



Field and 3D competition guide

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Introduction

The purpose of this document is to explain the new competition format for international field archery and 3D archery competition to athletes, officials, tournament organisers and judges. It is not a rulebook but does clarify the procedures required to run competition under the new format.

Version

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1. Tournament Organisers' Guide

1.1 Qualification

The qualification round consists of two 24-target rounds. For field archery tournaments, it is one unmarked round and one marked round; for 3D archery tournaments, it is two unmarked rounds.

The courses should be challenging but not impossible. Courses should be enjoyable to shoot and competitive. Paths between targets should be manageable and not difficult.

1.1.1 Paths

Paths must be a safe distance from targets, not cross any direction of shooting, and be clearly marked so that athletes and officials are safe. Consider how safe paths will be after heavy rainfall.

1.1.2 Toilets

On each course of 24 targets, there must be at least two toilets. Best practice is to provide one target every eight targets, with regular checks of toilet paper.

1.1.3 Water stations

On each course of 24 targets, there should be at least three water stations. Water stations should be placed every six to eight targets dependent on terrain and weather. This prevents athletes having to carry large quantities of water. Waste bins should be plentiful to prevent litter.

1.1.4 Target positioning

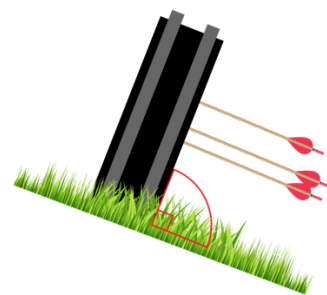
Field archery targets should be perpendicular to the pegs (at a right angle), allowing the full circle of the face to be visible to the athlete when shooting. When building the course, ensure targets on an up- or downhill are angled appropriately. This prevents damage to arrows when they hit the targets at an angle as well as being in the spirit of the competition.



Target perpendicular to peg.



Unacceptable target at an angle to peg.



Target properly angled on a downhill shot.

1.1.5 Distances

It is important to set distances accurately when marking out the course. The rule book allows for one metre in tolerance on the longer distances but this is to account for differences in measuring devices and not to trick athletes. The distance of the shot is the distance on the peg or as close as possible.

The set distance may be adjusted up to two metres if there is a tree, or cliff or other serious obstruction in the place where the peg should be placed. In this case, the distance must be marked as measured.

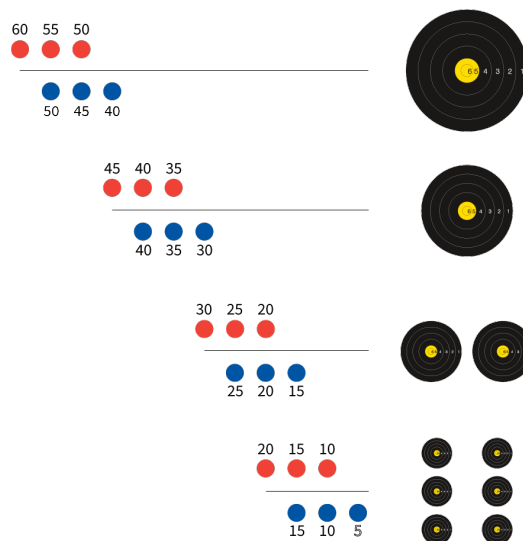
1.2 Elimination

The elimination round follows a shoot-up concept with athletes divided into pools for individual match-play competition. An elimination course has six targets and at least one elimination course per category of competition is required

1.2.1 Field archery

For field archery, a minimum of three elimination courses are required; one each for compound, recurve and barebow. Each course must include at least one of each target face size.

On each target, all three of the appropriate marked distances will be pegged. The judge will then instruct the athletes from which peg they are to shoot prior to the start of each target.



1.2.2 3D archery

For 3D archery, a minimum of four elimination courses are required; on each for compound, barebow, instinctive and longbow. Each course must include a variety of 3D target sizes.

On each target, the judge will place the peg for the athletes prior to the start of each target.

1.2.3 Course layout

Elimination courses may use part or all of a qualification course, divided into six target loops, or new elimination courses may be built. At least one of the elimination courses should be available to public spectators and television coverage, if required.



A 24-target course can be reused as four six-target elimination courses.

New six-target courses can be created.

One elimination course should be arranged in a format accessible for spectators..

For 3D elimination courses, there is the added complication of the distances being unmarked. It is recommended that:

1. Course organisers place two target bases in the ground and the field crew move targets between match rounds.
2. Additional targets are placed within the elimination course, making a course of 10 targets from which the judge can identify six for the athletes to shoot when on the course.

1.2.4 Finals showcase

Set distances are no longer required for team quarterfinal and semifinals and all medal matches. Organisers are permitted to use venues to their maximum potential, providing that targets are laid to create shots that are challenging for athletes, safe and providing interesting competition, helping to promote the sport.

There is no requirement on the last target but courses and venues should look good for television and spectators.

2. Athletes' Guide

An athletes' guide to the new competition format.

2.1 Field archery competition format

Tournaments have two days of qualification, followed by two days of individual and team eliminations. Finals then take place according to the local schedule.

Qualification consists of two 24-target rounds, one unmarked 24-target round and one marked 24-target round.

Elimination matchplay is based on the shoot-up format, with each match consisting of six marked targets of varying size and distance.

Semifinal and finals matches consist of four marked targets of varying size and distance. The highest ranked athlete shoots from the left.

In elimination and finals matchplay, each athlete receives two minutes to shoot three arrows at each target, simultaneously from the peg. On each target there will be three pegs, with the judge informing athletes from which peg they will shoot.

2.2 3D archery competition format

Tournaments have two days of qualification, followed by two days of individual and team eliminations. Finals then take place according to the local schedule.

Qualification consists of two 24-target unmarked rounds. Athletes receive two minutes to shoot two arrows at each target, simultaneously from the peg.

Elimination matchplay is based on the shoot-up format, with each match consisting of six unmarked targets of varying size and distance. Athletes receive one minute to shoot one arrow at each target, simultaneously from the peg. On each target, the judge informs athletes from which peg they will shoot.

2.3 Elimination structure

Athletes are ranked according to their total score at the end of qualification.

The top two seeded athletes advance directly to the semifinals. The remaining top 20 athletes advance to the elimination phase of the competition.

Based on an athlete's ranking, they will be seeded and placed into pool groups for the elimination matches, according to the following table. If there are fewer than 22 athletes in a division, the elimination pools will be filled with all available athletes.

Pool	A	B	C	D
Seeds	3	5	4	6

	10	8	9	7
	11	13	12	14
	18	16	17	15
	19	21	20	22

The lowest seeded athlete will compete against the next lowest seeded athlete in the first elimination match in each pool. The loser is eliminated and the winner immediately proceeds to compete against the next lowest seeded athlete in that pool. Matches across all four pool groups take place at the same time.

This continues until a winner is established in each pool.

The winner of pool A then competes against the winner of pool B, and the winner of pool C against the winner of pool D, with the winners advancing to the semifinals.

The winner of pool AB shoots against the athlete seeded second and the winner of pool CD shoots against the top seeded athlete. The winners from these matches will compete in the gold medal match and the losing semifinalists compete in the bronze medal match.

3. Team managers' guide

3.1 Pre-event

3.1.1 Entries

Teams should submit entries for athletes and officials into WAREOS prior to indicated preliminary and final registration deadlines to avoid penalty fines.

3.1.2 Visa

Teams should confirm if athletes or officials require a visa to enter the country hosting the event and apply for invitation letters in good time to ensure the necessary documentation can be issued.

3.1.3 Travel

Teams should check baggage requirements with airlines to ensure the safe transit of equipment. Long travel distances can also affect performance; ensure arrival and departure dates fit the competition schedule prior to booking.

3.1.4 Insurance

Insurance – both travel insurance and medical insurance – is a requirement.

3.2 At-event

3.2.1 Accreditation

Athletes and officials who have already been issued a World Archery accreditation must bring it with them to the event. Should any person lose or forget their accreditation, a replacement must be purchased on site. No person without an accreditation may be permitted to enter the venue, practise or compete.

3.2.2 Team managers' meeting

It is critical that every team attends the team managers' meeting. If a team does not have a team manager or official, then an athlete should attend to receive any important information, updates or ask questions.

3.2.3 Competition schedule

Detailed competition schedules for World Archery Field Championships and World Archery 3D Championships are posted online one week prior to official practice. It is critical that team managers check the competition schedule regularly, especially with the new format, to avoid confusion over competition times.

4. Judges' Guide

These notes are supplementary to the judging guide book.

4.1 Course check

At least three judges and two organisers should walk each course prior to competition. This group should check for the following:

- Safety – that paths, actual terrain, the area behind the targets and shooting positions are all safe; the location of water stops, toilets, and spare target faces and targets.
- Target layout – that targets are perpendicular to each shooting position, and that special attention has been paid to the angle of targets on up- and downhill slopes; that pegs are placed at the correct distance.*
- Course layout – that paths between targets are clearly marked; that there is equal use of target sizes; that shooting positions are safe and fair.

**The rule book allows for one metre in tolerance on the longer distances but this is to account for differences in measuring devices and not to trick athletes. The distance of the shot is the distance on the peg or as close as possible.*

The set distance may be adjusted up to two metres if there is a tree, or cliff or other serious obstruction in the place where the peg should be placed. In this case, the distance must be marked as measured.

4.2 Equipment inspection

Athletes must have a valid accreditation and the same uniform as their team members, and that uniform must match rulebook dress regulations (including the limitation on camouflage patterns).

Special attention should be paid when inspecting binoculars, as they may not include any device that could assist in the estimation of distance. Binoculars that include range finders are now available in the market and at first sight may appear like regular binoculars.

4.3 Matchplay

4.3.1 Eliminations

There should be at least two judges per elimination course, although three is recommended.

Each judge shall control two matches at a time. One judge begins two matches (one match from two pools) at target number one. Once these matches advance to target two, another judge begins two matches (one match from the other two pools) at target number one.

When the first group completes shooting on the last target, the losing athletes leave the course, while the winners move back to target number one to start their next match. This procedure is repeated until the eliminations are finalised and two athletes advance to the semifinals.

At each target the judge will indicate to the athletes from which distance they are to shoot; for field archery, this means pointing to a pre-marked peg, while for 3D archery this means placing a peg. The judge will also time the athletes, while the athletes will score the match.

Any shoot-offs to decide a match take place on the last target shot.

4.3.2 Finals

One judge will accompany each match of two athletes on the finals course (and show eliminations course, if applicable). There may also be a director of shooting and a target judge.

At each target, the judge accompanying the athletes will indicate from which distance they are to shoot; for field archery, this means pointing to a pre-marked peg, while for 3D archery this means placing a peg.

The director of shooting will control the timing clock. The target judge will call the arrows and record the score; athlete agents may be allowed if the venue and course layout allows.

It is likely that each match will enter individually according to schedule in the finals, allowing for coverage, commentary and show production. It is likely that there will be arrow runners and that athletes will be required to have a minimum of two targets worth of arrows available.

It is vital that all these elements are rehearsed prior to the final, so that equipment, position, routes and communication are tested – and that the organising committee and volunteers work together with the judges for a successful event.