**HUNGARIAN 90 N0 POLES 2nd course on Saturday** This will be a **RANKING** course.

**IHAA Hungarian track**

Points 1-3 are listed for the Hungarian-90 event]

**1. Set-up1**.

1. The track shall be 2-4m wide. The length of the track will be specified in 4.1 but there must be a minimum of 10m of straight track beyond the timing gate.\* See guidance notes for further information on ideal track set-up

1.2 There shall be tall poles (3m or more in height) at the start and finish lines on the side of the track nearest the target. These should be just outside the track barrier.

 1.2.1 It is permitted that as well as, or instead of the poles described in 1.2, there may be a demarcated zone before the start gate and beyond the finish gate. Arrows may be shot when the rider is within this zone, as the angle of shooting is such that they will pass within the poles as required in 2.7(b).

1.3 This event may be run with either:

 a. A single target that rotates as the competitor rides past.

 b. A target tower that holds three targets. \*see the diagram below.

 1.3.1 The target(s) shall be placed half way along the track (see 4.3) and9m away from the edge of the track.

1.4 The target faces shall be round and composed of three concentric zones in contrasting colors. The zones shall be of 90cm, 60cm and 30cm diameter respectively.

1.5 The center of the target(s) should be 2m high +/- 10cm (relative to ground-level within the track).

1.6 It is preferable (but not required) for the central target to be set back slightly relative to the 1st and 3rd targets, so that arrows missing the 1st or 3rdtargets cannot hit the 2nd target by accident.

1.7 There should be an empty 5m buffer zone between the track and spectators. Judges, Officials and 1 representative/helper per team are permitted within this area but should take care not to crowd the edge of the track.

The only horses within the buffer zone should be those in the current group.

**2. Procedure**

2.1 For details of the number of warm up canters and the number of scoring runs see 5.1 & 5.2.

 2.3 All shots MUST be taken at canter or gallop.

 2.3.1 All runs should be completed at canter or gallop. If a horse drops to a trot then the rider scores 0 for that run

 2.3.2 The chief referee may choose to make an exception to the penalty in 2.3.1, after considering the level of competition, the severity of the transgression, and the effort made by the rider to maintain pace.

2.4 There is no limit to the number of arrows that may be shot at each target.

2.5 Arrows may be drawn from a quiver or may be held in the bow hand or drawing hand. Arrows may also be drawn from the belt/sash.

2.6 Competitors may start with an arrow nocked.

2.7 Arrows may be shot at any target from any point on the track.

2.8 Any arrows loosed before the competitor passes the start line or after the competitor passes the finish line only score if

 a. they were loosed while the horse was at canter or gallop; AND

 b. the arrow passed between the start and finish poles (see 1.2) OR the arrow was shot while the rider was within the zone described in 1.2.1.

**3. Scoring**

3.1 All targets score as follows (inner ring outwards): 4pts, 3pts, 2pts.

3.2 The time limit for the run is specified in 5.3.

3.3 Speed points are awarded for completing the run faster than the time limit, 1pt per second (to two decimal places for electronic timing or to one decimal place for manual timing).

3.4 Speed points are only added under Rule 3.3 if the competitor shoots at least 3 arrows that pass between the start and finish posts. It is not necessary to hit the target with more than 1 arrow, but at least 3 must be shot in order to score time points.

 3.4.1 An arrow is “shot” if, in the opinion of the referee, a reasonable attempt was made to hit the target. \*see guidance notes below

 3.4.2 It is not necessary to record the number of arrows shot, only whether there were sufficient to collect time points (ie. 3 arrows or more) or too few arrows to collect time points (1 or 2).

3.5 If a competitor exceeds the time limit they score 0 for that

run, regardless of any hits on the targets.

3.6 If the competitor fails to score any hits on the targets, they score 0 for that run, regardless of time taken.

3.7 The total scores (target points + time points) for each of the runs are added together to give the competitor’s total score.

**\*Additional guidance:**

1.1 There should be a 25m minimum distance for starting and stopping before and after the timing gates; beyond the straight section it may be curved, but not too tightly (ie. not tighter than the curve of a 20m diameter circle). Ideally the curve should approach from the target side of the track to encourage the horse of a right-handed archer to be on the left-canter-lead, and vice versa for a left hander.

 3.3.1 If a referee feels that a competitor is not making a reasonable attempt to hit the target with some of their required “3 arrows”, in the first instance that competitor should be given a verbal warning and the speed points allowed for that attempt. If the referee feels that the problem continues then they may disallow the shot and the speed points may not be awarded, according to 3.4.It would be expected that a reasonable shot at target should land within 10mof the target’s base if it falls in front of the target, or that it should fly beyond the target. The exceptions to this would be weaker archers (eg. children, juniors or disabled) who cannot manage the distance despite a good angle of elevation of the bow when the shot was taken.

1.3 b Diagram (from above) of the target tower.

 a. refer to diagram in IHAA rule Book 2018-2020

 b. The angled targets point to a position on the track 24.5m before / after the mid-point of the track.

**Hungarian-90**

**4. Specific track details for the Hungarian-90**

4.1 The track shall be 90m long, with a minimum of 10m of straight track beyond the timing gates. The track shall be 2-4m wide.

 4.2 The zone prior to the start and after the finish, that was described in 1.2.1,should be 5m long – ie. marking out a 100m track. Arrows shot within this zone that hit the target will have an angle of shooting such that they pass within the poles as required in 2.7(b).

4.3 The half way point along the track where the targets are located is 45m from the start.

 4.3.1 If a target tower with angled targets is used they should be angled towards the 20.5m & 69.5m points on the track.

**5. Procedure**

5.1 Each competitor gets 2 warm up canters on the track (without / with shooting as they wish)

5.2 Each competitor has 6 competition runs on the track.

5.3 The time limit to complete the run is 18 seconds.

 5.3.1 Speed points are awarded for completing the run faster than 18s,as long as the conditions of 3.4 are met.

 5.3.2 If a competitor's run was slower than 18.00s they score 0 for that run.