

POLISH HORSEBACK ARCHERY ASSOCIATION



RULES OF HORSEBACK ARCHERY COMPETITIONS IN POLAND

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GENERAL RULES

1. JUDGES

- a) Organizers pick the main judge. This person can't be a competitor as well.
- b) Main judge pick group of helper (secretary, target judges, time judges etc.)
- c) Judge works with Appealing Commission, who controls over the proper proceeding of the event.
- d) For each event the organizer is obliged to appoint the Appealing Committee, which is composed of 3 people: any technical judge (except the main one), the selected competitor and any member of PHAA (board member, helper, organizer) present at the event.
- e) The Commission is required to consider immediately any complaints made by a competitor (or a group of them) on the course and organization of competitions, in particular on doubts about the stated results and irregularities during the course of the competition.
- f) A competitor must declare their protest to the Commission immediately after taking such a decision no later than 15 minutes after noticing the error, later protests will not be considered.
- g) The Commission, having considered the protest, obliges the main judge to declare correction and fix the error.
- h) The Commission shall examine the complaints to errors and mistakes in judging both the main and technically, for example: counting the time, the intrusion of a person or animal on the track and so on.
- i) The Commission responds to refereeing mistakes and not against the competitor whom the error applies to.
- j) The Commission shall examine the complaint on the results of the competition for the obvious mistakes in the competitors result forms, for example: mistakes in prescribing a result, mistakes in the name and place in the general classification, etc.
- k) In case of doubt, untold and unexpected situations, the final decision belongs to Sports Commission.

2. COMPETITORS

- a) Competitors who are younger than 18 must show the permission from parents to take part in a competition and are obligated to wear protecting helmet.
- b) Up to 16 years there is the junior category, subject to a separate classification. It is held by the same rules as the senior category. It is allowed to resign from participation in the junior category of the written declaration of competitor, but it applies forever.
- c) Men and woman start together and are classified on the same rules.
- d) Organizers may not allow to start a person who is not enough good rider or archer. Also a person who behaves badly or is under strong influence of intoxicant (alcohol, drugs).
- e) Competitors have to inform in advance that they want to take part in a competition (precise date given by organizers).
- f) Organizers may change rules. They have to inform about it in advance.
- g) All detail information will be given during technical meeting the day before competition starts.
- h) The technical briefing is mandatory for all archers participating in the competition.

3. HORSES

- a) Competitor can take part in a competition on his own horse or he can rent a horse.
- b) It is necessary to point out in application form if competitor wants to rent a horse.
- c) If a competitor raises the desire to hire a horse at a later date (for example, due to illness of his own horse), the organizers will make every effort to make this possible, but can not guarantee that this will be possible.

- d) All horses have to have actual documents (identification, veterinary).
- e) All horses have to be at least four years old. There are no limit about sex or breed.
- f) Every competitor will have a change to try rented horse before competition. In case of making bad choice, he will have chance to try another one, if there is such a possibility.
- g) Competitor takes part in all styles during competition on the same horse. In case of changing horse on his own request the results count only in each style separately but not in general classification. Exception to this rule is physical or mental indisposition confirmed by the main judge.
- h) Horse can take part in not more then two starts per day.
- i) No more than two competitors rides on one horse. In a special situation it is allowed to add third competitor.
- j) Main judge and the horse owner always have the possibility to remove tired or ill horse even during the competition.
- k) In this situation organizer is obligated to change for a new horse. Changing the horse during competition can not be a reason to appeal the result.
- l) Every person is obligated to respect Code of Conduct for the Welfare of the Horse first of all.
- m) The organizers will provide competitors the opportunity to practice before the competition and a separate place to warm up the horses before the start.
- n) Every competitor should warm up properly his horse before start in a special area.
- o) A competitor must have the right to proper preparation for himself and his horse to start. This involves consideration by the judge time to change the horse, equipment, warm-up horse and rider and all the physical and mental preparation for the start.
- p) Final decision in a matter of horse belongs to his owner.
- q) The organizer is required to provide in their area of space for horses coming with the competitors. This may be a box or a place to bring a horse to the paddock. The organizer must ensure that the water may or may not be required to provide feed for a horse (hay, oats).

4. TRACK

- a) Track is fence off with rope / line on the whole length in safe way.
- b) There are special places on the beginning and the end of the track for starting and slowing down the horse.
- c) Left handed competitors run in the opposite direction. Exception to this rule is Polish style (see detailed rules).
- d) Spectators should be no less than 10 m from the track.

5. EQUIPMENT

- a) It is allowed to use all kind and strength of traditional bows.
- b) It is allowed to use all kind of arrows without hunting (war or very sharp) arrowheads.
- c) A competitor must have the right amount of arrows on the competition. The organizer provides giving the arrows from the targets and these which are visible, lying near the targets in the selected style. The organizer is not obliged to seek for the lost arrows and take breaks in order to find them. After receiving the starting signal the competitor has 45 seconds to enter the track, which means that he goes with the amount of arrows which currently he is having. Suggested number of arrows is at least 20.
- d) All kinds of horse equipment are permitted according to FEI regulations.
- e) Using own equipment on rented horse without horse owner permission is forbidden.
- f) All kinds of cloth are allowed but historical are very recommended.
- g) Competitors under 18 are required to ride in helmets.

- h) Music played during the competition is to be in the background and does not interfere with communication or distract competitors. In addition, it should be consistent with the climate and the nature of the competition.

6. JUDGEMENT

- a) Horse should be always well treated. In case of any brutal behavior competitor is immediately disqualified by main judge.
- b) Each group before start gathers in front of the judge for the presentation. After the end of starts the same group again meet in front of the judge to be given the final results.
- c) Competitors start by the order stated. On the track can stay only one competitor. Any change in the starting order must be agreed with the judge.
- d) The judge calls the start number and the name of competitor who declares its readiness by lifting the hand holding the bow. Then the judge gives the signal to start visually (a flag or something similar) and possibly also voice. The exact method of administration signal is determined on the technical briefing.
- e) If a competitor starts before receiving a clear signal, the run is considered to be failed, the competitor receives zero points. In special cases, if the premature start caused a danger to other people, the referee may disqualify such a person.
- f) Arrows are drawn from the targets after each run, so that the next competitor has to "empty" targets and it can not be shot by another person. The only exception may occur during the test runs of the whole group. This applies to all styles in competition.
- g) The ranking competitions and national records in a horseback archery must be achieved only on the basis of electronic measurement of time.
- h) The competitor is included in the general classification of the competition if he participate in all styles on the event, considered for this classification. Leaving any of the styles results in the fact that the competitor is not classified. However, included are the results of these styles which he finished.
- i) Shooting validity:
 - 1) The shots made in gallop are counted only.
 - 2) Arrow must clearly stick in the zone of target. Bounced arrows are invalid.
 - 3) Points are awarded according to the place where the radius of the arrow pierced the target.
 - 4) If arrow shaft is on the edge of two scoring zones, the higher score is counted.
 - 5) If there are doubts about the hit, judge will come to watch the target.
 - 6) Judge decision is final.

7. SPECIAL SITUATIONS

- a) If competitor can't start his run in 45 s after start signal, he gets zero points for this run.
- b) Falling down from the horse or getting out of the track (fence) with the horse gives zero points for this run.
- c) Second fall down from the horse or getting out of the track with the horse means elimination from the whole style.
- d) Judge can stop competitor's run any time if any danger happens.
- e) If stopping competitor's run was reasonable this run is repeated.
- f) If competitor thinks that his run was seriously disturb he can ask Appealing Commission for repetition.
- g) In case when two or more competitors have equal number of final points:
 - 1) Their positions are given by target points.

- 2) If final result is still the same for two or more competitors they have one extra run which rules are set by the main judge on each event..

8. CODE OF CONDUCT FOR THE WELFARE OF THE HORSE

The FEI requires all those involved in international equestrian sport to adhere to the FEI Code of Conduct and to acknowledge and accept that at all times the welfare of the horse must be paramount. Welfare of the horse must never be subordinated to competitive or commercial influences. The following points must be particularly adhered to.

a) General Welfare

1) Good horse management

Stabling and feeding must be compatible with the best horse management practices. Clean and good quality hay, feed and water must always be available.

2) Training methods

Horses must only undergo training that matches their physical capabilities and level of maturity for their respective disciplines. They must not be subjected to methods which are abusive or cause fear.

3) Farriery and tack

Foot care and shoeing must be of a high standard. Tack must be designed and fitted to avoid the risk of pain or injury.

4) Transport

During transportation, horses must be fully protected against injuries and other health risks. Vehicles must be safe, well ventilated, maintained to a high standard, disinfected regularly and driven by competent personnel. Competent handlers must always be available to manage the horses.

5) Transit

All journeys must be planned carefully, and horses allowed regular rest periods with access to food and water in line with current FEI guidelines.

b) Fitness to compete

1) Fitness and competence

Participation in competition must be restricted to fit horses and athletes of proven competence. Horses must be allowed suitable rest period between training and competitions; additional rest periods should be allowed following travelling.

2) Health status

No horse deemed unfit to compete may compete or continue to compete, veterinary advice must be sought whenever there is any doubt.

3) Doping and Medication

Any action or intent of doping and illicit use of medication constitute a serious welfare issue and will not be tolerated. After any veterinary treatment, sufficient time must be allowed for full recovery before competition.

4) Surgical procedures

Any surgical procedures that threaten a competing horse's welfare or the safety of other horses and/or athletes must not be allowed.

5) Pregnant/recently foaled mares

Mares must not compete after their fourth month of pregnancy or with foal at foot.

6) Misuse of aids

Abuse of a horse using natural riding aids or artificial aids (e.g. whips, spurs, etc.) will not be tolerated.

c) Events must not prejudice horse welfare

1) Competition areas

Horses must be trained and compete on suitable and safe surfaces. All obstacles and competition conditions must be designed with the safety of the horse in mind.

2) Ground surfaces

All ground surfaces on which horses walk, train or compete must be designed and maintained to reduce factors that could lead to injury.

3) Extreme weather

Competitions must not take place in extreme weather conditions that may compromise welfare or safety of the horse. Provision must be made for cooling conditions and equipment for horses after competing.

4) Stabling at events

Stables must be safe, hygienic, comfortable, well ventilated and of sufficient size for the type and disposition of the horse. Washing-down areas and water must always be available.

d) Humane treatment of horses

1) Veterinary treatment

Veterinary expertise must always be available at an event. If a horse is injured or exhausted during a competition, the athlete must stop competing and a veterinary evaluation must be performed.

2) Referral centers

Wherever necessary, horses should be collected by ambulance and transported to the nearest relevant treatment centre for further assessment and therapy. Injured horses must be given full supportive treatment before being transported.

3) Competition injuries

The incidence of injuries sustained in competition should be monitored. Ground surface conditions, frequency of competitions and any other risk factors should be examined carefully to indicate ways to minimise injuries.

4) Euthanasia

If injuries are sufficiently severe a horse may need to be euthanised on humane grounds by a veterinarian as soon as possible, with the sole aim of minimizing suffering.

5) Retirement

Horses must be treated sympathetically and humanely when they retire from competition.

e) Education:

The FEI urges all those involved in equestrian sport to attain the highest possible levels of education in areas of expertise relevant to the care and management of the competition horse. This Code of Conduct for the Welfare of the Horse may be modified from time to time and the views of all are welcomed. Particular attention will be paid to new research findings and the FEI encourages further funding and support for welfare studies.

KOREAN STYLE

During this style all general rules mentioned before are valid.

1. TRACK AND TARGETS

- a) Korean style is played on track 90, 120 i 150 m long plus extra place for start and stop the horse. Width of the track is 2 – 3 m. Track can be straight but not necessarily.
- b) Middle of every target is 90 cm above the ground. The distance to the target is counted from the edge of the track.
- c) There is 2 warming up runs on the track in walk, trot or gallop. Shooting is allowed. Time is counted.

2. JUDGMENT

- a) Arrows must be drawn from the quiver or from the belt.
- b) Arrows must be kept in a safe way for the horse.
- c) Before crossing starting line it is forbidden to carry arrows in hands. Exception to this rule is multiple five targets, where it is allowed to nocked one arrow before start.
- d) Each next arrow should be drawn from a quiver or from a belt. In case of taking two arrows together, one of them should be thrown away. It is forbidden to keep in hands more than one arrow.
- e) There is time limit on the track. Competitor gets extra points below the time limit (if he hit required number of targets – see j)) and penalty points over the time limit – one second = one point.
- f) If competitor doesn't hit any target in particular run, he gets zero points in this run, no matter of his time.
- g) There are no minus scores, the lowest score is zero.
- h) There are korean square targets 84 x 84 cm. Scored from 5 to 1 point. Colors are exemplary.



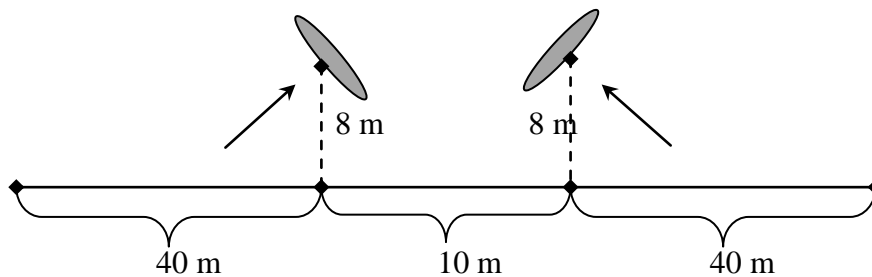
- i) It is allowed to shoot only one arrow to one target.
- j) There are bonus points for hitting all target in one run.
- k) Competitor must hit one target in double shot, two targets in triple shot and three targets in multiple shot.

stage	number of hitted targets	bonus points
double shot	2	2 points
triple shot	3	3 points
multiple shot	5	5 points

- l) There are three stages of competition. Every stage consist two runs. Generally there are six scoring runs.

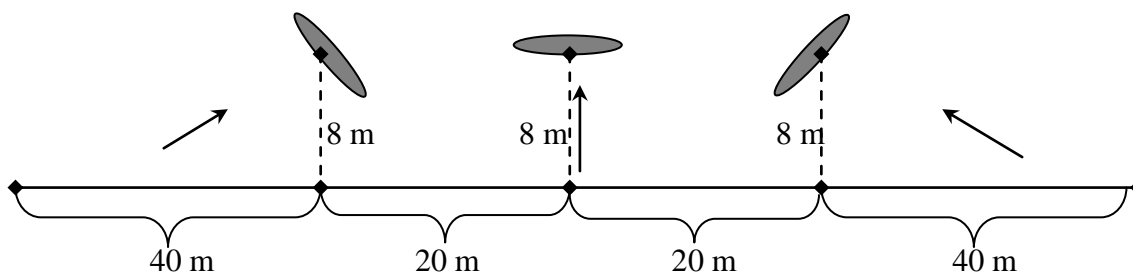
Stage 1: double shot

- 1) The track is 90 m long. The time limit is 14 s.
- 2) Targets are placed according to the diagram below:



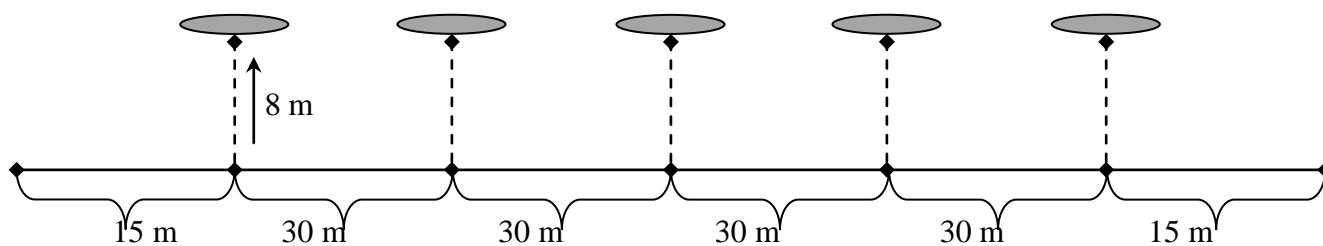
Stage 2: triple shot

- 1) The track is 120 m long. The time limit is 18 s.
- 2) Targets are placed according to the diagram below:



Stage 3: multiple shot

- 1) The track is 150 m long. The time limit is 23 s.
- 2) Targets are placed according to the diagram below:



3. FINAL SCORE

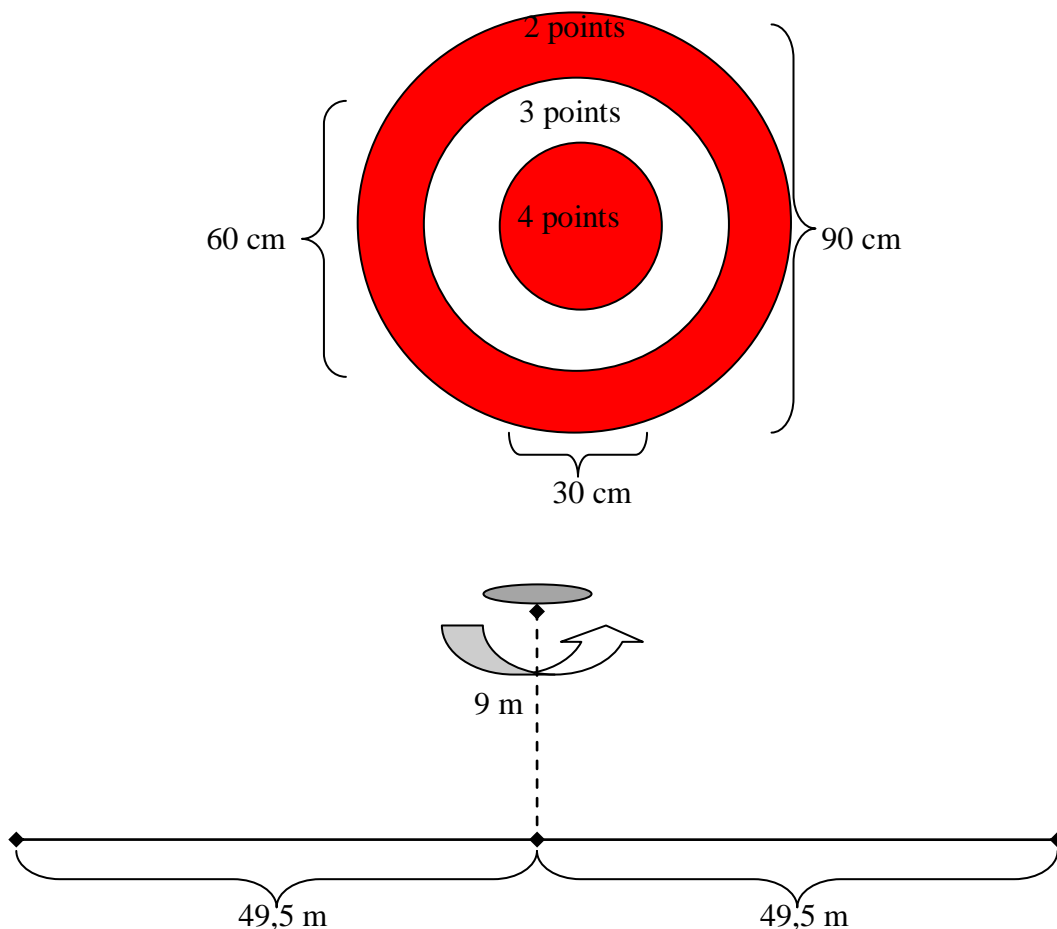
- a) Final result is counted as a sum of point gain on targets, time and bonuses.
- b) If two or more competitor have the same result, better is this one who has more points from targets.

HUNGARIAN STYLE

During this style all general rules mentioned before are valid.

1. TRACK AND TARGETS

- The track is 99 m long. Width of the track is 2 – 3 m. The track must be straight. The time limit is 20 s.
- There is rotating target in the middle of the track (49,5 m) and 9 m from the center of the track. The centre of this target is 2 m above the track level.
- Round target (90 cm) has got three zones scored 2 – 3 – 4 points.
- Target is rotated during competitor's run to be all the time perpendicularly to the shooting line.
- In case of not having rotating target, it is allowed to use old style three immovable targets in the same place and on the same height as rotating one. First target is for front shots, the competitor sees it perpendicularly on 25. m of the track (1/4 length of the track). Second target for side shots in the middle of the track. Third target for back shots, the competitor sees it perpendicularly on 75. m of the track (3/4 length of the track). Each of these targets counts: 2 – 3 – 4 points. The other rules without changes.
- There are three warm up runs on the track in walk, trot or gallop. Shooting is allowed. Time is counted.



2. JUDGMENT

- There are nine scoring runs.
- The number of shoots is unlimited.

- c) Arrows can be hold in hands, quiver or belt.
- d) It is allowed to nock one arrow before start.
- e) Competitor gets extra points below the time limit – one second = one point.
- f) If competitor is over the time limit, he gets zero points for this run.
- g) If competitor doesn't hit target at all, he gets zero points, no matter on his time.

3. FINAL SCORE

- a) Final result is counted as a sum of point gain on targets, time and bonuses.
- b) If two or more competitor have the same result, better is this one who has more points from targets.

POLISH STYLE

During this style all general rules mentioned before are valid. This style is open and needs a good and experienced course director.

1. TRACK AND TARGETS

- a) The track is a several hundred meters cross country course. The detailed plan of the track depends on terrain conditions in the place the event is held.
- b) The width of the track is 3 – 5 m and may vary depending on terrain conditions. The track doesn't have to be barred along its full length. May consist open fields.
- c) The track has to contain minimum three returns of 180 degrees from the ride direction this way that the track has clear turns.
- d) The track may be slightly uneven and may include small obstacles no higher than 50 cm. When obstacles are avoided by the rider minus five points are given.
- e) The route on the track is obligatory to be scored in the run. This means that you must ride to each target at a distance of shot, do not take shortcuts and avoid crossing route in open and unfenced sections. The competitor must ride through the full distance of the track..
- f) On the track the average speed is 350 m/min. Basing on this speed and the length of the track, the time limit is calculated for the course. The main judge can change the time limit because of terrain conditions.
- g) The minimum number of targets is 6, the maximum is unlimited. The size, shape of targets, their height above the ground may be different. Also the shooting distance may vary.
- h) Not more then two targets are set flat on the ground, near the edge of a track (for a downward shot).
- i) At least one target is set on the other side of the track than the rest (for a right-side shot for a right-handed archer). Maximum number of this type of targets is not more then 30% of all targets.
- j) Off side targets must be put in this way that it is possible to shoot them without changing bow hand. Ot means that the angle of this target is not less then 45 degrees to the side of the track.
- k) It is obligatory to put the target over 30 m from the edge of the track – long distance shooting. The distance between shots is 30 m. By “shot” is meant place on the track from which the competitor sees the target perpendicularly. Targets itself may be closer, the place of proper shot counts.
- l) The distance between targets should be at least 30 m between shots. By the shot it means the place from which the archer sees the target perpendicular. Targets itself can be physically closer to each other, what matters is location of convenient release of a shot.

- m) For left handed competitors the track should be comparable to right handed. Depending on terrain conditions, especially slope, left handed competitors can run in opposite direction (flat terrain) or in the same direction (aslope terrain). In this situation, targets must be replaced in that way, that the difficulty of shots must be the same as for right handed.
- n) The first target must be minimum 15 m from the starting line. The last target must be minimum 15 m before finishing line.
- o) The track must include an appropriate number of targets and runs so that the final points result is comparable with other styles held in the competition.



2. JUDGMENT

- a) It is allowed to shoot few times to one target, but only the most valuable shot counts.
- b) For long distance shooting (over 30 m) the number of shots is unlimited, each hit counts.
- c) Before the start the competitor is allowed to nock only one arrow. The rest of arrows must be in a quiver or behind the belt. It is not allowed to hold arrows in hand before crossing the starting line.
- d) After passing the starting line arrows may be drawn from a quiver, belt or may be moved to the bow or shooting hand.
- e) Depending on the length of the track and conditions, competitor has 1 - 4 competition runs on the track.
- f) Target scoring:
- 80 cm round traditional targets: 5 concentric rings counts 7 – 5 – 4 – 2 – 1 points (instead of original traditional target, standard FITA 80),
 - Long distance shots (over 30 m): hit wherever in target 10 points, each hit counts. The target is optional, it may consist of one target which is as big as three FITA 80, many targets or flat field on the ground. It must be different than normal target.
 - 2D hunter targets: the whole target counts 2 points, when the animal is hit anywhere 3 points, kill zone 5 points, inner kill zone 7 points,
 - 3D: scoring depends on the type of target.
- g) 0,5 point is added for every second under the time limit or 0,5 point is deducted for every second over the time limit.
- h) To count the bonus points for time, the competitor has to hit minimum number of targets according to below table. If he doesn't, his run counts, but without time bonuses.

no. of target of the track	minimum no. of hitted targets
6 - 8	2
9 - 12	3
over 12	4

- i) There are no minus points for run. The lowest possible score is zero.
- j) Downfall from the horse or obvious getting out the track means zero points for this run.
- k) Before the competition, the competitors will be granted the possibility of at least one test run on the track in walk, trot or gallop, although no shooting is allowed.
- l) If this style is split into parts (quarter final, semi final etc.) or running in a different days all rules are obligatory for each stage.
- m) The route shouldn't be dangerous for horses. If there is such an area it need to be taken out from time measurement to pass it safely through this zone.

3. FINAL SCORE

- a) Final result is counted as a sum of point gain on targets, time and bonuses.
- b) If two or more competitor have the same result, better is this one who has more points from targets.

Example for different lenght of the track:

<i>lenght of the track</i>	<i>time limit [speed 350 m/min]</i>
<i>400 m</i>	<i>68,57 sec</i>
<i>500 m</i>	<i>85,71 sec</i>
<i>600 m</i>	<i>102,86 sec</i>
<i>700 m</i>	<i>120,00 sec</i>
<i>800 m</i>	<i>137,14 sec</i>