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Revisions:

October 2014 AC 2015 updates
December 2014 Compound Fingers deletion

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Book 4

2015 edition



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Shooting and Order of Shooting

Scoring

Shooting Control & Safety

Consequences of Breaking Rules

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AC Definitions

WA	World Archery
AC	Archery Canada - Federation of Canadian Archers using the brand name Archery Canada.
DoS	Director of Shooting
TD	Technical Delegate
OC	Organizing Committee
PSO	Provincial Sport Organization affiliated with Archery Canada
Registrant	an individual who is a registrant (member) of a PSO/TSO member of Archery Canada or otherwise recognized as a registrant (member) of Archery Canada
720 Round	<p>The 720 Rounds are a composite of outdoor target rounds of 72 arrows that includes the rounds described in AC 4.5.1.5 to 4.5.1.7.</p> <ul style="list-style-type: none">• For Recurve (and Barebow in Canada) - the WA 70m Round, the 60m Round and also distances for Cub and Pre-Cub athletes shot on the 122cm target face.• For Compound (and other compound bow divisions in Canada) – the WA 50m Round for Compound (and other compound bow divisions and Hunter in Canada) and also distances for Cub and Pre-Cub athletes shot on the 80cm target face.
Qualification Round	originally refers to rounds shot to qualify athletes for subsequent events and to rank them before elimination and finals matches are shot. These are typically the 1440 Round, or a “720” Round, or a round of Field or 3D courses. In some cases, such as common in Canada, where only such rounds are shot for a tournament to determine prizes, and no subsequent elimination or finals matchplay is shot, then the term “Qualification Round” shall be taken to mean the round(s) of the tournament that are used to determine prizes.
Traditional	with reference to archery bows, refers to bows with limbs and risers of which the recurve bows and longbows are typically representative.
compound bow	refers to the type of the bow and, where references divisions, refers to all Divisions that use the compound bow (such as Compound Unlimited and Compound Fixed Pins Divisions). May also refer to Hunter Division. Often used as “compound bow divisions”.
Youth Class	refers to the Age Classes Junior and younger (i.e. Junior, Cadet, Cub, Pre-Cub, PeeWee)

Rules of target archery in Canada are consistent with rules of World Archery except as noted on these pages.

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.

AC 22 Athletes Equipment – Archery Canada

For **Field Archery**, WA 22.1; 22.2; 22.3 (Recurve, Compound & Barebow Divisions respectively) also apply to athlete's equipment permitted for use in Archery Canada registered Field events. Additional divisions (described in AC 22.8 to AC 22.11) are recognized by Archery Canada but not recognized for World Archery.

Archery Canada recognizes the following equipment divisions for Field Archery:

WA 22.1	Recurve	all classes
WA 22.3	Barebow	all classes
WA 22.4	Instinctive Bow	Senior classes
WA 22.5	Longbow Division	Senior classes
WA 22.2	Compound	all classes
AC 22.8	Compound Unlimited	Senior classes
AC 22.9	Compound Fixed Pins	Senior classes
AC 22.11	(Hunter ***)	Senior classes

***-The Hunter Division is recognized as a developmental division. It is not recognised for Championship tournaments.

For Canadian **3D Archery**, WA 22.1 & 22.2 (Recurve and Compound Divisions respectively) are NOT RECOGNIZED for use in Archery Canada registered 3D events. Additional divisions (described in AC 22.8 to AC 22.15) are recognized by Archery Canada but not recognized for World Archery.

Archery Canada recognizes the following equipment divisions for Canadian 3D Archery:

WA 22.1	(Recurve *)	all classes
WA 22.3	Barebow	Senior classes
WA 22.4	Instinctive Bow	Senior classes
WA 22.5	Longbow Division	Senior classes
AC 22.8	Compound Unlimited	all classes
AC 22.9	Compound Fixed Pins	Senior classes
AC 22.14	Traditional	Masters, Junior, Cadet, Cub, Pre-Cub classes
AC 22.11	(Hunter ***)	Senior classes

***- The Hunter Division is recognized as a developmental division. It is not recognised for Championship tournaments.

*- The Recurve Division is recognized in Canadian 3D as a developmental division. It is not recognised for Championship 3D tournaments.

AC Note -

- *former Youth Compound is now defined within Compound Unlimited Division*
- *former Master Open and Master 60 Divisions are now defined within Compound Unlimited Division*
- *former Hunter Fingers Division is now defined within (Hunter Division)*
- *former Compound Fingers (BHF) Division is now defined within Compound Unlimited Division*

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.

22.1. For the Recurve Division, the following items are permitted:

22.1.1. A bow of any type provided it complies with the common meaning of the word "bow" as used in target archery, that is, an instrument consisting of a handle (grip), riser (no shoot-through type) and two flexible limbs each ending in a tip with a string nock. The bow is braced for use by a single string attached directly between the two string nocks, and in operation is held in one hand by its handle (grip) while the fingers of the other hand draw and release the string.

22.1.1.1. Multi-coloured bow risers and trademarks located on the inside of the upper and lower limb or on the riser are permitted.

22.1.1.2. Risers including a brace are permitted provided the brace does not consistently touch the athlete's hand or wrist.

22.1.2. A bowstring of any number of strands.

22.1.2.1. Which may be of different colours and of the material chosen for the purpose. It may have a centre serving to accommodate the drawing fingers, a nocking point to which may be added serving(s) to fit the arrow nock as necessary, and, to locate this point, one or two nock locators may be positioned. At each end of the bowstring there is a loop which is placed in the string nocks of the bow when braced. In addition one attachment is permitted on the string to serve as a lip or nose mark. The serving on the string shall not end within the athlete's vision at full draw. The bowstring shall not in any way assist aiming through the use of a peephole, marking, or any other means.

22.1.3. An arrow rest, which can be adjustable.

22.1.3.1. Any moveable pressure button, pressure point or arrow plate may be used on the bow provided they are not electric or electronic and do not offer any additional aid in aiming. The pressure point may not be placed any further back than 4cm (inside) from the throat of the handle (pivot point) of the bow.

22.1.4. One draw check indicator, audible and/or visual may be used provided it is not electric or electronic.

22.1.5. A bow sight for aiming is permitted, but at no time may more than one such device be used.

22.1.5.1. It shall not incorporate a prism, lens, or any other magnifying device, levelling, electric or electronic devices nor shall it provide for more than one sighting point.

22.1.5.2. The overall length of the sighting circle or point (tunnel, tube, sighting pin or other corresponding extended component) will not exceed 2cm in the line of vision of the athlete.

22.1.5.3. A sight may be attached to the bow for the purpose of aiming and which may allow for windage adjustment as well as an elevation setting. It is subject to the following provisions:

- A bow sight extension is permitted;*
- A plate or tape with distance marking may be mounted on the sight as a guide for marking, but shall not in any way offer any additional aid;*
- The sight point may be a fibre optic sight pin. The total length of the fibre optic pin may exceed 2cm, provided that one end is attached outside the athlete's line of vision at full draw, while the part within the athlete's line of vision does not exceed 2cm in a straight line before bending. It can only provide one illuminated aiming spot at full draw. The fibre optic pin is measured independently of the tunnel.*

22.1.5.4. On unmarked rounds no part of the sight may be modified for the purpose of providing a means for range finding.

22.1.6. Stabilisers and torque flight compensators on the bow are permitted.

22.1.6.1. They may not:

- Serve as a string guide;*
- Touch anything but the bow;*
- Represent any danger or obstruction to other athletes.*

22.1.7. 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.

22.1.7.1. An arrow consists of a shaft with a tip (point), nocks, 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

AC 22.0 General

AC 22.0.1 Any athlete found to be using equipment contravening World Archery or Archery Canada rules may have his scores disqualified.

AC 22.0.2 **Maximum bow peak draw weight.** The bow draw weight of athletes in the following age and gender classes shall not exceed the following limits, irrespective of the category in which they are registered:

- **Female competitors, and male Junior, Cadet and Cub** aged competitors [regardless of registration category] are allowed a maximum of **60 pounds** peak draw weight.
- **Pre-Cub and Peewee** aged competitors [regardless of registration category] are allowed a maximum of **40 pounds** peak draw weight.

arrows of every athlete shall be marked with the athlete's name or initials on the shaft. All arrows used in any end shall be identical and shall carry the same pattern and colour(s) of fletching, nocks and cresting, if any. Tracer nocks (electrically/electronically lighted nocks) are not allowed.

22.1.8. 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.

22.1.8.1. *A separator between the fingers to prevent pinching the arrow may be used. An anchor plate or similar device attached to the finger protection (tab) for the purpose of anchoring is permitted. On the bow hand an ordinary glove, mitten or similar item may be worn but shall not be attached to the grip of the bow.*

22.1.9. Field glasses, telescopes and other visual aids may be used for spotting arrows:

22.1.9.1. *Provided they do not represent any obstruction to other athletes.*

22.1.9.2. *Prescription spectacles, shooting spectacles and sunglasses may be used. None of these may be fitted with micro hole lenses, or similar devices, nor may they be marked in any way that can assist in aiming.*

22.1.9.3. *Should the athlete need to cover the spectacle glass of the non-sighting eye, then it shall be fully covered or taped, or an eye patch may be used.*

22.1.10. Accessories are permitted:

22.1.10.1. *Including arm guard, chest protector, bow sling, belt or ground quiver. Devices to raise a foot or part thereof, attached or independent of the shoe, are permitted provided that the devices do not present an obstruction to other athletes at the shooting peg or protrude more than 2cm past the footprint of the shoe. Also permitted are limb savers. Wind indicators (non-electric or non-electronic) may be attached to the equipment used at the shooting peg (e.g. light ribbons).*

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.

22.2.1. A Compound Bow, which may be of a shoot-through type riser, is one where the draw is mechanically varied by a system of pulleys or cams. The bow is braced for use by bowstring(s) attached directly to the cams, the string nocks of the bow limbs, cables or by other means as may be applicable to the design.

22.2.1.1. *The peak draw weight shall not exceed 60lbs.*

22.2.1.2. *Cable guards are permitted.*

22.2.1.3. *A brace or split cables are permitted, provided they do not consistently touch the athlete's hand, wrist or bow arm.*

22.2.1.4. *A bowstring of any type which may include multiple serving/s to accommodate nocking points and include other attachments such as a lip or nose mark, a peep-hole, a peep-hole 'hold-in-line' device, loop bowstring, etc.*

- *Also permitted are string silencers provided they are located no closer than 30cm from the nocking point.*

22.2.1.5.

The pressure point of the arrow rest which can be adjustable shall be placed no further back than 6cm (inside) from the throat of the handle (pivot point of the bow).

22.2.2. Draw check indicators, audible and/or visual may be used.

22.2.3. A bow sight attached to the bow.

22.2.3.1. *Which may allow for windage adjustment as well as an elevation setting, and which may also incorporate a levelling device, and/or magnifying lenses and/or prisms.*

22.2.3.2. *The sight points may be a fibre optic sight pin and/or a chemical glowstick. The glowstick shall be encased so as not to disturb other athletes.*

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

22.2.3.4. *On unmarked rounds no part of the sight may be modified for the purpose of providing means for range finding.*

22.2.4. *A release aid may be used provided it is not attached in any way to the bow. Any type of finger protection may be used.*

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.*

22.3. For the Barebow Division the following items are permitted:

22.3.1. A bow of any type provided it complies with the common meaning of the word bow as used in target archery, that is, an instrument consisting of a handle (grip), riser (no shoot-through type) and two flexible limbs each ending in a tip with a string nock. The bow is braced for use by a single string attached directly between the two string nocks, 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 the arrow rest 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. The unbraced

AC 22.2 **Compound Division**....same as WA 11.2 Compound Division

AC 22.2.1 *AC Note: The bow described does not include the crossbow.*

bow complete with permitted accessories shall be capable of passing through a hole or ring with a 12.2cm inside diameter +/-0.5mm.

22.3.1.1. *Multi-coloured bow risers, and trademarks located on the inside of the upper and lower limb or on the riser are permitted. However if the area within the sight window is coloured in such a way that it could be used for aiming, then it must be taped over.*

22.3.1.2. *Risers including a brace are permitted provided the brace does not consistently touch the athlete's hand or wrist.*

22.3.2. A bow string of any number of strands.

22.3.2.1. *Which may be of different colours and of the material chosen for the purpose. It may have a centre serving to accommodate the drawing fingers, a nocking point to which may be added serving(s) to fit the arrow nock as necessary, and, to locate this point, one or two nock locators may be positioned. At each end of the bowstring there is a loop which is placed in the string nocks of the bow when braced. No lip or nose mark is permitted. The serving on the string shall not end within the athlete's vision at full draw. The bowstring shall not in any way assist aiming through the use of a peephole, marking, or any other means.*

22.3.3. An arrow rest, which can be adjustable.

22.3.3.1. *A moveable pressure button, pressure point or arrow plate may all be used on the bow provided they do not offer any additional aid in aiming. The pressure point may not be placed any further back than 2cm (inside) from the throat of the handle (pivot point of the bow).*

22.3.4. No draw check device may be used.

22.3.5. Face and string walking are permitted.

22.3.6. No stabilisers are permitted.

22.3.6.1. *Torque flight compensators fitted as part of the bow are permitted provided that they do not have stabilisers.*

22.3.6.2. *Weight(s) may be added to the lower part of the riser. All weights, regardless of shape, shall mount directly to the riser without rods, extensions, angular mounting connections or shock-absorbing devices.*

22.3.7. Arrows of any type may be used provided they subscribe to the accepted principle and meaning of the word arrow as used in target archery, and that these arrows do not cause undue damage to the targets.

22.3.7.1.

An arrow consists of a shaft with a tip (point), nocks, 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. Tracer nocks (electrically/electronically lighted nocks) are not allowed.

22.3.8. 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.

22.3.8.1. *A separator between the fingers to prevent pinching the arrow may be used. An anchor plate or similar device attached to the finger protection (tab) for the purpose of anchoring is permitted. The stitching shall be uniform in colour. Marks or lines shall be uniform in size, shape and colour. Additional memoranda and markings are not permitted. On the bow hand an ordinary glove, mitten or similar item may be worn but shall not be attached to the grip of the bow.*

22.3.9. Field glasses, telescopes and other visual aids for spotting arrows:

22.3.9.1. *Provided they do not represent any obstruction to other athletes.*

22.3.9.2. *Prescription spectacles, shooting spectacles and sunglasses may be used. None of these may be fitted with micro hole lenses, or similar devices, nor may they be marked in any way that can assist in aiming.*

22.3.9.3.

Should the athlete need to cover the spectacle glass of the non-sighting eye, then it shall be fully covered or taped, or an eye patch may be used.

22.3.10. Accessories are permitted:

22.3.10.1.

Including arm guard, chest protector, bow sling, belt-, back- or ground-quiver. Devices to raise a foot or part thereof, attached or independent of the shoe, are permitted provided that the devices do not present an obstruction to other athletes at the shooting peg or protrude more than 2cm past the footprint of the shoe. Also permitted are limb savers.

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

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.

22.4.1.1. Multi-coloured bow risers and trademarks located on the inside of the upper and lower limb are permitted. However if the area within the sight window is coloured in such a way that it could be used for aiming, then it must be taped over.

22.4.2. A bow string of any number of strands.

22.4.2.1. Which may be of different colours and of the material chosen for the purpose. It may have a centre serving to accommodate the drawing fingers, a nocking point to which may be added serving(s) to fit the arrow nock as necessary, and, to locate this point, one or two nock locators may be positioned. At each end of the bowstring there is a loop which is placed in the string nocks of the bow when braced. No lip or nose mark is permitted. The serving on the string shall not end within the athlete's vision at full draw. The bowstring shall not in any way assist aiming through the use of a peephole, marking, or any other means.

22.4.2.2. Also permitted are string silencers provided they are located no closer than 30cm from the nocking point.

22.4.3. An arrow rest, which cannot be adjustable.

22.4.3.1. The arrow rest can be either a simple plastic industry standard glued rest or the athlete can use the bow shelf, in which case it may be covered with any type of soft material. No other types or arrow rests shall be allowed.

22.4.4. No drawcheck device may be used.

22.4.5. String and face walking are not permitted.

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.

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.

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.

22.4.8. Field glasses, telescopes and other visual aids may be used for spotting arrows:

22.4.8.1. Provided they do not represent any obstacle to other athletes.

22.4.8.2. Prescription spectacles, shooting spectacles and sunglasses may be used. They may not be fitted with micro-hole lenses, or similar devices nor marked in any way which can assist in aiming.

22.4.8.3. Should the athlete need to cover the spectacle glass of the non-sighting eye, then it shall be fully covered or taped, or an eye patch may be used.

22.4.9. Accessories are permitted.

22.4.9.1.

Including arm guard, chest protector, bow sling, belt-, back- or ground-quiver. Devices to raise a foot or part thereof, attached or independent of the shoe, are permitted provided that the devices do not present an obstruction to other athletes at the shooting peg or protrude more than 2cm past the footprint of the shoe. Also permitted are limb savers. Arrow quivers shall not be attached to the bow.

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

22.5.1. The bow shall correspond to the traditional form of a longbow which means that when strung the string may not touch any other part of the bow but the string nocks. The bow may be made from any material or combination of material. The shape of the grip is not restricted. Centre shot is allowed. The bow shall be 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.

22.5.1.1. *For juniors and women the bow shall be not less than 150cm in length, for men the bow shall be not less than 160cm in length – this length being measured on a strung bow between the string nocks all along the outside (back) of the limbs.*

22.5.2. A bow string of any number of strands.

22.5.2.1. *The string may be of different colours and of the material chosen for the purpose. It may have a centre serving to accommodate the drawing fingers, a nocking point to which may be added serving(s) to fit the arrow nock as necessary, and, to locate this point, one or two nock locators may be positioned. At each end of the bowstring there is a loop which is placed in the string nocks of the bow when braced. The serving on the string shall not end within the athlete's vision at full draw. The bowstring shall not in any way assist aiming through the use of a peephole, marking, or any other means.*

22.5.2.2. *Also permitted are string silencers provided they are located no closer than 30cm from the nocking point.*

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.

22.5.4.

String and face walking are not permitted.

22.5.5. No weights, stabilisers or torque flight compensators are allowed.

22.5.6. Only wooden arrows are allowed with the following specifications:

22.5.6.1.

An arrow consists of a shaft with a tip (point), nocks, 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.

22.5.6.2. *The points shall be of the field type or bullet, conical or cone shaped meant for wooden arrows.*

22.5.6.3. *Only natural feathers shall be used as fletching.*

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.

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.

22.5.8. Field glasses, telescopes and other visual aids may be used for spotting arrows:

22.5.8.1. *Provided they do not represent any obstacle to other athletes.*

22.5.8.2. *Prescription spectacles, shooting spectacles and sunglasses may be used. None of these may be fitted with micro hole lenses, or similar devices, nor may they be marked in any way that can assist in aiming.*

22.5.8.3. *Should the athlete need to cover the spectacle glass of the non-sighting eye, then it shall be fully covered or taped, or an eye patch may be used.*

22.5.9. Accessories are permitted

22.5.9.1.

Including arm guard, chest protector, bow sling, belt-, back- or ground-quiver. Devices to raise a foot or part thereof, attached or independent of the shoe, are permitted provided that the devices do not present an obstruction to other athletes at the shooting peg or protrude more than 2cm past the footprint of the shoe. Arrow quivers may not be attached to the bow.

22.6. Accessories for all divisions

22.6. Accessories for **all divisions**

AC 22.6.1 Cameras and electronic devices containing cameras may be used on a course or practice area solely for the purpose of recording pictures. Any flash device (during shooting) or communication capabilities or sound capabilities must remain off. *See WA 22.7 and AC 22.7.2 regarding restrictions.*

AC Note 22.6.1 and 22.7: Also applies to all others (e.g. coaches, spectators, etc.) on a course (except Officials)

AC 22.6.2 Umbrellas for protection from rain and sun may be used on the competition course, but must not be used to assist an archer or near an archer while shooting.

22.7. For athletes of all divisions the following equipment is not permitted:

22.7.1. Any electronic or electrical device that can be attached to the athlete's equipment.

22.7.2. Any electronic communication device (including mobile phones), headsets or noise reduction devices in front of the waiting line on the practice field and at any time on the course.

22.7.3. On unmarked rounds any type of range finders or any other means of estimating distances or angles not covered by the current rules regarding athletes equipment.

22.7.4. Any part of an athlete's equipment that has been added or modified to serve the purpose of estimating distances or angles, nor may any regular piece of equipment be used explicitly for that purpose.

22.7.5. Any written memoranda or electronic storage device that may be used for calculating angles, and distances apart from notes of the athlete's normal sight marks, the recording of the present personal scores or any part of the World Archery Rules.

AC 22.7 For athletes of **all divisions** the following equipment is **not** permitted – Archery Canada
AC Note 22.6 and 22.7: Also applies to all others (e.g. coaches, spectators, etc.) on a course (except Officials)
in addition:

AC 22.7.1.1 *applies to all divisions*

- Sights that project a laser light or other aiming dot on the target are prohibited

AC 22.7.2 *except that* an electronic communication device (mobile phone) may be carried and used solely for the purpose of communicating with Organizing Committee in the event of an emergency. During all other times the device must remain off.

AC 22.8 For the **Compound Unlimited Division** the following items are permitted:

AC 22.8.1 A bow of any type provided it complies with the common meaning of the word bow as used in target archery, that is, an instrument consisting of a handle (grip), riser which may be of a shoot-through type and two flexible limbs. It may be a compound bow which is one where the draw is mechanically varied by a system of pulleys or cams. The bow is braced for use by bowstring(s) attached directly to the cams, string nocks of the bow limbs, cables or by other means as may be applicable to the design.

AC 22.8.1.1 The peak draw weight shall not exceed:

- 80 lbs for men
- 60 lbs for women, Junior, Cadet & Cub
- 40 lbs for Pre-Cub & PeeWee

AC 22.8.1.2 Cable guards are permitted.

AC 22.8.1.3 A brace or split cables are permitted, provided they do not consistently touch the athlete's hand, wrist or bow arm.

AC 22.8.2 Attachments on the string such as a lip or nose mark, a peep-hole, a peep-hole 'hold-in-line' device, loop, bowstring silencers, etc.

AC 22.8.3 An arrow rest, which can be adjustable. The pressure point of the arrow rest if placed further back than 6cm (inside) from the throat of the handle (pivot point of the bow) shall be equipped with an overdraw protection device.

AC 22.8.4 Draw Check indicators, which may be, audible and/or visual.

AC 22.8.5 Bow sight attached to the bow:

AC 22.8.5.1 which may allow for windage adjustment as well as an elevation setting, and which may also incorporate a levelling device, and/or magnifying lenses and/or prisms and may have multiple pins;

AC 22.8.5.2 which sight points may be a fibre optic sight pin and/or an electric light to light the sight pin(s) and/or a chemical glowstick. The glowstick shall be encased so as not to disturb other athletes;

AC 22.8.6.4 which must not extend more than 12 inches from the nearest point of attachment to the bow.

AC 22.8.4.5 Multiple sight pins are permitted on all 3D courses at Archery Canada events provided that they have not been modified to provide an additional means of estimating distance.

AC 22.8.6 Stabilisers of any length and torque flight compensators on the bow are permitted.

AC 22.8.6.1 They may not:

- serve as a string guide;
- touch anything but the bow;
- represent any danger or obstruction to other athletes.

AC 22.8.7 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 targets, faces or butts.

- 22.8.7.1 An arrow consists of a shaft with a tip (point), nocks, fletching and, if desired, cresting.
- The maximum diameter of arrow shafts is not limited in this division.
 - All arrows of every athlete shall be marked with the athlete's name or initials on the shaft.
 - All arrows used in any end shall be identical and shall carry the same pattern and colour(s) of fletching, nocks and cresting, if any.
 - Tracer nocks (electrically/electronically lighted arrow nocks) are not allowed.

AC 22.8.7.2 **Arrows must weigh at least 5 grains per pound of bow draw weight.**

- Five grains will be allowed for scale differences.
- The five grains per pound limit will not apply if the archer's bow and arrow combination generates less than 280 FPS of arrow speed.
 - When asked to have his equipment checked, a competitor will be required to choose which way they would like it checked. One way or the other, not both.
 - If the arrow speed is higher than 280 FPS the archer's equipment will be subject to the five grains per pound limitation.
 - A 3% grace will be allowed for chronograph differential.
 - Check manufacturer's recommendation concerning arrow weight per pound of bow weight. It is recommended that you do not shoot an arrow weighing less than the minimum recommendation for your bow.

AC 22.8.8 Accessories are permitted

- Including arm guard, chest protector, bow sling, belt-, back, bow- or ground quiver

AC 22.9 For the **Compound Fixed Pins Division**, the same equipment for Compound Unlimited is permitted except:

AC 22.9.1 Bow sight must be fixed and:

- use pin, cross-hair, or circle style pins
 - circle style pins are permitted if the circles are of one size;
- shall not incorporate any lens, whether magnifying or not,
- may incorporate a levelling device
- sights must not be adjusted on the range during competition, whether or not the sight can be moved without the use of tools.

AC 22.10 *not used*

AC 22.11 **Hunter Division**

is recognized as a developmental division. It is not recognized for Championship tournaments.

The same equipment for Compound Unlimited is permitted except:

AC 22.11.1 Bow sight must be fixed and:

- use pin, cross-hair, or circle style pins
 - circle style pins are permitted if the circles are of one size;
- shall not incorporate any lens, whether magnifying or not,
- may incorporate a levelling device
- sights must not be adjusted one the range during competition, whether or not the sight can be moved without the use of tools.

AC 22.11.2 Arrows must have screw-in target points.

AC 22.11.3 Only one stabilizer no more than 12 inches long from the nearest point of attachment to the riser is permitted.

AC 22.11.4 Secondary vibration dampers are permitted:

- These may extend no more than 2 inches from the point of attachment
- These vibration dampers are not counterweights and weight may not be added to them.

AC 22.12 *not used*

AC 22.13 *not used*

AC 22.14 For the **Traditional Division** the following equipment is permitted:

AC 22.14.1 Any type of traditional recurve or longbow.

AC 22.14.2 The bow must be shot with a, glove, finger tab or other finger protection. No form of release aid is permitted.

AC 22.14.3 Sights are not permitted.

AC 22.14.4 Stabilizers are not permitted.

AC 22.14.5 String and face walking is not allowed.

- A single anchor point shall be used.
- While shooting the archer must touch the arrow with the index finger against the nock.

AC 22.15 *not used*

AC 22.16 **Non-Competitive Division**

Archers with equipment that falls outside the published rules may participate in a Non-Competitive category until such time that Archery Canada makes a ruling as to which category it should be placed in.

AC Note: During inspection of archers equipment limb bolts and movable sight parts may be marked.

Chapter 23

Shooting

- 23.1. Each athlete shall shoot and stand or kneel at the shooting peg without compromising safety.
- 23.1.1. *The organisers shall assign the target at which each group shall start shooting.*
- 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.*
- 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.*
- 23.2. Athletes within a group waiting for their turn to shoot shall wait well back behind the athletes in the shooting position.
- 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
- 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*
- 23.3.2. *Teams: Three arrows per team shall be shot at each target in all rounds, one arrow by each team member. In each shooting group the sequence of shooting shall change for each target: last team on a target, shall shoot first on the next target.*
- 23.4. Use of binoculars in 3D rounds:
- 23.4.1. *Athletes/teams may use binoculars to examine the target prior to shooting and at the shooting peg before shooting the arrow. The use of binoculars is not allowed after having finished shooting the arrow.*
- 23.5. No athlete may approach the target until all athletes of the group have finished shooting, unless given permission by a Judge.
- 23.6. Under no circumstances may an arrow be re-shot.
- 23.6.1. *An arrow shall not be considered to have been shot if:*
- *The athlete can touch it with his bow without moving his feet from their position, and provided the arrow has not rebounded;*
 - *The target face, butt or 3D target falls over. The Judges shall take whatever measures they deem necessary, and permit time for shooting the relevant number of arrows. If the target or butt only slides down it shall be left to the Judges to decide what action to take, if any.*
- 23.7. No athlete, coach, team official, may disclose the target distances to anybody on unmarked courses during the tournament to gain an advantage.
- 23.7.1. *There is to be no discussion of distances among the athletes of a group until the target has been scored.*
- 23.7.2. *In the Team event, a discussion between the three athletes and/or their coach is allowed, as long it is not disturbing the other teams. No distances may be communicated by any team official. The team members may join the athlete who is shooting and stand well behind him at the shooting peg and the team can communicate within this group. One coach accompanying the team may also go forward to the shooting peg with the team and coach, but shall stay behind when the team goes to the target to score. Should it be necessary to have more than one person per team to carry spare bows for the team, this (these) person(s) should stay behind the post with the picture of the animal target and is (are) not allowed to coach during the shooting. A team shall stay together with the coach(es); a coach of a womens team cannot go back to the mens team and vice versa. There shall not be any communication between the coaches of womens and mens teams of the same Member Association during the finals.*

23 Shooting

Canadian 3D rules for shooting differ from WA rules. Refer to section AC 23.8 next page.

AC 23.1.2 In Canadian 3D Rounds:

- **Indoors** - the athlete must shoot from the designated shooting position. (Note – several shooting positions may be at one station. Athletes are to move to the corresponding shooting position for each target within the station.)

AC 23.1.3 In Canadian 3D Rounds the shooting stake (outdoors) or the shooting position (indoors) shall accommodate only one athlete.

23.8 Shooting – Canadian 3D

AC 23.8.1.0 Competitors will shoot from shooting positions according to their categories as follows:

position	outdoor	indoor
Orange max. 50 yards (46m)	Compound Unlimited - Master, Senior, Junior Compound Fixed Pin - Senior Compound Unlimited - Senior (Recurve* - Senior, Junior)	Compound Unlimited – Master, Master60, Senior, Junior, Cadet Compound Fixed Pins - Senior (Hunter*) (Recurve* - Master, Senior, Junior, Cadet)
Green max.40 yards (37m)	Compound Unlimited - Master60, Cadet (Hunter*) (Recurve* - Master, Cadet)	<i>not used</i>
White max. 30 yards (27m)	Barebow -Senior Longbow - Senior Instinctive - Senior Traditional - Master, Junior, Cadet, Cub, Pre-Cub	Compound Unlimited - Cub, Pre-Cub (Recurve* - Cub, Pre-Cub)
Peewee positions should be set at unknown distances up to 15 yards (14m) on a separate course.		

AC Note: -* - Hunter Division and Recurve Division are developmental divisions for Canadian 3D and are not intended for Canadian 3D Championship rounds

AC 23.8.1. Each athlete shall shoot and stand or kneel at the shooting peg without compromising safety.

AC 23.8.1.1. The organisers shall assign the target at which each group shall start shooting.

AC 23.8.1.2. In Canadian 3D Rounds:

- **Outdoors** - the athlete can stand or kneel up to approximately 1m in any direction beside or behind the shooting peg. In exceptional circumstances a Judge may give permission to shoot from outside the defined area.
- **Indoors** - the athlete must shoot from the designated shooting position. (*Note – several shooting positions may be at one station. Athletes are to move to the corresponding shooting position for each target within the station.*)

AC 23.8.1.3. In Canadian 3D Rounds the shooting stake (outdoors) or the shooting position (indoors) shall accommodate only one athlete.

AC 23.8.2. Athletes within a group waiting for their turn to shoot shall wait well back behind the athletes in the shooting position.

AC 23.8.2.1. Athletes shall wait well behind the athletes in the shooting position unless they are assisting the athletes at the shooting peg with shading.

AC 23.8.3. Number of arrows to shoot in 3D rounds:

AC 23.8.3.1. Individual competition: One arrow per animal-target is allowed in all rounds.

AC 23.8.4. Use of binoculars in 3D rounds:

AC 23.8.4.1. Athletes may use binoculars to examine the target prior to shooting and at the shooting peg before shooting the arrow. The use of binoculars is not allowed after having finished shooting the arrow.

AC Note: penalty of five points deducted from score (see AC 29.10.1)

AC 23.8.5. No athlete may approach the target until all athletes of the group have finished shooting, unless given permission by a Judge.

AC 23.8.6. Under no circumstances may an arrow be re-shot.

AC 23.8.6.1. An arrow shall not be considered to have been shot if:

- The athlete can touch it with his bow without moving his feet from their position, and provided the arrow has not rebounded;
- The target falls over. The Judges shall take whatever measures they deem necessary, and permit time for shooting the relevant number of arrows.
- The arrow is a witnessed **pass-through** or **bounce-out** and the majority of the group cannot agree on the score before the archers advance to the target.
 - Note: A **pass-through** is defined as an arrow passing completely through a target, with target material 360 degrees around the arrow, leaving both an entrance and exit hole.
- *(Indoor 3D only)* - Two arrows, that in the opinion of a Judge, have collided and both arrows have missed their intended targets.

23.8.7. No athlete may disclose the target distances to anybody on unmarked courses during the tournament.

23.8.7.1. There is to be no discussion of distances among the athletes of a group until the target has been scored.

AC 23.8.7.1.1 Discussion of distances is restricted to competitors that have already shot the target. Discussion of distance with competitors that have not yet shot a target is subject to penalty. *(see AC 29.8.7)*

Chapter 24

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

- 24.1. Groups shall be assigned to start simultaneously during the qualification and elimination rounds from various targets and shall complete the round at the target before the one at which they started. In the Finals Round all groups start in succession from the same target.
- 24.2. Should the number of athletes exceed the normal capacity of the course, additional groups shall be formed and placed in the field as is convenient. Additional groups assigned to a target shall wait until the primary group on that target has shot and scored their arrows before proceeding.
- 24.3. The athlete's number is to be prominently displayed on the athlete's quiver or thigh and is to be visible from behind the shooting post at all times while shooting is in progress. Athletes shall be allocated targets and shooting positions according to their order of draw and subsequent placement from the top to the bottom on the start list.
- 24.4. In case of equipment failure the order of shooting may be temporarily changed. In any case no more than 30 minutes shall be allowed to repair any equipment failure. The other athletes in that group shall shoot and score their arrows before allowing any following groups to shoot through. If the repair is completed within the time limit, the athlete in question may make up any arrows remaining to be shot on that target. If the repair is completed later, the athlete may rejoin his group but shall lose the arrows his group has shot in the meantime. In the case of an athlete being unable to continue shooting because of a medical reason which occurred after the beginning of the shoot, the same provisions apply.
- 24.5. In Finals Rounds no extra time shall be allowed for equipment failure or the treatment of unexpected medical problems. In the Team Event other members of the team may shoot in the meantime.
- 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.
- 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.
- 24.8. Time warnings shall not be carried over from one stage of the competition to the next.
- 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.
- 24.10. The Medal Matches
- 24.10.1. Under timing control by DoS.
- In Field the time limit for individuals and teams is two minutes which will be controlled by the DoS. The time will start for the individuals when they are standing at their appropriate peg and for the team when they are standing at the red peg, shooting one at a time with the Barebow shooting last.
- 24.10.2. Controlled by a Judge
- In Field the time limit for individuals and teams is two minutes which will be controlled by the Judge starting his stopwatch when both athletes are standing at the appropriate peg for individuals and all athletes are standing at the red peg for the teams.
 - In 3D the time limit for individuals is one minute and teams two minutes which will be controlled by the Judge starting his stopwatch when the athletes are at their appropriate pegs.
- 24.11. If, for some reason, the shooting in team matches is stopped, then the Judge shall stop the watch for the team and restart it with the remaining time as soon as shooting can be resumed.

AC 24.4 *in addition:*

AC 24.4.1 Equipment failures must be visible and agreed upon by the majority of the group.

- No more than **30 minutes outdoors or 15 minutes indoors** will be allowed to repair any equipment failure.

AC 24.4.2 Equipment may be re-checked as the individual returns to the range or at any other time during or after the competition.

AC 24.4.3 Equipment may not be exchanged during a course except as pertains under section 24.4.

- Any competitor leaving the range or exchanging equipment without following the guidelines of section 24.4 may be disqualified.

AC 24.5 *Applies to Canadian Grand Prix matches.*

AC 24.7 *For Canadian 3D Rounds - When an athlete or group of athletes is causing undue delay for that group or for other groups:*

AC 24.7.1 *[Outdoor 3D only]* **90 Seconds** is allowed for each archer in the group. This time will begin when the previous group clears the target, or when the previous archer in the group releases his arrow.

- An archer found in violation of this rule may have five (5) points deducted from his score.

AC 24.7.2 *[Indoor 3D only]* Groups may be warned if officials find them taking an excessive time to complete shooting.

- After a group has been warned once, 5 points may be deducted from each archer in the group.

Chapter 25

Order of Shooting and Timing Control - Field Rounds

25.1. Athletes shall shoot in groups of no more than four, but never fewer than three. Groups should be of even numbers as far as possible.

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.*

25.1.2. *Shooting at the blocks of 40cm faces: The four faces shall be placed in the form of a square. Of the pair of athletes whose turn it is to shoot first, the athlete on the left shall shoot at the top left hand face, while the athlete on the right shall shoot at the top right hand face. Of the pair of athletes whose turn it is to shoot second, the athlete on the left shall shoot at the lower left hand face, while the athlete on the right shall shoot at the lower right hand face.*

25.1.3. *Shooting at the blocks of 20cm faces: Of the pair of athletes whose turn it is to shoot first, the athlete on the left shall shoot at the faces in column 1, while the athlete on the right shall shoot at the faces in column 3. Of the pair of athletes whose turn it is to shoot second, the athlete on the left shall shoot at the faces in column 2, while the athlete on the right shall shoot at the faces in column 4. Each athlete shall shoot his arrows in any order, one at each face.*

Chapter 26

Order of Shooting and Timing Control - 3D Rounds

- 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](#)
- 26.2. *If there is a Team event the team shall be made up of one Compound athlete, one Longbow athlete, and one athlete using either an Instinctive Bow or a Barebow.*
- 26.3. *Unless otherwise agreed in the group, the group member with the lowest athlete number shall be the group leader and shall be responsible for the conduct of the group.*
- 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.*
- 26.3.2. *It is not allowed for the athletes to walk in the direction of the shooting peg, and stand still at a short distance behind the shooting peg estimating the distance before shooting.*
- 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.*
- 26.3.4. *Should an athlete, having completed the full first Qualification Round, be unable to start shooting in the second Qualification Round because of a medical problem, he or she shall not be allowed to participate in the first Elimination Round (first 16 athletes from the two Qualification Rounds based on the cumulative scores of the two rounds). Should an athlete having started in the second Qualification Round, but not being able to shoot the whole round because of a medical problem, he shall not be allowed to participate in the first Elimination Round (first 16 athletes from the two Qualification Rounds based on the cumulative scores of the two rounds).*
- 26.4. Allotted shooting time
- 26.4.1. *Individual competition:*
- 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.
- 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.*
- 26.4.2. *Team competition:*
- 26.4.2.1. *The time limit of two minutes in the Team Elimination Round begins for the first team at the shooting peg. Before that the Judge has checked the readiness of the team and has told the team to go to the shooting peg. When the first team clears the shooting peg and has returned to the waiting area (at the post with the target-picture) the same procedure applies to the other team. Due to safety reasons and the time-limit, the arrow can only be nocked at the shooting peg.*

AC 26.1 Applies for each category.

AC 26.1.1 Groups are composed of three or four competitors.

AC 26.1.1.2 In exceptional circumstances, groups may be comprised of five competitors when directed by a Judge.

AC 26.1.2 Shooting groups shall be “busted”. A group with 3 or 4 friends or family members, plus an outside person is considered “busted”, provided that the outside person is one of the score keepers for the group.

AC 26.1.3 When practically required, categories may be combined in a shooting group.

AC 26.2 *not used in Canada*

AC 26.3.1 *For Canadian 3D, only one archer at a time proceeds to the shooting position.*

Reference to area with picture refers to waiting at the defined waiting position.

AC 26.3.3 *Differs for Canadian 3D – only one archer shoots at a time.*

AC 26.3.3.1 The shooting positions furthest from the target are to be shot first, unless directed otherwise by an official.

AC 26.3.3.2 Archers shooting from the same position are to rotate shooting order from target to target.

AC 26.4.1 *Applies to Canadian Outdoor 3D rounds - except: **90 seconds** is the time limit for an athlete to shoot his arrow.*

Reference to the area with picture refers to waiting at the defined waiting position.

AC 26.4.3 *For Canadian Indoor 3D rounds – Shooting time for each station is not specific, but, in the interest of maintaining schedules, a standard may be set by the organizing committee or the Technical Delegate*

- Groups causing undue delay are subject to the provisions and penalties of AC 24.7.2

Chapter 27

Scoring

27.1. Scoring shall take place after all athletes in the group have shot their arrows.

27.1.1. *Unless otherwise agreed in the group, the group member with the lowest athlete number shall be the group leader and shall be responsible for the conduct of the group. The two athletes with the second and third lowest athlete numbers shall be the scorers and the fourth athlete shall mark the arrow holes if applicable.*

In a group of three, the group leader shall also mark the arrow holes if applicable.

In Field rounds, the group of athletes shall not leave the target before all holes in the scoring zone are marked.

27.1.2. *Scorers, who can be athletes, shall enter on the scorecard alongside the correct number of the target, and in descending order if applicable, the value of each arrow as called by the athlete to whom the arrow(s) belong. Other athletes in the group shall check the value of each arrow called. A mistake on the scorecard discovered before the arrows are drawn may be corrected.*

27.1.2.1. *In the Finals Round, a Judge shall accompany each group to control the scoring or shall wait for each group at each target. A person shall be made available by the Organising Committee to carry a big portable scoreboard for each group displaying clearly the updated scores of the athletes in that group. In the medal matches there shall be two scoreboards, one for the Gold Medal match and one for the Bronze Medal match.*

27.1.2.2. *For 3D rounds all scoring zones are valid unless otherwise noted at the shooting peg.*

27.2. An arrow shall be scored according to the position of the shaft in the target. Should the shaft of an arrow touch two zones or a dividing line between scoring zones, that arrow shall score the higher value of the zones affected.

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.*

27.2.2. *Should a fragment of a target (face) be missing, including a dividing line (or where two colours meet), or if the dividing line is displaced by an arrow, then an imaginary line shall be used for judging the value of any arrow that may hit such a part.*

27.2.3. *Arrows embedded in the target and not showing on the face can only be scored by a Judge.*

27.2.4.

In case of a rebound or pass-through the scoring shall take place as follows:

- *If all of the athletes in that shooting group agree that a rebound or pass-through has occurred, they may also agree on the value of that arrow;*
- *In Field rounds if they cannot agree on the value of the arrow, the athlete shall be awarded the value of the lowest unmarked arrow hole in the scoring zone;*
- *In 3D rounds if they cannot agree on the value of the arrow, the arrow shall be scored a miss.*

27.2.5. *An arrow hitting:*

27.2.5.1. *Another arrow in the nock and remaining embedded therein shall score according to the value of the arrow struck.*

27.2.5.2. *Another arrow, and then hitting the target after deflection, shall score as it lies in the target.*

27.2.5.3. *Another arrow, and then rebounding shall score the value of the arrow struck, provided the damaged arrow can be identified.*

27.2.5.4. *A target face other than the athlete's own target face shall be considered as part of that end and shall score as a miss.*

27.2.5.5. *Outside the outermost scoring zone of the target face or scoring area of the 3D target shall score as a miss.*

27.2.5.6. *A miss shall be recorded as "M" on the scorecard.*

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.*

27.2.7. *If two or more arrows are shot in the same 20cm target face, they shall be considered as part of that end but only the arrow with the lower value shall score. The other arrow, or arrows, in the same face shall score as a miss, or as misses.*

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

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.

27.3.2. For ties regarding the entrance to the Elimination Rounds, the progress from one stage of the competition to the next or for deciding the Medal placements after a Finals Round there shall be shoot-offs to break the ties:

AC 27 Scoring

AC 27.0:

AC 27.0.1 [Canadian *Indoor 3D only*] Competitors must **proceed as directly as possible** to their target(s) for the scoring and will return directly to the shooting line.

AC 27.1.0 Double scoring is required.

AC 27.1.2 *Also*

Athletes may delegate the calling of the score for their arrows to another athlete on the target, but they remain responsible for ensuring that the correct value is called.

- A mistake on the **scorecard may be corrected** before the arrows are drawn, provided that all the athletes on the target agree on the correction. The correction must be witnessed and initialled by all the athletes on the target.
- Any other **disputes** concerning entries on a scorecard must be referred to a Judge.
- A **discrepancy** between two scorecards discovered after the arrows have been drawn from the target may be corrected only by a judge if he finds sufficient evidence of what the correct scores (arrow values) should be. Otherwise, the lower value recorded on the two scorecards will be awarded.

AC 27.2.0 For 3D Rounds, the scoring is as follows (ref. WA9.2.2)

- AC 27.2.0.1 **11** - small circle centred within the ten ring. Approximately 25% of the ten ring will be used.
- AC 27.2.0.2 **10** – the large circle inside vital area.
- AC 27.2.0.3 **8** - vital area outside the 10 point circle.
- AC 27.2.0.4 **5** – remaindering body colour zone of the animal.
- AC 27.2.0.5 **0 (Miss)** - a hit in the horn/antler, hoof or background, not touching body colour or any other miss or glance off.

AC Note: a “glance-off” occurs when an arrow hits the edge of a target, but does not remain in the target, nor is a pass-through (defined 23.8.6.1). The target may be damaged or marked, but the hole is not surrounded by target material as in a pass-through.

AC 27.2.1.1 Targets must be **scored** by both scorekeepers **before arrows are pulled**.

AC 27.2.1.2 In the case of an athlete pulling arrows before they are recorded by the scorekeepers:

- If the arrow belongs to the archer pulling the arrow, it will score a Miss (0) on that target;
- If the arrow does not belong to the competitor pulling arrows, the arrow will score according to the majority decision of the group,

AC 27.2.4.1 *Also applies for* witnessed **pass-throughs and bounce-outs** for Canadian 3D.

- if the majority of the group cannot agree on the value of a witnessed pass-through or bounce-out before the archers advance to the target, the arrow shall not be considered to have been shot.

See AC 23.8.6.1 regarding shooting witnessed pass-through or bounce-out.

AC 27.2.5.5 *also*

- An arrow embedded in a background portion of a 3D target that is not touching body colour or a line defining the separation between body part and background is scored as a Miss (0).
- An arrow, which happens to be touching the 3D target, but is embedded in a backing other than the target, is a glance-off and scored as a Miss (0).

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

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.

27.3.2. For ties regarding the entrance to the Elimination Rounds, the progress from one stage of the competition to the next or for deciding the Medal placements after a Finals Round there shall be shoot-offs to break the ties:

AC 27.3.1 *For Canadian 3D archery only*, **non-critical ties**, are ranked based on:

- Greatest number of 11s;
- Greatest number of 10s (including 11s)

AC 27.3.2 *in addition: ... For Canadian 3D archery only* –

- **critical ties** deciding medal placement or regarding the entrance to the Grand Prix, section WA 27.3.2.1 applies.

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.*

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.*

27.3.2.3. *For Field rounds, shoot-offs shall take place on a target at the maximum distance for the division in which there is a tie which may be on a separate target.*

For 3D rounds, shoot-offs in the qualification and elimination rounds shall take place on a separate target.

The targets shall be located close to the central point area.

27.3.2.4. *Shoot-offs shall be shot as soon as it is practical after all scorecards for the division, within which the tie has occurred, have been recorded. Any athlete who is not present for the shoot-off within 30 minutes after he or his Team Manager has been notified, shall forfeit the shoot-off. If the athlete and his Team Manager have left the field, in spite of the results not being officially verified, and thus cannot be notified of the shoot-off, the athlete shall forfeit the shoot-off.*

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.

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.*

27.5. At the end of the tournament the Organising Committee shall publish complete result lists.

Chapter 28

Shooting Control and Safety

- 28.1. The chairperson of the Tournament Judge Commission shall be in control of the tournament.
- 28.2. The chairperson of the Tournament Judge Commission shall satisfy himself that safety precautions have been observed in the layout of the courses and arrange with the organisers for any additional safety precautions he may find advisable before shooting commences.
 - 28.2.1. *He shall address the athletes and officials on the safety precautions and any other matters concerning the shooting that he may judge to be necessary.*
 - 28.2.2. *Should it become necessary to abandon a competition because of bad weather, loss of daylight or for reasons that would otherwise compromise the safety conditions of the courses, such a decision shall be made by the collective decision of the head of the Organising Committee, the chairperson of the Judges Commission and the Technical Delegate.*
 - 28.2.3. *An acoustic sign to be heard throughout all the courses, shall be given at the start of each competition day and shall also be given when the competition has to be stopped.*
 - 28.2.4. *Should the competition have to be abandoned prior to the completion of the Qualification Round(s) the total score of the same targets shot by all athletes in a division shall be used to determine the ranking and in case no further competition is possible at all, the champions in that division.*
 - 28.2.5. *Should the competition have to be abandoned at a later stage, the tournament format and schedule shall be modified to progress according to the time remaining and conditions of the venues, to determine the winners.*
 - 28.2.6. *In case of blinding sunshine, protective shade of a maximum size of A4 (or legal letter size, about 30x20cm) may be provided by the other members of the group or shall be provided by the organiser. No shade is allowed for the Final Rounds.*
- 28.3. No athlete may touch the equipment of another without the latter's consent.
- 28.4. No smoking is allowed on the courses, in the practice or warm-up areas.
- 28.5. When drawing back the string of his bow an athlete shall not use any technique which, in the opinion of the Judges, could allow the arrow, if accidentally released, to fly beyond a safety zone or safety arrangements (overshoot area, net, wall, etc.). If an athlete persists in using such a technique, he will, in the interest of safety, be asked by the Chairperson of the Tournament Judges Commission to stop shooting immediately and to leave the course. The athlete must aim and draw up at the target only.
- 28.6. *At Field and 3D Championships, unless competing, team officials shall be confined within the spectator area unless requested by a Judge to enter the competition area.*

Chapter 29

Consequences of Breaking Rules

Set out below is a summary of the penalties or sanctions applied to athletes or officials when rules are broken.

- 29.1. An athlete found guilty of breaking any eligibility rule may be disqualified from the competition and shall lose any position he may have gained.
- 29.2. An athlete is not eligible to compete in World Archery Championships if his Member Association does not meet the requirements as laid down in [Article 3.7.2. in Book 2](#).
- 29.3. An athlete found competing in a class laid down in [22. Chapter 22-Athletes Equipment](#) of which he does not fulfil the requirements, shall be disqualified from the competition and lose any position gained.
- 29.4. An athlete found to have committed an Anti-Doping Rules violation shall be subject to sanctions as laid down in [Book 6-Anti-Doping Rules in Book 6](#).
- 29.5. Any athlete found to be using equipment contravening World Archery Rules may have his or her scores disqualified.
- 29.6.

An athlete proved to have knowingly broken any rules and regulations may be declared to be ineligible to participate in the competition. The athlete shall be disqualified and shall lose any position he may have gained.

- 29.6.1. *Un-sportsmanlike conduct shall not be tolerated. Such conduct by an athlete or anyone deemed to be assisting an athlete shall result in disqualification of the athlete or the person in question and may further result in suspension from future events (see also [Appendix 1-Congress Procedures, Appendix 2-Code of Ethics and Conduct in Book 1](#)).*
- 29.6.2. *Anyone who alters without authorization, or falsifies, a score, or knowingly has a score altered or falsified, shall be disqualified.*
- 29.6.3. *If an athlete repeatedly withdraws arrow from the target before they are scored, he may be disqualified.*
- 29.7. An athlete who persists in using a dangerous method of drawing the string in the opinion of the Judges, shall be asked by the chairperson of the Tournament Judge Commission or the Director of Shooting to stop shooting immediately and shall be disqualified.
- 29.8. Losing the score of arrow.
 - 29.8.1. *In the case of an equipment failure, an athlete who is unable to repair his equipment within 30 minutes shall lose the number of arrows still to be shot on that target and those arrows shot by his group after that time until he rejoins his group.*
 - 29.8.2. *In the case of a Judge's timing an athlete and observing him exceeding the time limit, at the third and all subsequent warnings during that stage of the competition, the athlete shall lose the highest scoring arrow at the target.*
 - 29.8.3. *In the Finals Round, if an athlete shoots an arrow after the Judge has stopped the shooting, the athlete's or team's highest scoring arrow on that target shall be lost.*
 - 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.*
 - 29.8.5. *If two or more arrows are shot into one 20cm target face, all arrows shot shall count as part of that end but only the lower arrow shall score.*
 - 29.8.6. *An arrow not hitting a scoring zone or hitting a target face other than the athlete's own target face, shall be considered as part of that end and shall score as a miss.*

29.9. Warnings

Athletes who have been warned more than once and who continue breaking the following World Archery rules or who do not follow decisions and directives (which can be appealed) of the assigned Judges, shall be treated according to [Article 29.6.](#)

- 29.9.1. *Athletes are responsible for their own score cards. Duplicate cards shall not be issued for any lost, damaged or stolen cards.*
- 29.9.2. *No smoking is allowed on the course and in the practice and warm-up areas.*
- 29.9.3. *No athlete may touch the equipment of another without the latter's consent.*
- 29.9.4. *Those athletes belonging to a following group waiting for their turn to shoot, shall remain in the waiting area until the athletes shooting have moved on and the shooting position is clear. There shall be no communication about distances between the different shooting groups.*
- 29.9.5. *While shooting is in progress, only the athlete whose turn it is to shoot may approach the shooting position.*
- 29.9.6. *No athlete may approach the target until all athletes of the group have finished shooting, unless authority is given by a Judge.*
- 29.9.7. *None of the arrows nor the target face, target or butt may be touched until all the arrows on that target have been recorded.*

AC 29.6.2 *also:*

- An **inaccurate total** that benefits the archer's score may result in the disqualification of that archer.

AC 29.6.4 For Indoor 3D, a competitor repeatedly failing to proceed as directly as possible to their target for the scoring and/or returning directly to the shooting line will be disqualified.

AC 29.6.5 Any competitor leaving the range or exchanging equipment without following the guidelines of section 24.4 (equipment failure) may be disqualified.

AC 24.4.3 Equipment may not be exchanged during a course except as pertains under section 24.4.

AC 29.8 *also:*

AC 29.8.1 For Indoor 3D the time limit is 15 minutes

AC 29.8.7 An athlete who has discussed the distance of a target prior to the group or other groups completing shooting of the target, shall score a Miss (0) for that target. A second offence will lead to disqualification.

AC 29.8.8 In the case of an athlete pulling arrows before they are recorded by the scorekeepers, that athlete will score a Miss (0) on that target.

AC 29.9.1 *Also notwithstanding WA 29.9.1 ...* Duplicate scorecards may only be re-issued by a Judge or person(s) designated by the Organizing Committee.

29.9.8. *When drawing back the string of his bow, an athlete shall not use any technique which, in the opinion of the Judges, could allow the arrow, if accidentally released, fly beyond a safety zone or safety arrangements (overshoot area, net, wall etc.).*

AC 29.10 **Losing partial score:** - Canadian 3D only

- AC 29.10.1 An athlete using binoculars after making his shot and while at the shooting stake may have five points deducted from his score (ref 23.4).
- AC 29.10.2 [*Outdoor 3D only*] *Notwithstanding WA 29.8.2 ...* An athlete taking excessive time (90 seconds) to complete shooting after being warned may have five (5) points deducted from his score (ref. 24.7.1).
- AC 29.10.3 [*Indoor 3D only*] *Notwithstanding WA 29.8.2 ...* A group taking excessive time to complete shooting after being warned may have five (5) points deducted from each archer in the group. (ref. 24.7.2)
- AC 29.10.4 [*Indoor 3D only*] a competitor failing to proceed as directly as possible to their target for the scoring and returning directly to the shooting line will be considered as taking an unfair advantage and five (5) points will be removed from the archer's score. A second offence will result in disqualification (ref. AC 29.6.4).

Chapter 30

Practice

- 30.1. At World Archery Field and 3D Championships no practice shall be permitted on the courses set out for the competition.
- 30.1.1. *A practice range shall be made available nearby or elsewhere three days before the first day of competition.*
 - 30.1.2. *On the days of the tournament, warm up targets (one for every 10 athletes) shall be set up near the assembly point(s) for the athletes. The practice range and the warm up targets may be one and the same.*
 - 30.1.3. *On the practice field a number of targets equal to 1/8 of the entries, arranged at all the different competition distances, shall be provided to permit practice, before, during and after competitive shooting on each day of the competition, at times announced by the organisers.*

AC 30.1 *also applies to Archery Canadian 3D Championships.*

See AC 30.2 regarding Field Championship practice on course.

AC 30.1.1 A measured distance practice range shall be made available nearby the courses on all days of the competition. However, as practical, it should not be within visibility of any target of a course.

AC 30.2 At Archery Canada Field Championships:

AC 30.3.1 Practice will be allowed either on the tournament field course or on another field course nearby for at least one full day prior to the first day of competition and for at least two hours on the morning of the first day of competition if the competition begins after 12:00 noon.

AC 30.3.2 Warm-up butts shall be available on a field course or practice range near the tournament field course which may be used at least one hour before athletes must stop shooting before each day of competition.

Chapter 31

Questions and Disputes

31.1. Any athlete on the target shall refer any questions about the value of an arrow in the target face, before the arrows are drawn, to:

- During the Qualification Rounds to the competitors in the group. The majority opinion of the group shall decide on the value – if there is split decision (50/50) the arrow shall be given the higher value. That decision of the athletes is final;
- During the Elimination and Finals Rounds, if the athletes cannot agree on the value of an arrow, a Judge shall be called to decide on the value of the arrow.

31.1.1. The decision of that Judge shall be final.

31.1.2. A mistake on a scorecard may be corrected before the arrows are drawn, provided that all the athletes on the target agree on the correction. The correction shall be witnessed and initialled by all the athletes on the target. Any other disputes concerning entries on a scorecard shall be referred to a Judge.

31.1.3. Should it be discovered:

- *That the size of a target face has been changed during the competition in Field rounds;*
- *The position of a shooting peg has been moved after competing athletes have already shot the target;*
- *The target is or has become unshootable for certain athletes because of hanging branches etc.*

That target shall be eliminated for the purpose of score for all athletes of the division involved, should an appeal be upheld. If one or more target(s) is disqualified, the remaining number of targets shall be considered a full round.

31.1.4. Should range equipment be defective or a target become unreasonably worn or otherwise damaged, an athlete or his or her Team Manager may appeal to the Judges to have the defective item replaced or remedied.

31.2. Questions concerning the conduct of the shooting or the conduct of an athlete shall be lodged with the Judges before the next stage of the competition.

31.2.1. Questions regarding any published results shall be lodged with the Judges without any undue delay, and in any event shall be lodged in time to allow corrections to be made before the prize giving.

AC 31.1 *in addition:*

- During Indoor 3D events, the question of the value of an arrow will first be referred to the competitors in the group, and in the case of disagreement, any athlete may call the assigned Judge to make a decision.

Chapter 32

Appeals

- 32.1. In the event of an athlete's not being satisfied with a ruling given by the Judges, he may, except as provided for in [Article 31.1](#), appeal to the Jury of Appeal. Trophies or prizes which may be affected by a dispute shall not be awarded until the Jury of Appeal's ruling has been given.

also:

AC 32.2 A **notice of appeal** must be made verbally to the Chairman of Judge Commission within **30 minutes** of the last scoring arrow of the round being shot. At the National Championships, appeals should be made by Provincial Team Captains where possible.

AC 32.3 **Appeals** must be made in writing, accompanied by a **fee**, within **forty-five minutes** of the last scoring arrow.

AC Note – The fee is currently \$20

Chapter 33

Dress Regulations

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.

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.

AC 33 Dress Regulations - Canada

The general dress regulation indicated in AC 20 are applicable to all events.

- AC 20.0 Dress regulations apply to all participants (including Team Officials, coaches, assistants, etc.) while they are on the competition field of play, on courses or in practice areas,
 - AC 20.0.1 In general:
 - AC 20.1.1 Participants must be neat in appearance in respect of personal grooming and clothing.
 - AC 20.1.2 Clothing which is offensive, is in poor taste or is disrespectful to Archery Canada and its sponsors is not allowed.
 - AC 20.1.3 Footwear must be worn at all times. Shoes may be different styles but shall cover the entire foot. Sandals and open-toed footwear are not permitted for athletes or any other person on a course or field of play.
 - AC 20.1.4 The Director of Shooting, or in the absence of a DoS, the Technical Delegate, will be responsible for enforcing the dress code and will make any decisions in connection with appropriateness of dress or appearance.
 - AC 20.0.2 Specific dress regulations and/or guidelines may be published for general or specific events:

Appendix AC 1

Field and Canadian 3D Shooting Positions

Canadian Field

AC 8.1.1.6

<u>Yellow Peg</u>	<u>Blue Peg</u>	<u>Red Peg</u>
Senior, Master: ○ Longbow Cadet: ○ Barebow Cubs - all Pre-Cubs - all 5m – 40m	Cadet: ○ Recurve ○ Compound Junior, Senior, Master: ○ Barebow Senior, Master: ○ Instinctive Bow 5m – 50m	Junior, Senior, Master: ○ Recurve ○ Compound Senior: ○ Compound Unlimited ○ Compound Fixed Pins ○ (Hunter) 10m – 60m

Canadian 3D

AC 23.8.1.0 Competitors will shoot from shooting positions according to their categories as follows:

position	outdoor	indoor
Orange max. 50 yards (46m)	Compound Unlimited - Master, Senior, Junior Compound Fixed Pin - Senior (Recurve* - Senior, Junior)	Compound Unlimited – Master, Master60, Senior, Junior, Cadet Compound Fixed Pins - Senior (Hunter*) (Recurve* - Master, Senior, Junior, Cadet)
Green max.40 yards (37m)	Compound Unlimited - Master60, Cadet (Hunter*) (Recurve* - Master, Cadet)	<i>not used</i>
White max. 30 yards (27m)	Barebow -Senior Longbow - Senior Instinctive - Senior Traditional - Master, Junior, Cadet, Cub, Pre-Cub	Compound Unlimited - Cub, Pre-Cub (Recurve* - Cub, Pre-Cub)
Peewee positions should be set at unknown distances up to 15 yards (14m) on a separate course.		

AC Note: -* - Hunter Division and Recurve Division are developmental divisions for Canadian 3D and are not intended for Canadian 3D Championship rounds

Appendix 1

Target Faces and Equipment

1-6 Scoring Zones Target Face

(see image 1: 1-6 Scoring Zones Target Face for Field)

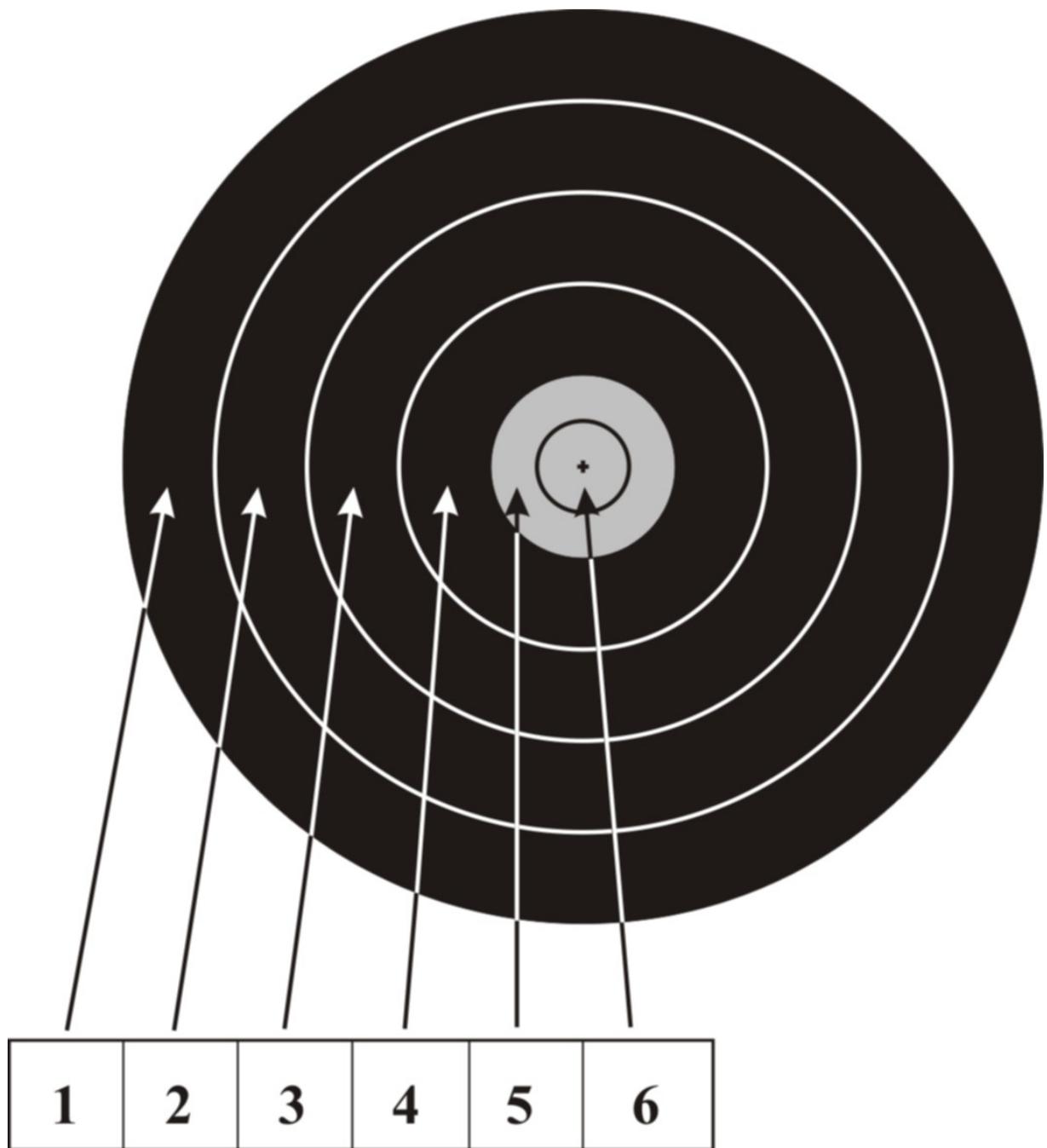


Image 1: 1-6 Scoring Zones Target Face for Field

80 and 60cm Target Face

(see image 2: 80 and 60cm Target Face for Field)

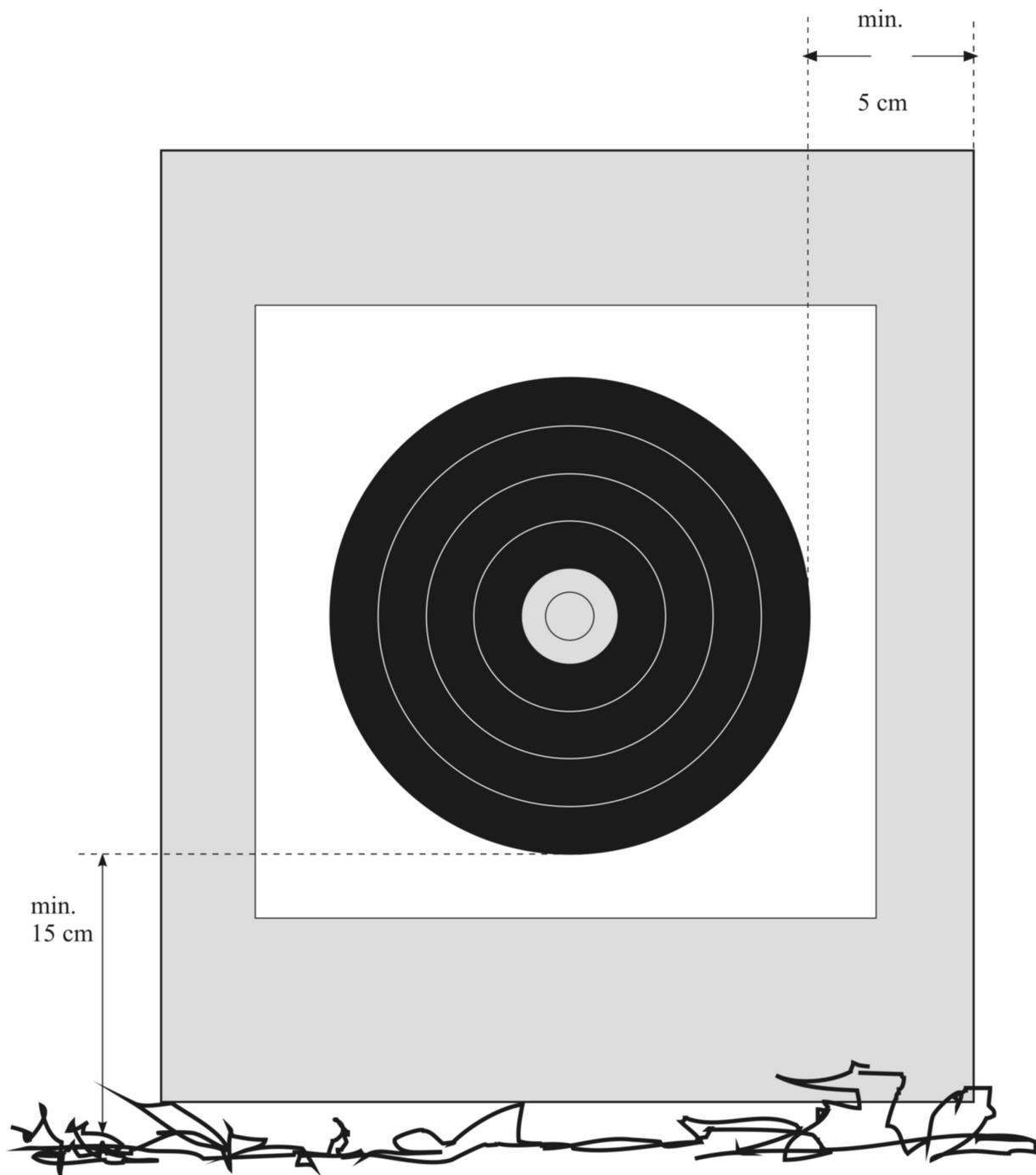


Image 2: 80 and 60cm Target Face for Field

4 x 4 40cm Target Face

(see image 3: 4 x 4 40cm Target Face for Field)

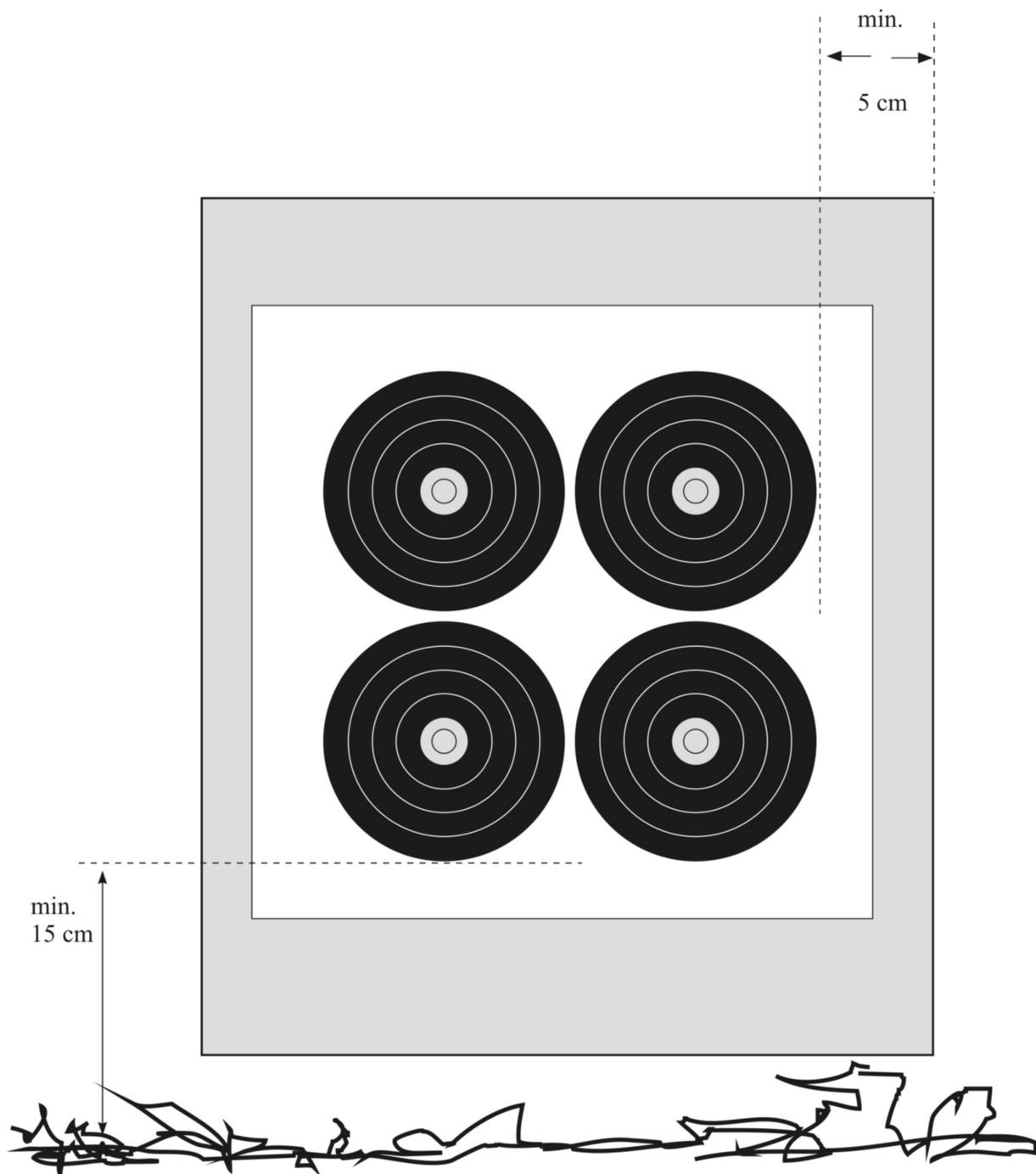


Image 3: 4 x 4 40cm Target Face for Field

4 x 3 Vertical Triple Target Face

(see image 4: 4 x 3 Vertical Triple Target Face for Field)

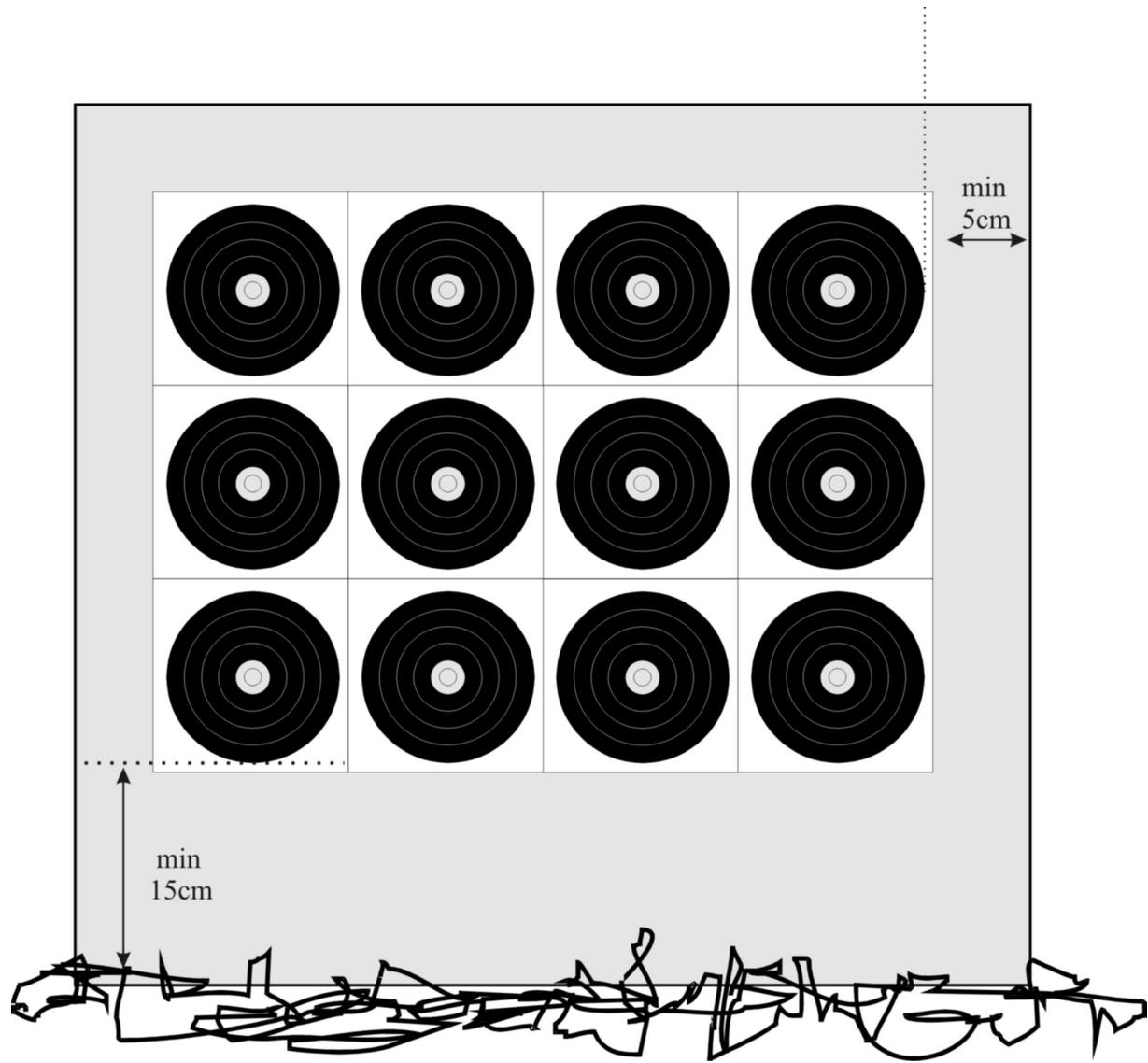


Image 4: 4 x 3 Vertical Triple Target Face for Field

Recurve bow description

(see image 5: Recurve Bow description)

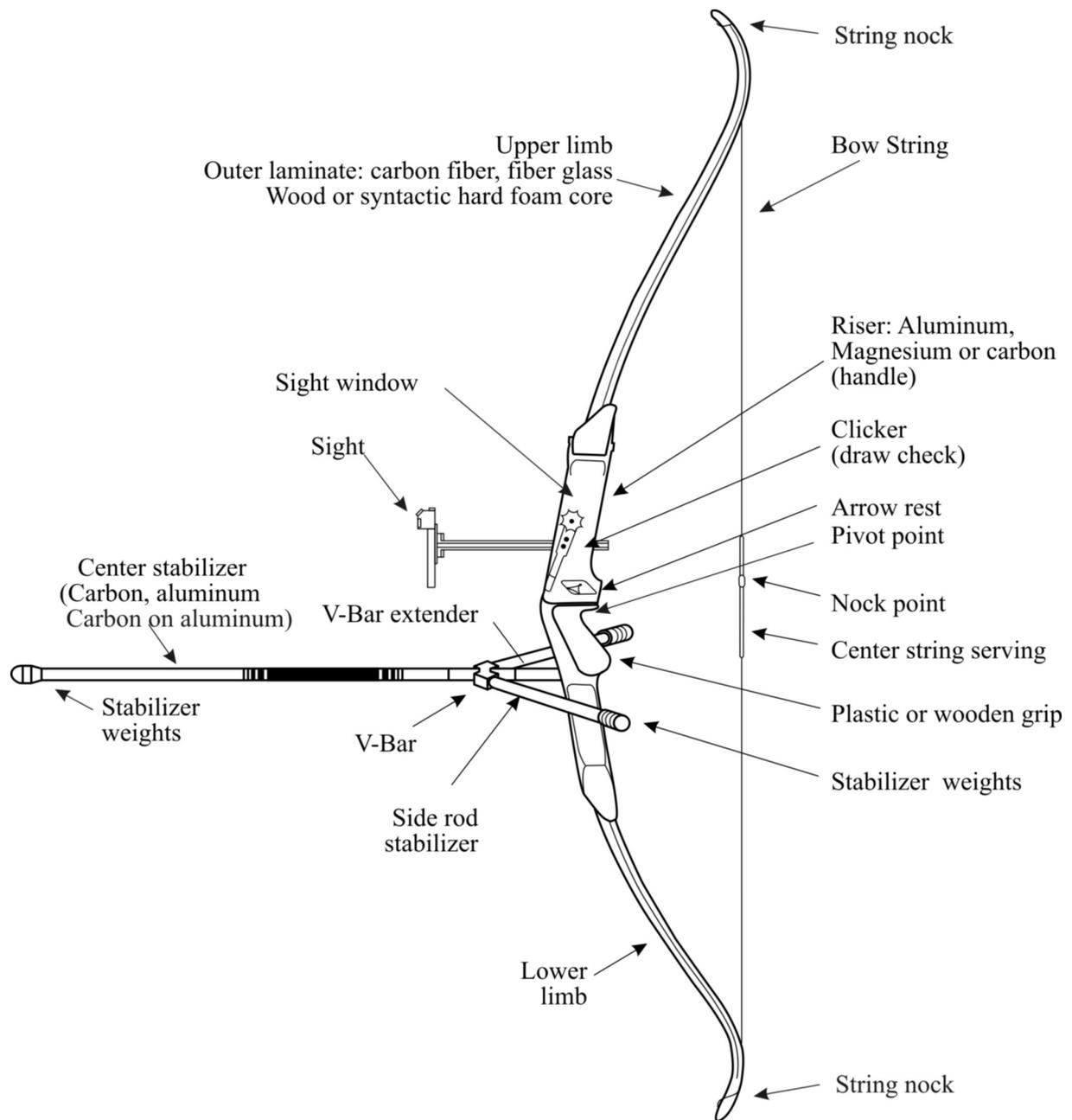


Image 5: Recurve Bow description

Compound bow description

(see image 6: Compound Bow description)

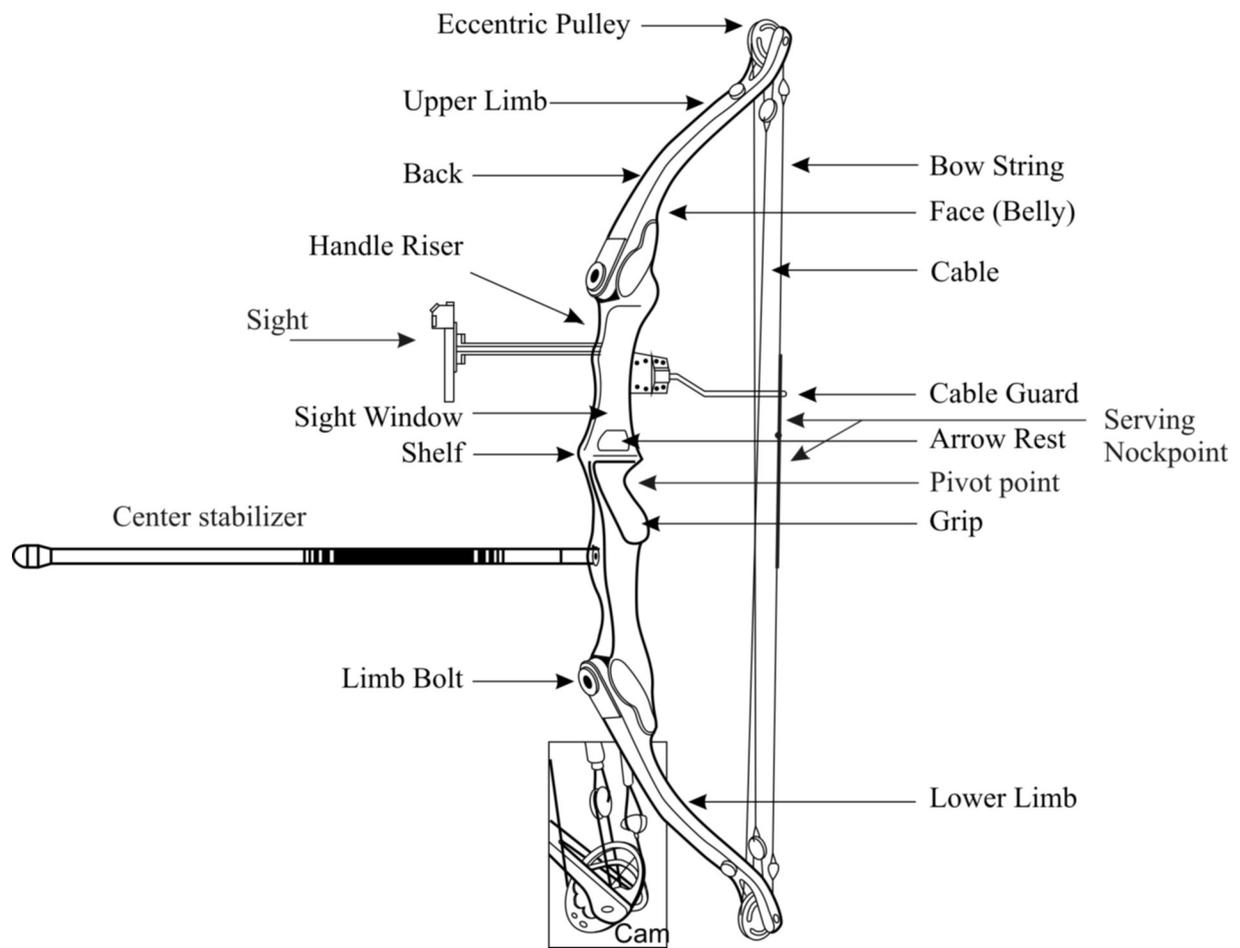


Image 6: Compound Bow description

Arrow description

(see image 7: Arrow description)

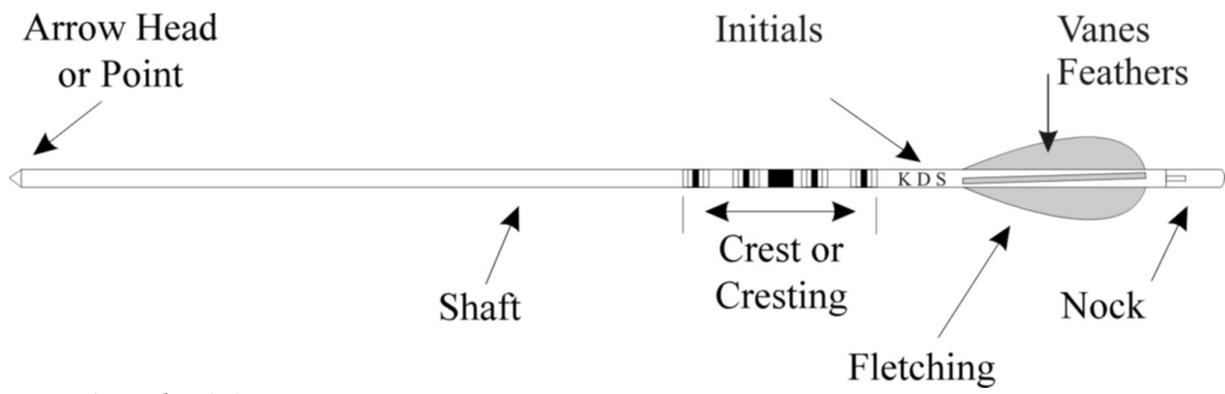


Image 7: Arrow description