**COWBOY QABAQ 1st course on Friday**

The Cowboy Qubaq style consists of three (3) runs. The competitor’s score for the event shall be the total of the scores for the 3 runs. This will be ½ of a Qubaq RANKING course.

**Please inform the scorer if you are ranking on this course before starting!**

 a. This discipline is a forward shot to the body of the bandit only, then the Qubaq, followed by the Tin Star, 10m from the track.

 b**. The Ranking Qabaq**: The track is 90m long or longer and 2-4m wide.1.2 The Qabaq pole is 45m from the start line at a distance of approximately1m (3ft) from the barrier.1.3 The pole is on the left for right handed competitors and on the right for left handed competitors.1.4 The pole is a minimum 7m high.1.5 On top of the pole shall be a circular target (i.e. pizza pan)16 inches in diameter. The disc should be attached by a spring or loosely bolted to reduce arrow breakage.

2. **Procedure** 2.1 Only blunt arrows maybe used to shoot at the Qabaq.2.2 A Qabaq set is 6 runs.2.3 The competitor rides along the track and attempts to shoot the underside of the target. For ranking purposes a run is either a hit or a miss as long as the rider completes the course under 14 seconds. For competition purposes time bonuses are added, competitors are disqualified if they go over 14 seconds.

3. **Hits** 3.1 A hit must be on the target. Hits on the pole do not count (if the arrow hits the pole and the target, in any order, then it is a hit). 3.2 A hit must be on the way up. If the arrow misses the target but hits it on the way back down then that is not a hit. 3.3 In order for a hit to count, the arrow must either be a solid hit to the disc or the arrow must change direction of travel based on a hit to the disc. If the arrow makes a sound, but does not change direction, the side of the blunt, feathers or shaft has brushed the target and will not be counted as a hit.

4. **Time** 4.1 The time allotted for the Qabaq is 14 seconds. Standard time bonuses apply in competition (ranking does not include time bonus).

5. Other **Targets** 5.1 In the case of other targets being added to a Qabaq course in competition, those target scores can be added to the overall score. You may rank on such courses, however, only the center Qabaq hit counts under the allotted 14 seconds.5.2 If the course has more than one Qabaq target on it, then only the center target may count for ranking. Hits on any other target will not be counted for ranking

 c. The first target is the Bandit, a forward shot, 15m past the start gate at 7m from the edge of the track, behind some hay bales.

 d. The second target is the Qabaq.

 e. The third target is the Tin Star at 75m down the track and 10m from the edge.

There is 15m from the last target to the finish line.

 f. 2 Blunt arrows (1 with large feathers (Flu flu) and a rubber blunt insert and the other arrow used for the Tin Star target may be a Flu flu or a regular arrow **WITH a Rubber BLUNT** insert).

**GENERAL RULES**

a. The competitor is allowed to have 2 warm up runs, with 1 shooting if they wish.

 b. You **MUST** go in loaded with a sharp. Next, you **MUST** hold 2 blunt FluFlu’s in your hand for the Qubaq and the Tin Star. (this is for safety reasons). **No quiver will be allowed.**

 c. Competitors may shoot before the start line only if:

 (1) The arrow is shot while the horse is at a canter

 (2) The arrow passes between the start pole on the track side.

 d. The competitor must hit at least 1 target to receive a score. Only 1 arrow per target.

**SCORING**

 a. The Bandit will be 1pt for arms, 3pts for body and 5pts for the heart.

 b. The Qubaq will be 5 points.

 c. The Tin Star will be 3 points. Any hit, anywhere on the star will count.

 It will stop the arrow or deflect if it is a hit.

 d. For ranking, you must hit the Qubaq to score and be 14 sec or under for time.

 f. If all 3 targets are hit, there will be a 3-point bonus.

 g. For competition only (Not Ranking), all scores will be totaled along with time/penalty bonus and any 3-point bonus for hitting all 3 targets.

 h. All runs must be at a gallop. If the horse breaks into a trot the run is scored a 0.