

Shoot Guidelines



**For Traditional Archery
Events**

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www.traditionalarcheryaustralia.org



Traditional Archery Australia Inc.

Shoot Guidelines

Traditional Events

TAA committee and members have formulated these guidelines to assist interested archery clubs to run a safe, challenging, fun and exciting shoot for their members. We do not intend or suggest that your chosen governing body or club rules should be disregarded. Our intent is that these guidelines are used in conjunction with your club and governing body rules.

We also encourage you to contact us if you need assistance, have any questions and would like us to attend your shoot or help you set the shoot up.

A traditional shoot usually has a number of events. If your club has limited space or time you could run some of the events. Our events are designed to develop skills in hitting a variety of targets, moving targets and most of all to have fun safely.

Most traditional events are run over two days with overnight camping and fun events to allow archers to enjoy the skill of shooting a Traditional bow without sights and we encourage the use of wooden or bamboo arrows with a minimum of 12 inches of feathers only.

Meeting up with like minded people to enjoy archery, camping and socialising is our priority.

1. Safety:

It is recommended that all events are set up with consultation of the club Safety Officer and/or Range Captain, and complies with the clubs rules and bylaws. As most of these events can be self run, once the Muster (shoot briefing) has been completed by the Club President or Shoot director, the groups can then progress out to start at any of the events, at their leisure.

2. Overview:

The Traditional Shoots are more relaxed and tend to be more enjoyable than more competitive events currently being run in archery clubs. Archers are given the freedom to form up in small groups and work through events as they choose.

There must be a briefing (muster) prior to the commencement of the shoot. The club management must brief the archers on safety, scoring and anything else needed to complete the shoot safely. As with other archery events, there must be a designated time to have all score sheets handed in.

Advertising can be done through the club, governing bodies and web sites such as ours. Some clubs may choose to have a deadline for entries. This will assist the club management to run a more efficient event. Some other clubs may just take entries on the day. This is completely up to the club management committee.

Most traditional shoots are run over a week end and provide overnight camping. This is up to the club committee, but must be stated on any advertising posted, that is, camping available or not. Rules of the club that will need to be complied with, for example, no dogs or dogs only on leash permitted.

The cost for the shoot and any cost for camping should be noted on the fliers. Advise archers if food (breakfast, lunch and dinner) will be available and when. Ensure you have sufficient facilities (toilets/showers) set up and if not or limited make note on your fliers.

3. The Field Course:

The Traditional Field Course is usually set up to simulate and practice for hunting. Courses are set out unmarked and with challenging targets. The range officer or committee members setting out the course should take time to plan the course to ensure it is challenging and fun. Targets should be placed to allow the archer to practice up, down, along sloped ground and if possible over or along dams or creeks. This will challenge the archer.

Targets are usually 3D, but paper targets or animal cut outs can also be used. Distances are usually up to 28 metres. Some clubs prefer one arrow per target and others have three arrows per target. If more than one arrow per target is chosen we suggest staggered shooting pegs or a fan set up or walk up. Make sure allowances are made for juniors and cubs with lower poundage bows. Some clubs use the three peg system and get cubs to shoot from peg three that is set closer to the target.

Targets must be clearly marked. Most clubs with 3D targets score 10, 8 and 5 with no score for a miss, hoof, horn or target base/stand.

Some clubs choose to set up a target where the archer has a choice. Shoot the standard target or for a much greater score shoot a high risk target, for example, a small target at a further distance mounted on rocks.

The number of targets is usually 20 to 30, although this can vary depending on the club facilities and their preference. It is common to have a course set up to allow a break half way through the course.

Clubs holding a Traditional Shoot are encouraged to use a different setup to their normal club course to add some variety to all who shoot there and should not be shot by competitors prior to the shoot.

4. Rolling Disc:

The rolling discs simulate small animals moving at ground level. A box gutter section or children's slippery dip is used to roll foam or cardboard discs about a foot in diameter with an outer and inner circle. Scored 10 for inner circle and 5 for outer circle.

An adult member of the shoot group usually rolls the discs.

The shooter stands 5 metres from where the targets roll down and calls when ready to shoot. Discs must be shot while they are rolling.

Discs should roll a minimum of 4 metres along the ground in full view of the archer.

To prevent breaking arrows the discs should run about one metre in front of the backdrop.

5. Running Target:

The following are guidelines for the running of a moving target at traditional shoots and get togethers. Every traditional club is likely to operate a slightly different format for their running target, but what follows covers a few pointers that will ensure a smooth and safe operation of this style of event.

Moving targets offer an exciting and challenging variation to the normal static target line up and will help archers develop the sense of timing needed to consistently make good hits on moving targets.

Running targets are generally set up as follows: A wire will be run over a distance which is higher at one end than the other. This then has a roller system from which a target is suspended. The target then simply rolls from one end to the other, whether left to right or right to left. The speed it travels is purely up to the builders of the running target.

The target can be anything from a piece of stramit to a 3D pig target, a deer or even a rabbit and can be any size. Again, this is purely up to the individuals

building the event. The main consideration here is to ensure the target can stop arrows and not break them on contact.

The target can be shot at whatever distance the builders feel is sensible, but it is generally about 10 to 15 metres.

The target can be shot at by one or several archers. If more than one archer is to shoot at the same time, adequate space must be left between the shooters. In this regard, a minimum of 5 metres is considered the minimum. Generally, 5 markers with 5 shooters rotating after each shot so that each shooter shoots one arrow at each mark.

There will be an operator who will release the target and retrieve it after it has completed its run. This is normally achieved via an attached rope. The operator should not release the target until all archers are ready.

Arrows are then pulled and scored accordingly with scoring being entirely flexible. One of the easiest is via two score zones only with a 10 for a centre hit and 5 for an outer zone.

As an additional challenge, arrows can be left in their quiver until the target commences its' run.

All shooters should be standing at 90 degrees to the wire or the targets travel path, so that no shot will be angled in any way towards the operator.

The operator should be covered by a screen of adequate strength to resist the impact of arrows from all bows.

One shot only should be taken by each shooter. This is largely to prevent risk to the operator. Only shooters are to be on the shooting line. All spectators must be at least 5 metres back from the shooting area.

In the event of a run failure, that is, the target jams or breaks and gets stuck, NO archer must advance forward of the shooting mark. All arrows are to be put back into quivers and then allow the operator to go and rectify the issue.

Only after the final run of the target, may archers go and collect their arrows. At no point prior to this should an archer advance forward of the shooting mark. The shooting mark should be clearly marked and adhered to by shooters.

6. Bow Bird:

The following are guidelines to assist those who wish to hold a bow bird competition at traditional shoots and get togethers.

A bow bird is an event where archers shoot at aerial targets which are generally thrown straight up from in front of them. This event offers an excellent variation to not only static target shooting, but to moving targets as

well. Shooting up and developing the timing needed to hit a bow bird is an outstanding challenge that when mastered, adds a good skill to an archers arsenal. The bow bird was originally used to practice for shooting game birds on the wing.

Flu flu arrows must only be used for this event. Flu flu arrows pull up very quickly in the event of a miss and this makes for safety and time efficiency with archers needing to walk only a short distance to collect missed shots.

The targets are normally round and are approximately 12 inches in diameter, although they can be any size. One or two archers only, normally shoot at bow birds at the one time. This means missed shots are going to head fairly straight and not off on dangerous angles.

The targets are normally thrown straight up from directly in front of the shooters and are thrown from a distance of about 10 metres from the shooter.

Five arrows are to be shot with a score of 10 for the centre of disk and 5 for outside of the disk.

Safety guidelines: The operator **MUST** be behind an adequate screen that can repel arrows from all bows. The operator must stay behind this screen at all times during the event.

Only an adult (a person at least 18 years) may act as the operator. All children **MUST** be supervised around the bow bird area.

It may be advisable to tape off the area, including the potential landing area of missed shots to avoid persons walking into this area.

Field points and flu flus only to be used. No blunts can be used so as to avoid bounce outs that may hit the operator. Ensure the target is made of a material that arrows can stick into.

A maximum of two archers on the line at any one time to limit bad angles of arrow flight that may fall out of the safety landing zone.

Ensure that there is adequate safe area beyond the landing area of the bow bird. No other activity should be occurring even a considerable distance beyond.

All spectators must be behind the shooters and at least 3 metres back. Shoot only from the marked position.

Another idea is to shoot through a hole cut into carpet, or rubber matting that has been suspended above the ground.

7. The Hunt Round:

This event can be set up along a path, shooting both sides of the path if possible, however this is not essential. Alternatively an open area can be used with cones marking shooting positions.

Targets are placed at various distances from the path and the archer starts from the beginning point progressing along the path and has a 60 second time limit to complete the course.

On the start of the timer the archer moves (arrow must be in quiver) to the target 1 peg, shoots then moves to the target 2 peg and shoots continuing through to the last target. If time permits the archer can then move back to the previous target, shoot and continue on back through previous targets until time runs out, for example, 1, 2, 3, 4, 5, 6, 5, 4, 3, 2, 1.

Scoring is 10 for an A or B and 5 for the rest of the body. Once the group has completed the event, one person collect 5's, one person collect 10's and the others look for misses, then score all arrows away from the start to avoid holding up the next group.

8. Clout Shoot:

The clout shoot is perfect to practice and compete in long range shooting that is similar to primitive and medieval archers shooting arrows and also similar to our modern artillery. Again safety is the most important thing. The course should be set out with a clear safety range of 180 degrees from the shooting line which should be at least 200 metres.

The target is painted on the ground and can vary in size. It is suggested that the target has a number of score zones and that flags are used to indicate wind direction for the archers. A recommended size for the target is a 5 metre diameter centre circle (a flag or other marker may be placed in its centre) with a 10 metre diameter outer circle marked by flags.

The shoot line should be a minimum of 100 metres distance from the target with a clear line of sight. There can also be a 10 metre gap between the front and back shooting line to accommodate lower poundage bows. Children can be moved closer to the target once the entire group has finished. A practice end of 5 or 6 arrows is encouraged.

9. Speed Round:

A raised shooting position can be set up and a 30 second time limit is suggested. Targets are usually 3D and can be placed in a fan shape at distances from 5 metres out to 20 metres away from the shooter which is only restricted by the area where the event is being held.

The archer gets 30 seconds to shoot as many arrows as possible. All arrows must stay in the quiver until the timer is started. Each target must be attempted once first and then any target may be shot at for the remaining time.

Scoring is 10 for an A or B and 5 for the rest of the body. Once the group has completed the event, one person collect 5's, one person collect 10's and the others look for misses, then score all arrows away from the start to avoid holding up the next group.

10. Popinjay:

This event is to simulate shooting birds from a tree or high perch. There are a number of methods used. The best would seem to be a high tower with a cross beam with foam balls or similar placed in sockets along the beam. The beam should be set up to allow the archer to lower and raise the beam, usually by a pulley system.

Although flu flu arrows are used with rubber blunt ends ensure there is a safe area cordoned off behind the targets.

11. Castle or Kings Round:

This game is similar to a Clout Shoot. To include some fun for the archers you could use bales of hay as the wall with a bail or bails placed behind the wall as targets to increase the novelty effect. Large target/s could have lower scoring with small targets higher scoring. If this is done you could set the flags in the centre of the targets but ensure the flags can be seen by the archer.

It should be noted that human figures or human shapes are not to be used in any game played.

Consider lower poundage bows - you might have a staggered shooting line or have set times for Cubs/Juniors to shoot this event.

We suggest a 6 arrow end with one practice end allowed. This conforms to some events already run by clubs. The amount of ends or groups of 6 arrows shot can be varied by the club. Six ends could be finished in a reasonable amount of time to allow for other events on the day.

12. Other Rounds:

Clubs have also come up with their own novelty events such as rotating cube/spinning wheel where scores are written on the back of the target, the score is unseen and unknown by the archer and scored once all 5 arrows are shot.

A target round where 3 targets with Olympic target faces are set up at 30m, 40m and 50m (distances are a guide only). The archer shoots 4 arrows at each

distance and scores (centre 10, next ring 8, etc.) once the group has completed.

The bat shoot is conducted using low poundage club bows and club arrows and shot at small bats suspended above the practice range at night using a spot light. The individual archer progresses by hitting the bat and the winner is the last person not eliminated.

When setting up your events the background must always be assessed. Ensure that any arrows shot over or passed the targets will not be a safety risk.

There are many fun events you can run after the shoot competition or while scoring takes place - gold coin, spotlight or wand shoots are options and further information can be obtained from TAA.

The Association is always open to suggestions that will improve traditional events. The most important consideration must always be safety. Ensure your club safety officer conducts their safety assessment prior to any traditional shoot.

Some Traditional events also hold knife and axe throwing competitions which are detailed on the ABA web site.

Please feel free to contact us via our website, we would be happy to assist where possible.

