



Incorporated Number: 1400344

Traditional Archery Australia Inc.

Traditional Archery Event

Shoot Guidelines

Please note that the intention of these draft guidelines is to standardise the format for the recording of State and National Title records.

www.traditionalarcheryaustralia.org

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Original Ratified: AGM 10th October 2020

Amendments:

The Hunt 29th June 2021

Clarifications: Score Witness, Rolling Disc Mass, Bounce backs and Group number. 14th July 2022

A special thankyou to Mr David McGuire our National Coaching Officer for all his hard work in researching and preparing these documents. Also Mr Jason Chapman our National Shoot Director for his assistance.

From the TAA Committee and Members.

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The TAA Committee also wish to acknowledge the work of Life Member and Past President Mr Keith Speight for his hard work in compiling the initial guidelines. They have been a good source of reference for developing the new documents.

EVENTS

There will be six events for a standard Traditional Archery Title Shoot.

- **Field Rounds**

- 1 x 3 arrow round.
- 1 x 1 arrow round.

- **Novelties**

- Rolling Disc.
- 30 second Speed Round.
- Running Target.
- The Hunt, one minute.

FIELD ROUND 3 ARROW

WALK UP

- Archers competing in the Muster must NOT walk the course prior to the commencement of the competition. Exemptions: Range Captain and TAA Shoot Director
- 20 3D targets will be shot and scored, the maximum distance from the back peg to the target shall be no more than 28 metres.
- The distance from the back peg to the front peg shall be no more than 5 metres. There is no set distance for middle peg.
- If there isn't enough space for the 4 shoot pegs to run vertically towards the target, then in this case the shoot pegs can be placed horizontally (fan) whilst paying attention to the shot angle in relation to other nearby targets.
- There is no reference to the size of the targets other than there should be a good variety of sizes and styles.
- Targets can be set in a position as to challenge the archer this can be done by using the terrain and vegetation, broadside, quartering away and quartering on angles are recommended but the score zones must be able to be shot.
- All targets must be securely anchored.
- There will be 4 shoot pegs, three for adults, of which juniors use two, and a fourth peg for cubs. These can be made of any material, for example; wood stakes or concrete markers etc. Pegs should preferably be painted a bright colour. Adults will shoot 1 arrow from 1st, 2nd, and 3rd, peg. Juniors shall shoot 1 arrow from the 2nd peg and 2 arrows from the 3rd peg.
- Cubs will shoot all 3 arrows from a separate cub peg. The peg position shall be set at an achievable distance in relation to the size of the target and the draw weight of their bows. Making sure their shoot position is

safe to shoot from and on reasonably level ground. The cub peg shall be painted a different colour to that of the 3 adult/ junior pegs.

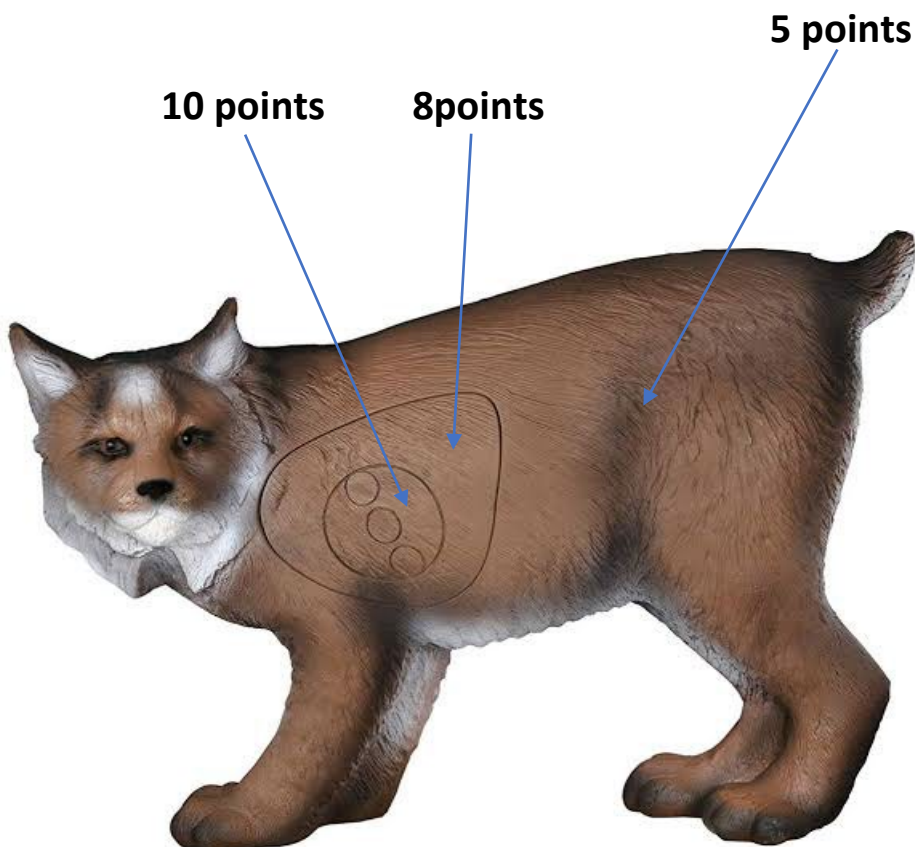
- Foot position to be a foot span distance from the peg. The foot is to stay behind the shoot peg.
- If there is a reason the archer cannot make the shot, for example, due to interference from the terrain, heavy foliage, large trees or the archer cannot see the target, with permission from the shoot group you may take the shot from a better position. This must be by moving sideways not forward of the shoot peg, keeping in mind the safety of other archers on the course.
- Archers competing in the Muster must not walk the course prior to the commencement of the competition. Exemptions: Range Captain and TAA Shoot Director.
- **Shoot group size:** 4 archers minimum with a maximum of 6 archers.

FIELD ROUND 1 ARROW

- 20 3D targets will be shot and scored.
- Adults will shoot one arrow from the 1st peg.
- Juniors will shoot 1 arrow from the 2nd peg.
- Cubs will shoot one 1 arrow from the cub peg.
- Scoring shall be 10, 8 and 5 points.

SCORING THE FIELD ROUNDS

- Scoring for the field rounds shall be, 10, 8, 5, non-scoring areas of the targets are horns, hoofs, base or stand.
- The arrow must penetrate through the line to receive the greater score.
- A bounce back is an arrow that squarely strikes the target and bounces back toward the shooter. **An arrow that glances off any part of the target is not considered a bounce back.** A bounce back may be scored if the score is witnessed and agreed on by the shoot group; if this cannot be agreed upon then the archer re-shoots the target.
- Ricochet and skip shots where the arrow lands **securely** in the target scoring zone can be scored.
- No one is allowed past the shoot peg until all archers have had their turn shooting, there must be at least two persons witnessing the scores, this is usually the scorer and the arrow puller. However on smaller rabbit size targets where breakages may occur due to many arrows in the target the score recorder and arrow puller may walk forward, pull and score the arrows. This is the only exception.



ROLLING DISC

- A length of roof guttering is normally used as a channel to roll the discs. A height elevation of the channel is 1.2 metres at top to 0 elevation at the bottom.
- The standard disc size shall be 12 inches / 30cm in diameter.
- To avoid breakages and ricochets the rolling discs must have enough physical mass weight so when struck on the outer edge the arrow will not ricochet or cause the disc to whip violently breaking the arrow.
- Adults and Juniors shoot 3 shots from 8 metres and two shots from 10 metres. Cub peg 7 metres. Cubs shoot all shots from this peg.
- The archer calls to the disc roller when to release the disc.
- The disc must be rolled not pushed from the top of the guttering.
- The disc must be shot while still rolling.
- The disc must roll a minimum of 4 metres along the ground in full view of the archer.
- 5 discs will be rolled and scored as follows, 10 points for the inner circle and 5 points for the outer circle.
- Bounce outs shall not be scored.
- Only one archer at a time can be at the shoot line. A disc that has been shot and may possibly impede the path of the next disc can be removed by the archer or the disc roller.
- For safety reasons a physical barrier is preferred between the archer and person rolling the disc.
- There should be a physical back stop to catch the arrows, either a bank of shooting bales or an earthen bank.

THE HUNT

- The hunt is a one-minute timed round.
- There will be 7 3D targets. There is no reference to target size other than the larger targets are to be set at a maximum distance of 16 metres. There is no minimum distance, all other targets shall be set at the discretion of the shoot director.
- All targets must be securely anchored.
- Course layout:
 - 3 targets shall be positioned on the left hand side of the shooting track
 - 1 target at the middle top end of the shooting track and
 - 3 targets on the right side of the shooting track.
 - The shooting peg distance shall be set at 4 metres between each target for a total distance of 28 metres. The peg must be visible to the archer.
- There is to be a start position peg for right and left handed archers, this shall be set at 2 metres before the first target peg. Right handed archers shall start on the left starting position peg and left handed archers shall start on the right hand starting position peg.
- The archer must not zigzag across the course and shall shoot the targets in order. Right hand archers target 1 to 7 and left hand archers target 7 to 1.
- The archer starts at the start position and moves forward when the start time is called. The archer shoots one arrow at the first target and progresses through the course shooting one arrow at every target until they have reached the last target. When the last target has been reached it may be shot again. The archer may then shoot backwards through the course. Example of moving backwards through the course: Right hand archer 7,6,5,4,3,2,1. Left hand archer 1,2,3,4,5,6,7.
- The archer can have an arrow nocked on the bow string at the start position.

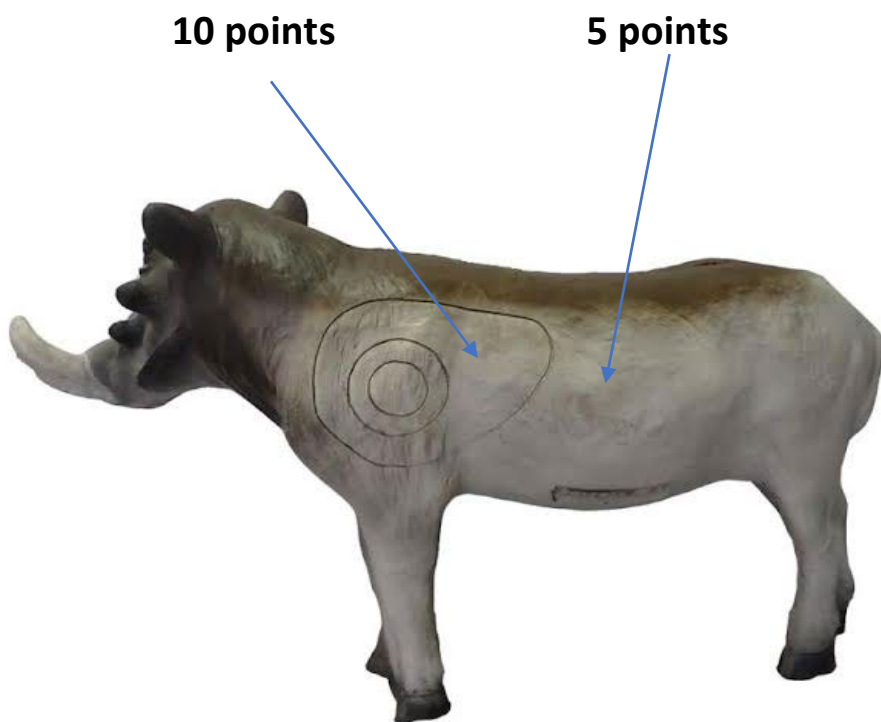
- No archer is to step forward of the start mark until the clock starts for their turn. Walking through the course prior to attempting the hunt is not permitted.
- The archer's foot needs to be reasonably close to the peg when taking the shot.
- When time is called the arrow must be in flight and not on the string.
- Arrows are to be collected and scored when all archers in the group have shot.
- Scoring shall be 10 and 5 points.

30 SECOND SPEED ROUND

- The 30 second speed round can be shot either from a safe elevated platform, no more than knee height for safety, or from a peg on level ground for those that feel unsafe on a platform.
- There shall be 7 3D targets, the maximum target distance shall be 16 metres. All other target distances will be set at the discretion of the shoot director, there is no reference to the size of the targets other than there should be a good variety of styles and sizes.
- All targets should be anchored securely to the ground.
- All targets must be shot in a sequence from left to right or right to left, if time permits and all targets have been shot once, then the archer can repeat the sequence.
- An arrow can be nocked on the string before the start is called.
- The arrow must be in flight when the finish time has been called, not on the string.
- If there is a bounce out then that target can be shot again.
- Arrows can be collected and scored when all archers in your group have finished shooting.

SCORING FOR THE 30 SECOND SPEED ROUND AND THE 60 SECOND HUNT

- Scoring shall be 10 and 5 points.
- Horns, hoofs, target base or stand do not score.
- The arrow must penetrate through line to receive the higher score.



RUNNING TARGET

- Any medium size target can be used.
- There will be 5 shooting positions, the distance from these positions to the target will be 10 metres. One arrow will be shot from each shoot peg.
- There is no set distance between the shoot pegs.
- The archer can start on any peg and rotate through until all 5 arrows have been shot.
- Arrows can be pulled and scored when all archers have shot 1 arrow from each shoot position. Horns and hoofs do not score.

Scoring the Running Target

