1. *None of the arrows, target face butt or 3D target shall be touched until all arrows on that butt have been recorded and scores checked.*

Version of 2014-04-01

27.2.1. *None of the arrows, target face butt or 3D target shall be touched until all arrows on that butt have been recorded and scores checked.*

Version of 2013-07-01

27.2.6. *If more than three arrows for Field rounds and more than one arrow or two arrows (depending of the round) for 3D rounds belonging to the same athlete should be found in the target or on the ground of the shooting lane, only the three lowest arrows (for Field rounds and for teams) and lowest arrow (or two lowest arrows in qualifications) for 3D rounds shall be scored. Should an athlete (or team) be found to repeat this, he (they) may be disqualified.*

Version of 2014-04-01

27.2.6. *If more than three arrows for Field rounds and more than one arrow or two arrows (depending of the round) for 3D rounds belonging to the same athlete should be found in the target or on the ground of the shooting lane, only the three lowest arrows (for Field rounds and for teams) and lowest arrow (or two lowest arrows in qualifications) for 3D rounds shall be scored. Should an athlete (or team) be found to repeat this, he (they) may be disqualified.*

27.3. Except for those ties as set out in [Article 27.3.2.](#), tied scores in all rounds are ranked using:

Version of 2013-07-01

27.3.1. For ties occurring in all Rounds, except for those ties as set out below:

- Individuals and Teams:
 - Greatest number of 5's and 6's for Field rounds and 10's and 11's for 3D rounds;
 - Greatest number of 6's for Field rounds and 11's for 3D rounds;
 - After this, athletes still tying shall be declared equal; but for ranking purposes, i.e. for a position in the match play charts of the Finals Rounds, a disk toss shall declare the position of those declared equal.

Version of 2014-04-01

27.3.1. For ties occurring in all Rounds, except for those ties as set out below:

- Individuals and Teams:
 - Greatest number of 6's for Field rounds and 11's for 3D rounds;
 - Greatest number of 5's for Field rounds and 10's for 3D rounds;
 - After this, athletes still tying shall be declared equal; but for ranking purposes, i.e. for a position in the match play charts of the Finals Rounds, a disk toss shall declare the position of those declared equal.

Version of 2013-07-01

27.3.2.1. *Individuals:*

- *A single arrow shoot-off for score;*
- *If the score is the same the arrow closest to the centre shall resolve the tie and if the distance is the same, successive single arrow shoot-offs, until the tie is resolved;*
- *The time limit for a shoot-off shall be 40 seconds.*

Version of 2014-04-01

27.3.2.1. *Individuals:*

- *A single arrow shoot-off for score;*
- *If the score is the same the arrow closest to the centre shall resolve the tie and if the distance is the same, successive single arrow shoot-offs, until the tie is resolved;*

- The time limit for a shoot-off shall be 40 seconds.

Version of 2013-07-01

27.3.2.2. Teams:

- An end of three arrows (one by each athlete) shoot-off for score;
- If the score is still tied, the team with the arrow closest to the centre shall win;
- If still tied, the second (or third) closest to the centre arrow shall determine the winner;
- The time limit for a Team shoot-off shall be two minutes for Field rounds and 3D rounds.

Version of 2014-04-01

27.3.2.2. Teams:

- An end of three arrows (one by each athlete) shoot-off for score;
- If the score is still tied, the team with the arrow closest to the centre shall win;
- If still tied, the second (or third) closest to the centre arrow shall determine the winner;
- The time limit for a Team shoot-off shall be two minutes for Field rounds and 3D rounds.

Version of 2013-07-01

27.3.2.5. In the event of a tie in the semi-finals, a shoot-off shall take place for Field rounds on the last target shot, and for 3D rounds on an extra fifth target, being the same group animal target as the last target shot in the semi-finals. In the event of a tie in the Medal Finals, the shoot-off shall take place for Field rounds at the maximum distance for the division in which there is a tie; for 3D rounds on a separate, fifth target being a group 1 animal target.

Version of 2014-04-01

27.3.2.5. In the event of a tie in the semi-finals, a shoot-off shall take place for Field rounds on the last target shot, and for 3D rounds on an extra fifth target, being the same group animal target as the last target shot in the semi-finals. In the event of a tie in the Medal Finals, the shoot-off shall take place for Field rounds at the maximum distance for the division in which there is a tie; for 3D rounds on a separate, fifth target being a group 1 animal target.

27.4. Scorecards shall be signed by the scorer and the athlete, denoting that the athlete agrees with the value of each arrow, the sum total (identical on both scorecards), the number of 5's and 6's in the case of Field rounds (10's and 11's for 3D rounds). The scorer's scorecard shall be signed by another athlete of the same group but of a different Member Association.

Version of 2013-07-01

27.4.1. The organisers shall not be required to accept or record scorecards that have not been signed, do not contain the sum total, the number of 5's or 6's in the case of Field rounds (10's and 11's for 3D rounds) or which contain mathematical errors. The organisers or officials are not required to verify the accuracy of any submitted scorecard however if the organisers or the officials note an error, they shall correct such error and the result as corrected shall stand. Any such corrections shall occur before the next stage of competition. Should a discrepancy be found in the sum total, the sum total of the lowest arrow scores shall be used for the final result.

Version of 2014-04-01

27.4.1. Each target will have two scorecards one of which may be electronic. If there is a discrepancy in the arrow values between an electronic and a paper score card, the paper card will take precedence. The organisers are not required to accept or record scorecards that have not been signed, do not contain the sum total, the number of 5's or 6's in the case of Field rounds (10's and 11's for 3D rounds) or which contain mathematical errors. The organisers or officials are not required to verify the accuracy of any submitted scorecard however if the organisers or the officials note an error, they shall correct such error and the result as corrected shall stand. Any such corrections shall occur before the next stage of competition. Should a discrepancy be found in the sum total, the sum total of the lowest arrow scores shall be used for the final result.

Version of 2013-07-01

29.8.4. If more than three arrows for Field rounds or more than one arrow or two arrows (depending of the round) for 3D rounds belonging to the same athlete should be found in the target or on the ground in the shooting lane, only the three lowest arrows for Field rounds or lowest arrow (or two lowest arrows in qualifications) for 3D rounds shall be scored.

Version of 2014-04-01

29.8.4. If more than three arrows for Field rounds or more than one arrow or two arrows (depending of the round) for 3D rounds belonging to the same athlete should be found in the target or on the ground in the shooting lane, only the three lowest arrows for Field rounds or lowest arrow (or two lowest arrows in qualifications) for 3D rounds shall be scored.

Version of 2013-07-01

30.1.1. A practice range shall be made available nearby or elsewhere three days before the first day of competition.

Version of 2014-04-01

30.1.1. A practice range shall be made available nearby or elsewhere three days before the first day of competition.

Version of 2014-04-01

Chapter 33

Dress Regulations

Version of 2014-04-01

33.1. Athletes

Shall wear shirts with name and country at all times.

Sport shoes or walking boots shall be worn by all athletes and officials, these may be different styles but shall cover the entire foot.

Trousers of their choice, including denim, for the Qualification, Elimination and Semi-finals rounds.

Full Team uniform, which shall not include denim, for Team Rounds and Medal Matches.

Clothing shall not be camouflage. No oversize or baggy type trousers are allowed.

Version of 2014-04-01

33.2. Team Officials

Shall have their country on their shirt or jacket, and shall be the same colour, so that they are easily recognisable as part of the team.