

## ontarget Club Competition Rules and Regulations

Changes to the rules from the previous year's competition are highlighted in yellow. All other rules remain the same.

### 1. INTRODUCTION

- 1.1. The Archery GB **ontarget** Club Competition comprises a series of knockout rounds and a finals event.
- 1.2. **ontarget** clubs are eligible to enter a "team" of four (4) archers.
- 1.3. All matches will be Non Record Status.
- 1.4. The competition will be a knockout format. The first named team in each match shall be designated the home team. Each team will be drawn against an opponent. The winner of each match will proceed to the next Stage.
- 1.5. Clubs are encouraged to include more archers than the 4 archers nominated for the team to encourage club wide participation. Only 4 archers scores need to be submitted.

### 2. MANAGEMENT

- 2.1. The Management of the competition will be through the Clubs & Facilities Manager.
- 2.2. All archery in the **ontarget** Club Competition will fall under the auspices of the Rules of Shooting, which shall be followed at all times.

### 3. ELIGIBILITY AND ENTRY

- 3.1. This competition is open to Archery GB affiliated clubs that have registered for the **ontarget** programme, except University en-bloc clubs, Junior en-bloc clubs (without a parent club e.g. School clubs) and clubs with less than 10 members.
- 3.2. Archers are only allowed to shoot for the club through which the archer's Society annual subscription fee is paid (i.e. the first claim club) as per Law 20 (b) (v).
- 3.3. Archers that have shot for GB in any competition, or are, or have been part of any Archery GB confirmation or talent squad, within the last five (5) years are ineligible to take part in the **ontarget** Club Competition. For confirmation of eligibility please contact the competition manager.
- 3.4. Teams should be mixed gender – preferably 50/50 split - and archers must be aged 14 years or older.
- 3.5. Team members can be freely swapped without notification between rounds up until the semi-final and final matches.
- 3.6. There will be two division:
  - 3.6.1. Compound/Recurve - Each team will consist of two compound archers and two recurve archers.
  - 3.6.2. Longbow/Barebow – Each team will consist of two longbow archers and two barebow archers.
- 3.7. Other bow types can be included however they will be recognised as the bow type they are replacing – for example if you have only one compound archer you

could replace with a recurve archer but their scores will go down as the second compound.

#### **4. THE EVENTS**

- 4.1. The matches will take place during competition Stage windows. The number of Stages will be confirmed after entries close and will be dependent upon the number of teams participating.
  - Stage 1 Held during May/June
  - Stage 2 Held during July/August
  - Semi Finals & Finals Held during September
- 4.2. The draw for these stages will be made initially within County or Regional boundaries, taking into consideration travelling time. For the finals stage the draw shall be an open draw.
- 4.3. The home team is responsible for providing the venue and must liaise with the away team to agree the date of the match. The Finals Stage will be held at a neutral venue.
- 4.4. Each match will consist of 3 rounds of 2 dozen arrows
  - 4.4.1. For the compound/recurve division archers will shoot at 50m on an 80cm face, with archers shooting ends of 6 arrows.
  - 4.4.2. For the longbow/barebow division archers will shoot at 50m on a 122cm face, with archers shooting ends of 6 arrows.
- 4.5. The range will be laid out in line with the safety requirements as laid out in the Rules of Shooting. The home clubs will provide four bosses, numbered 1 to 4 from left to right.
- 4.6. If a club can not provide a team within the designated date window, then that club will forfeit and the opposition club will move into the next stage as “winners”.
- 4.7. If the two sides can not agree a date or the shooting is cancelled for whatever reason, the home side will advance to the next stage.
- 4.8. At the discretion of the competition manager a team or teams may be provided with a bye if there are an odd number of club entries in a County or Region.

#### **5. “MATCH” DAY**

- 5.1. Additional archers shooting by home and away archers may take place at the same venue as the match for the duration of the **ontarget** competition, as long as it does not delay the match.
- 5.2. Each match will take place within the designated stage date window – see 4.1.
- 5.3. The Home team will contact the Away team offering at least **two** possible dates for the competition and the date must be agreed to at least 5 days in advance, or as soon as possible.
- 5.4. The start time and day of the match will be mutually agreed by the teams. Home teams should provide 30 minutes of practice shooting before the match takes place.
- 5.5. If one team is ready to start but the other is not, the Field Captain/Judge concerned shall blow the whistle for the match to start and the match shall be awarded to the team that is ready to begin.

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- 5.6. A team must have all four archers ready at the start of the match in order for it to commence. If one team is not ready or has not arrived 5 minutes after the start time, then the team that is present and ready will be awarded that match and the full 14 points.
- 5.7. Spectators must either remain behind the equipment line or remain in an area as designated by the Field Captain or Judge. Spectators are allowed to cheer.
- 5.8. Unless otherwise agreed by both team, the Home team shall provide post-match hospitality, which will consist of a minimum of tea, coffee, water and biscuits.

## 6. THE ROUNDS

### Compound/Recurve Division

- 6.1. Round 1 – Team: Each club team will compete against the other team. The winners will be decided by the aggregate team score. The winning team will be awarded 2 points, the losing team will be awarded 1 point.
- 6.2. Round 2 – Pairs: The recurve archers from each team and the compound archers from each team will shoot against each other. The winning pair will be awarded 2 points, the losing pair will be awarded 1 point.
- 6.3. Round 3 – Individual: The recurve archer with the highest aggregate score from the previous two rounds from each team will shoot against each other in a head-to-head style round. The recurve archers with the lowest aggregate will shoot against each other in the other match. The compound archers with the highest aggregate score from the previous two rounds from each team will shoot against each other in a head-to-head style round. The compound archers with the lowest aggregate will shoot against each other in the other match. The winning archer from each match will be awarded 2 points, the losing archer will be awarded 1 point.
- 6.4. A team can score a maximum of 14 points and a minimum of 7 points.
- 6.5. Teams can shoot at designated targets as set out below, although the mixing of teams is encouraged and welcomed to foster the nature of the social aspect of the competition.

	Round 1 – Team	Round 2 – Pairs	Round 3 – Individual
Target 1	Recurve Home	Recurve Home	Recurve 1 Home v Recurve 1 Away
Target 2	Compound Home	Recurve Away	Recurve 2 Home v Recurve 2 Away
Target 3	Recurve Away	Compound Home	Compound 1 Home v Compound 1 Away
Target 4	Compound Away	Compound Away	Compound 2 Home v Compound 2 Away

### Longbow/Barebow Division

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- 6.6. Round 1 – Team: Each club team will compete against the other team. The winners will be decided by the aggregate team score. The winning team will be awarded 2 points, the losing team will be awarded 1 point.
- 6.7. Round 2 – Pairs: The longbow archers from each team, and the barebow archers from each team will shoot against each other. The winning pair will be awarded 2 points, the losing pair will be awarded 1 point.
- 6.8. Round 3 – Individual: The longbow archers with the highest aggregate score from the previous two rounds from each team will shoot against each other in a head-to-head style round. The longbow archers with the lowest aggregate will shoot against each other in the other match. The barebows archers with the highest aggregate score from the previous two rounds from each team will shoot against each other in a head-to-head style round. The barebow archers with the lowest aggregate will shoot against each other in the other match. The winning archer from each match will be awarded 2 points, the losing archer will be awarded 1 point.
- 6.9. A team can score a maximum of 14 points and a minimum of 7 points.
- 6.10. Teams can shoot at designated targets as set out below, although the mixing of teams is encouraged and welcomed to foster the nature of the social aspect of the competition.

	Round 1 – Team	Round 2 – Pairs	Round 3 – Individual
Target 1	Longbow Home	Longbow Home	Longbow 1 Home v Longbow 1 Away
Target 2	Barebow Home	Longbow Away	Longbow 2 Home v Longbow 2 Away
Target 3	Longbow Away	Barebow Home	Barebow 1 Home v Barebow 1 Away
Target 4	Barebow Away	Barebow Away	Barebow 2 Home v Barebow 2 Away

- 6.11. For each match, the first named archer on the team sheet will shoot first in the first end. For each subsequent end, the archer with the lower score will shoot first. If the scores are tied, then the archer who shot first in the first end will shoot first.

## 7. SCORING

- 7.1. During all stages each team/pair/individuals will record each other's scores. Another scorer may be elected by the archers if they wish.
- 7.2. Scoring will be under the 10 Zone 'World Archery' method. Bouncers will be dealt with by way of the World Archery method.
- 7.3. Each Archer will complete an 'Archer Scoring Sheet', and the Home "team captain" will complete the 'Match Result Sheet'. Each team captain will sign the

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sheet to confirm the result and enter the results by submitting the form electronically or by post to Archery GB.

- 7.4. The Field Captain and/or Judge will be the final decision maker on the day. Any additional adjudication not concerned with match day will take place by the Development Manager.
- 7.5. In the case of a tied score at the end of the three rounds, each archer from each team will shoot one arrow. The total score from these four arrows will determine the winning team. In case of a tied score, the arrow closest to the middle will determine the winning team. In the event neither method can determine a winning team, a final shoot off will take place between one member of each team, with one arrow each, shooting at Target number 1. The arrow nearest to the middle determines the winning team.

### **8. DRESS**

- 8.1. Archers are expected to dress accordingly and it is preferred that archers shoot in their club colours. Otherwise Rule 307 Dress Regulations will apply. No blue jeans or camouflage pattern clothing may be worn.

### **9. JUDGES**

- 9.1. Each match will take place under Rules of Shooting 3.12 and 3.13.
- 9.2. A County Judge is the preferred option for overseeing each match although a Field Captain is sufficient for the initial Stages. The minimum of a County Judge will be appointed for the Finals stage.
- 9.3. Judges/Field Captains must be appointed by the Home team for all Stages except for the Finals, and must not be shooting in the match.

### **10. REPORTING OF RESULTS**

- 10.1. The Match Result Form should be signed by both captains and posted (or scanned and emailed) to Archery GB no longer than 3 days after the day of the match.
- 10.2. The Archer Scoring Sheets should be kept by each team for 1 month after the date of the match.
- 10.3. Postal shoots are not permitted.

### **11. THE FINALS**

- 11.1. The semi-final and final matches will be organised by the competition manager, and the date and time of these will be communicated to the teams affected.
- 11.2. For the semi-final and final matches, a team sheet must be submitted by the date communicated by the competition manager. This list can contain a substitute archer, who may be used if an archer is taken ill or injured prior to the match taking place. This must be communicated to the competition manager no less than 1 hour before the start of the match. No other substitutions may be used during the finals stage.
- 11.3. Practice will only be allowed on the day of the matches.

### **12. INTERPRETATION OF RULES**

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- 12.1. The competition manager – Clubs & Facilities Manager - will have the final say on any interpretation of rules and regulations and should be the first point of contact if clubs have any questions or queries.

**Arran Coggan**  
**Clubs & Facilities Manager**

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